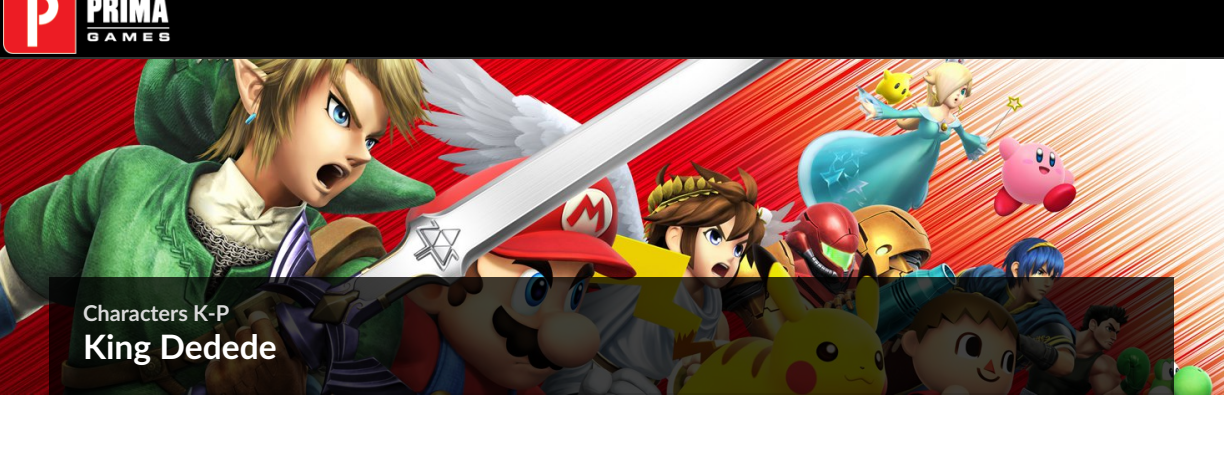


King Dedede

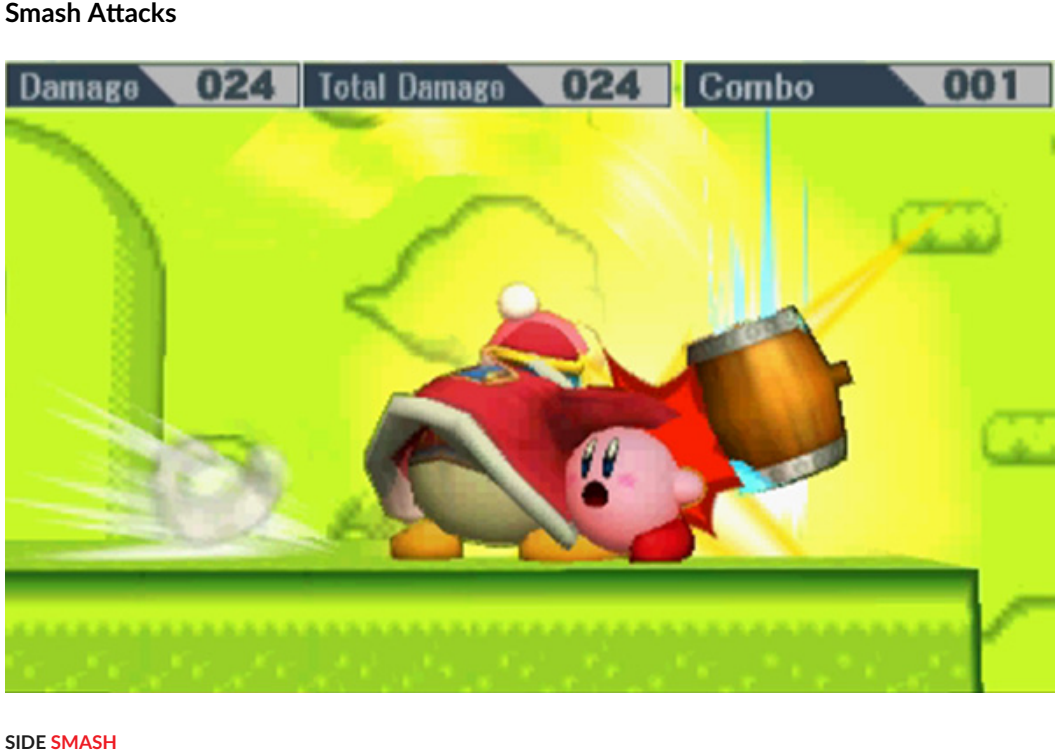
Trophy Description

He calls himself the King of Dream Land, but he doesn't have a lot of interest in ruling. He really loves to eat, so it's no surprise that he's a heavyweight fighter. Despite his size and low speed, he can easily recover with his four jumps. His Jet Hammer will leave a mark on everyone he meets.

Statistics

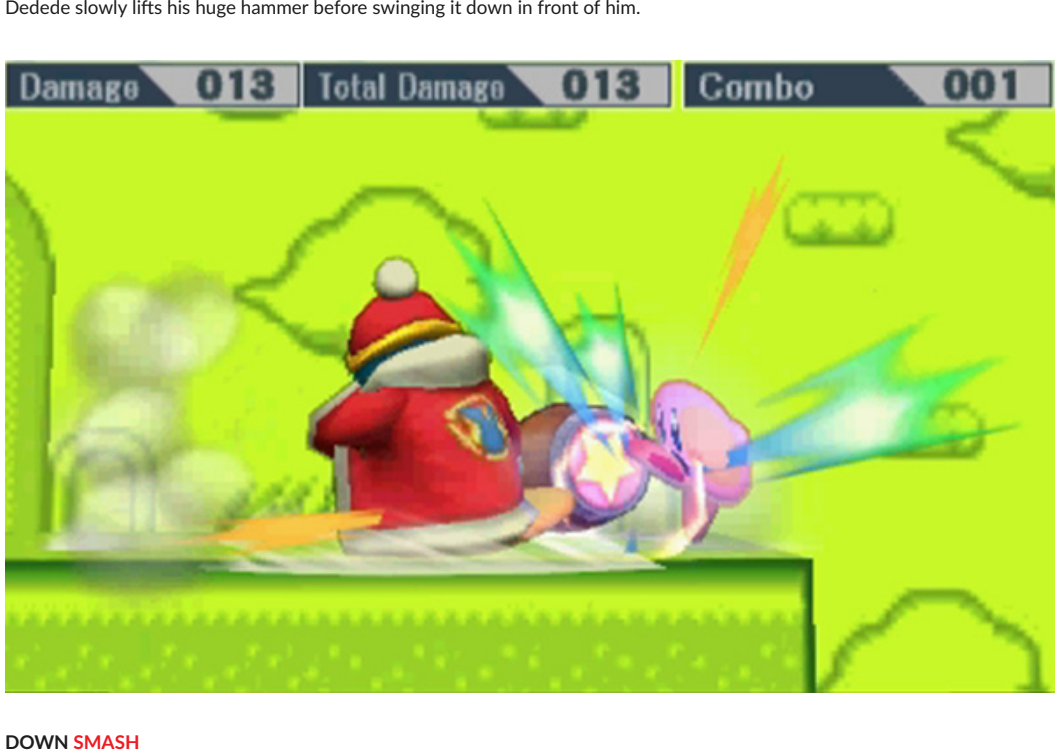
- **Maximum Number of Jumps**: 5
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 024
Total Damage 024
Combo 001

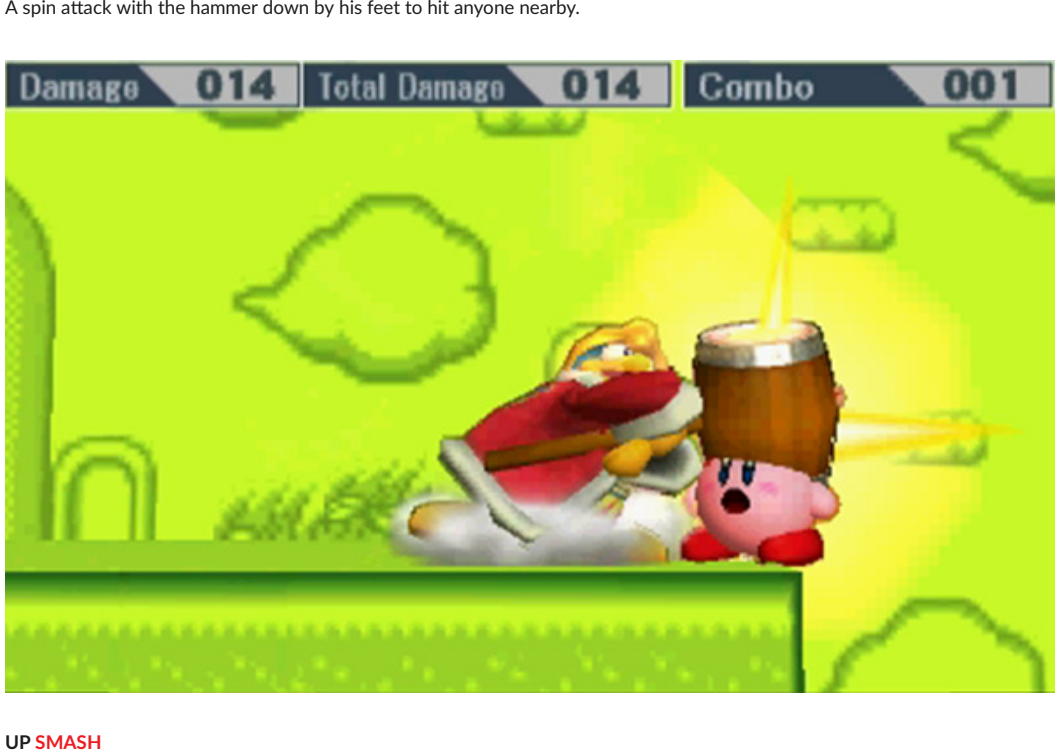
SIDE SMASH

Dedede slowly lifts his huge hammer before swinging it down in front of him.


Damage 013
Total Damage 013
Combo 001

DOWN SMASH

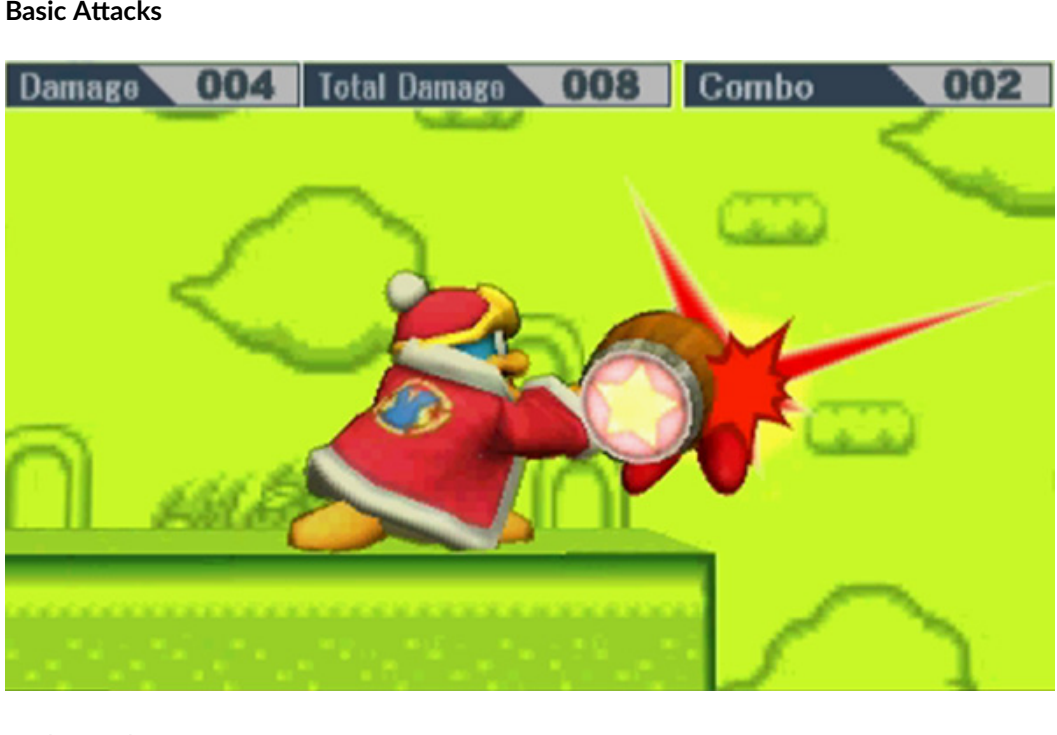
A spin attack with the hammer down by his feet to hit anyone nearby.


Damage 014
Total Damage 014
Combo 001

UP SMASH

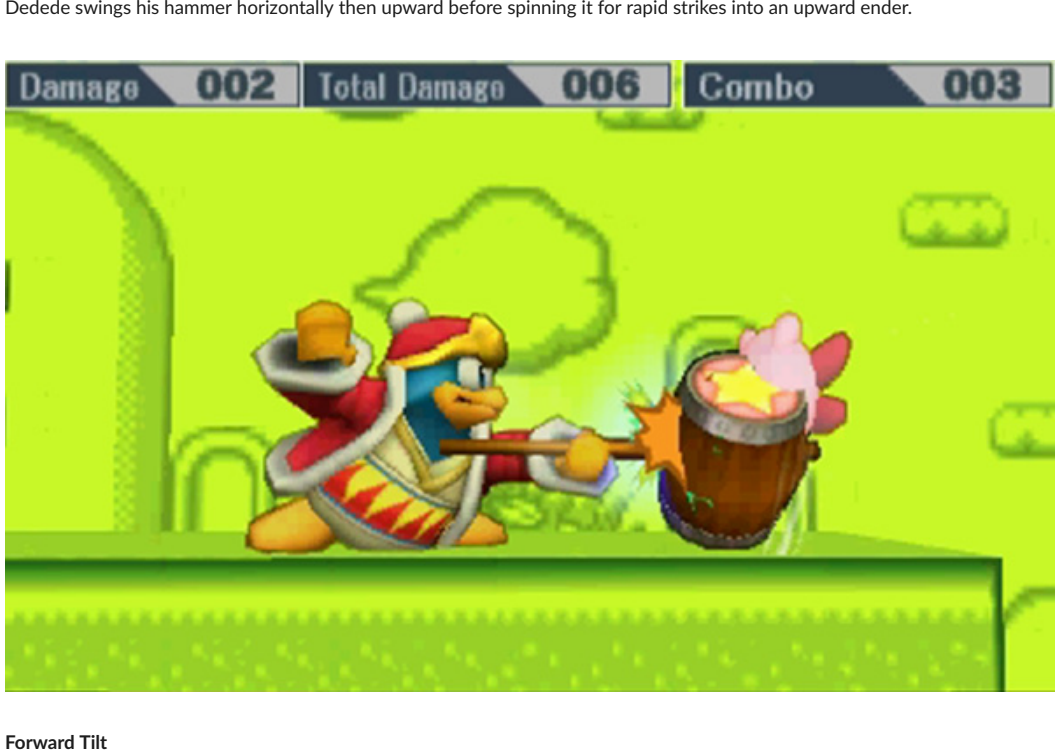
Dedede whips his hammer around to hit down behind him.

Basic Attacks


Damage 004
Total Damage 008
Combo 002

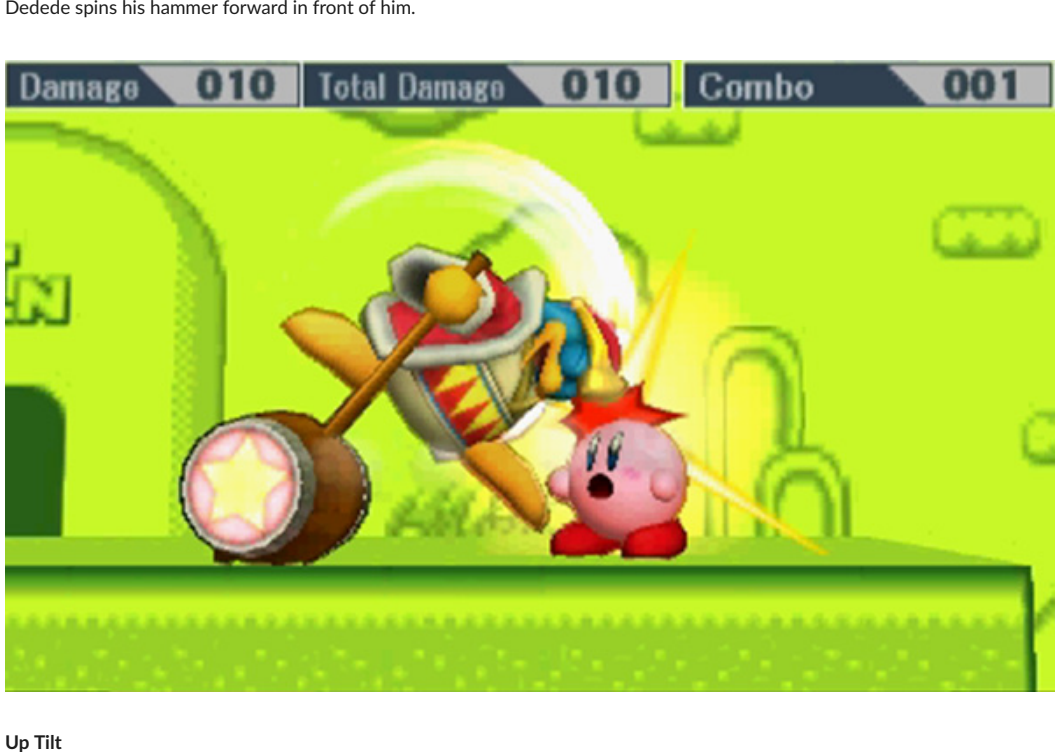
Standing Attack

Dedede swings his hammer horizontally then upward before spinning it for rapid strikes into an upward ender.


Damage 002
Total Damage 006
Combo 003

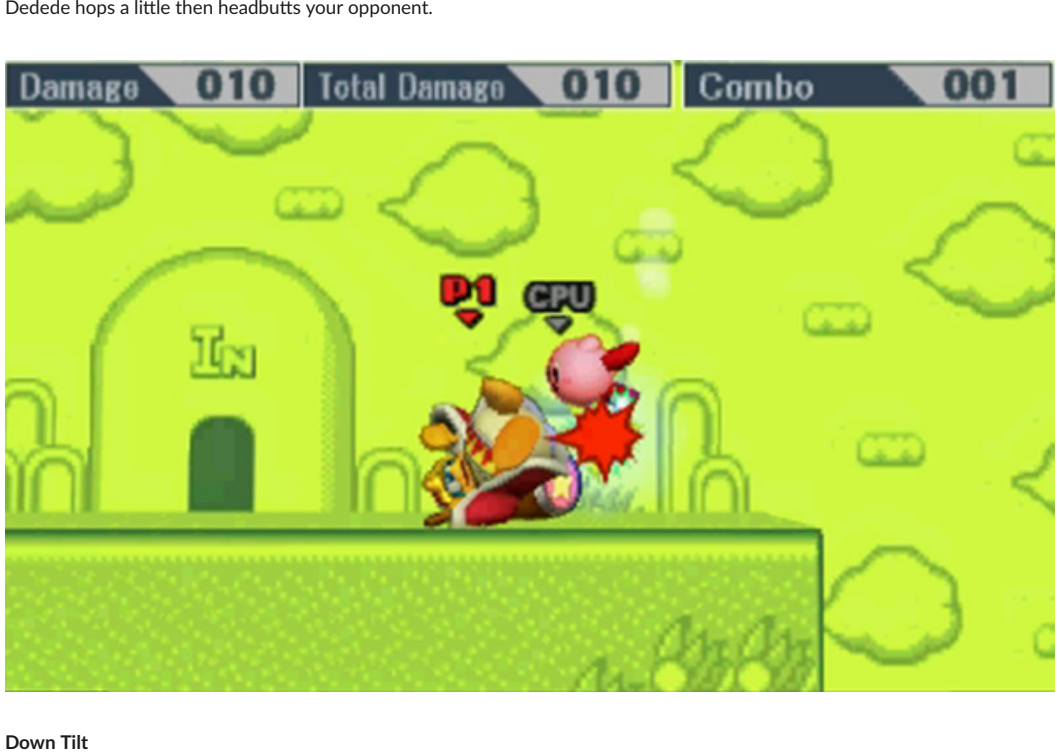
Forward Tilt

Dedede spins his hammer forward in front of him.


Damage 010
Total Damage 010
Combo 001

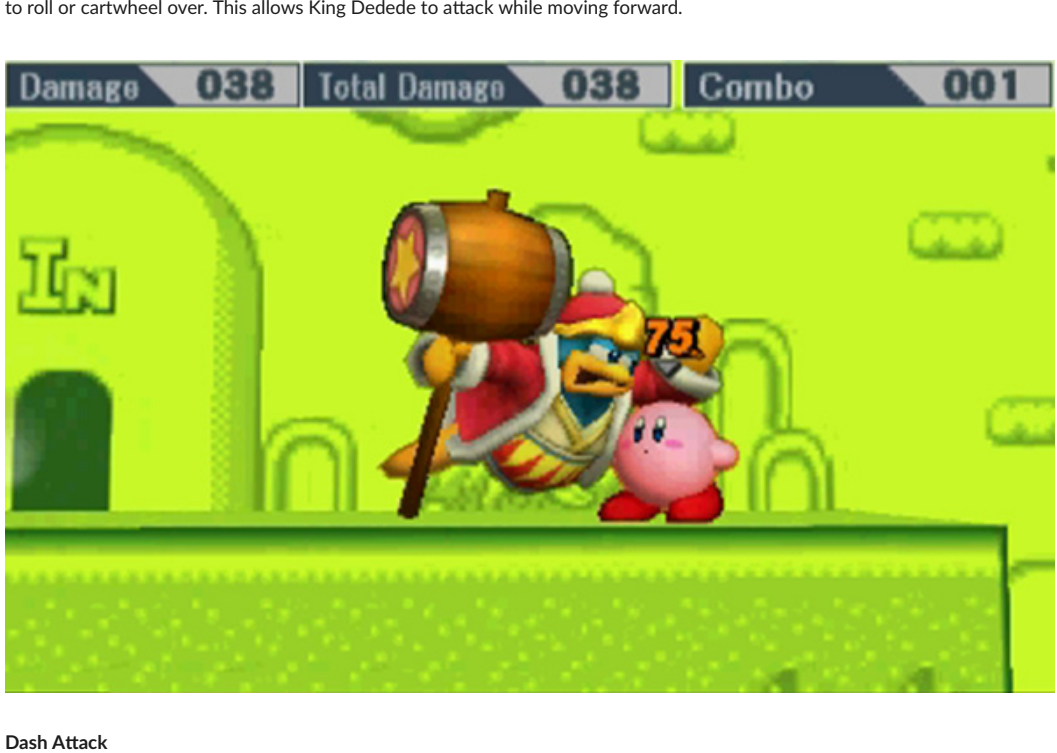
Up Tilt

Dedede hops a little then headbutts your opponent.


Damage 010
Total Damage 010
Combo 001
P1
CPU

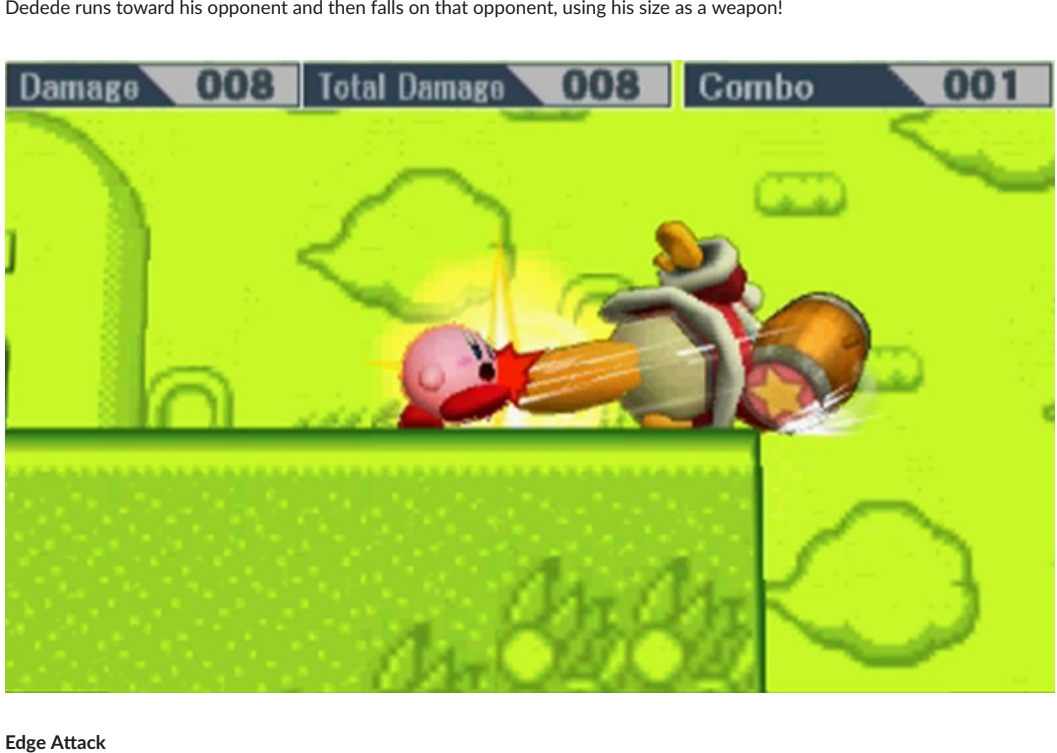
Down Tilt

Dedede looks tired as he rolls forward before dropping to the ground for a nap. Repeating this attack will force him to continue to roll or cartwheel over. This allows King Dedede to attack while moving forward.


Damage 038
Total Damage 038
Combo 001
75

Dash Attack

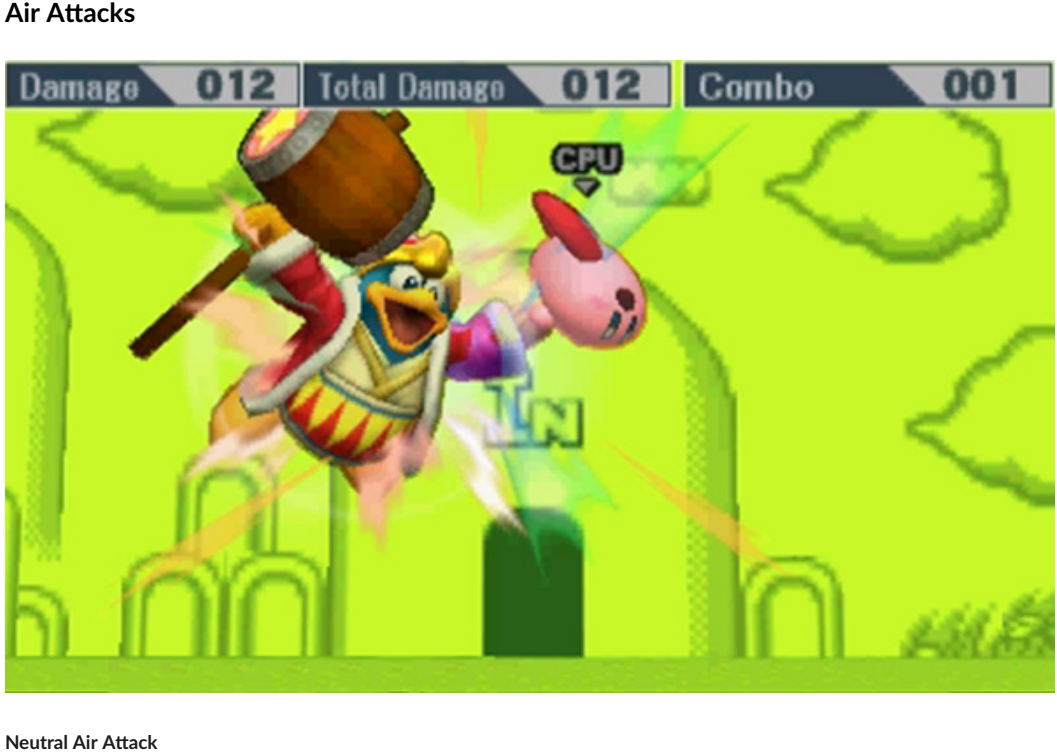
Dedede runs toward his opponent and then falls on that opponent, using his size as a weapon!


Damage 008
Total Damage 008
Combo 001

Edge Attack

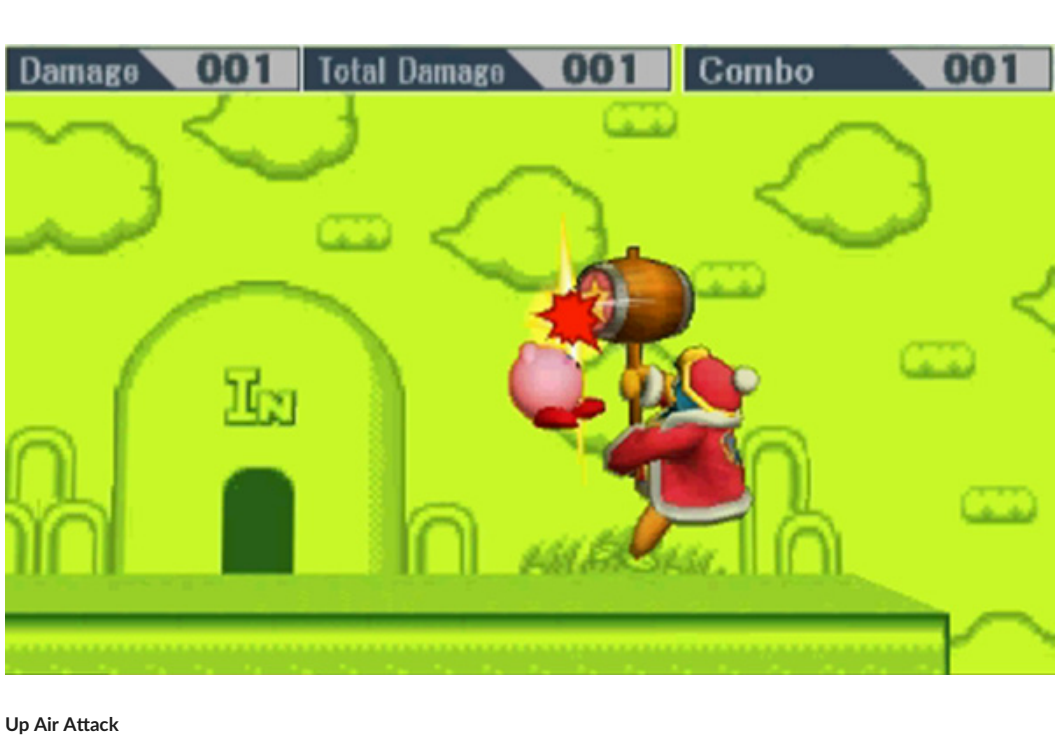
Dedede return to the stage and then kicks out toward the opponent.

Air Attacks


Damage 012
Total Damage 012
Combo 001
CPU

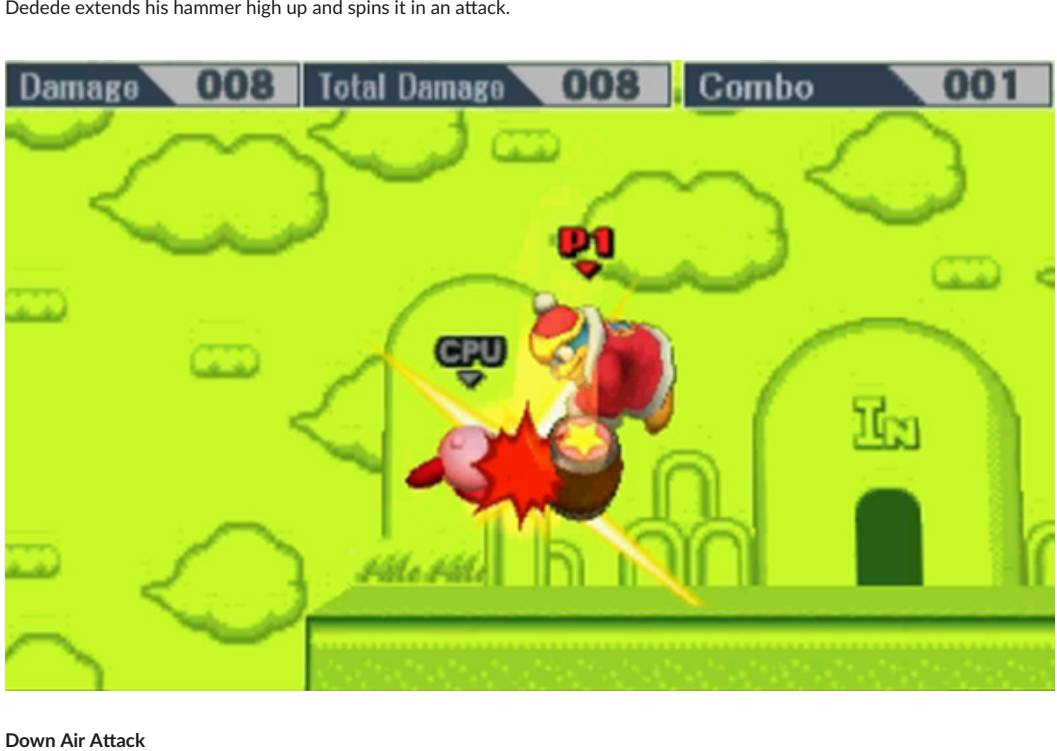
Neutral Air Attack

Dedede spreads his limbs, hitting anyone around him.


Damage 001
Total Damage 001
Combo 001

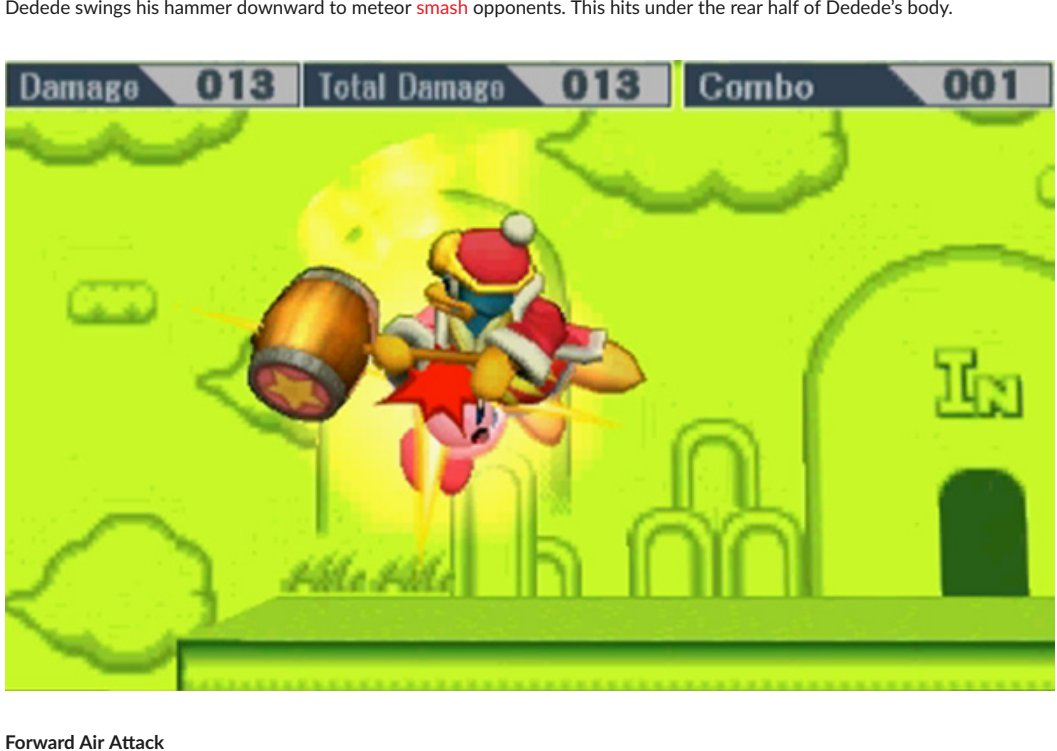
Up Air Attack

Dedede extends his hammer high up and spins it in an attack.


Damage 008
Total Damage 008
Combo 001
P1
CPU

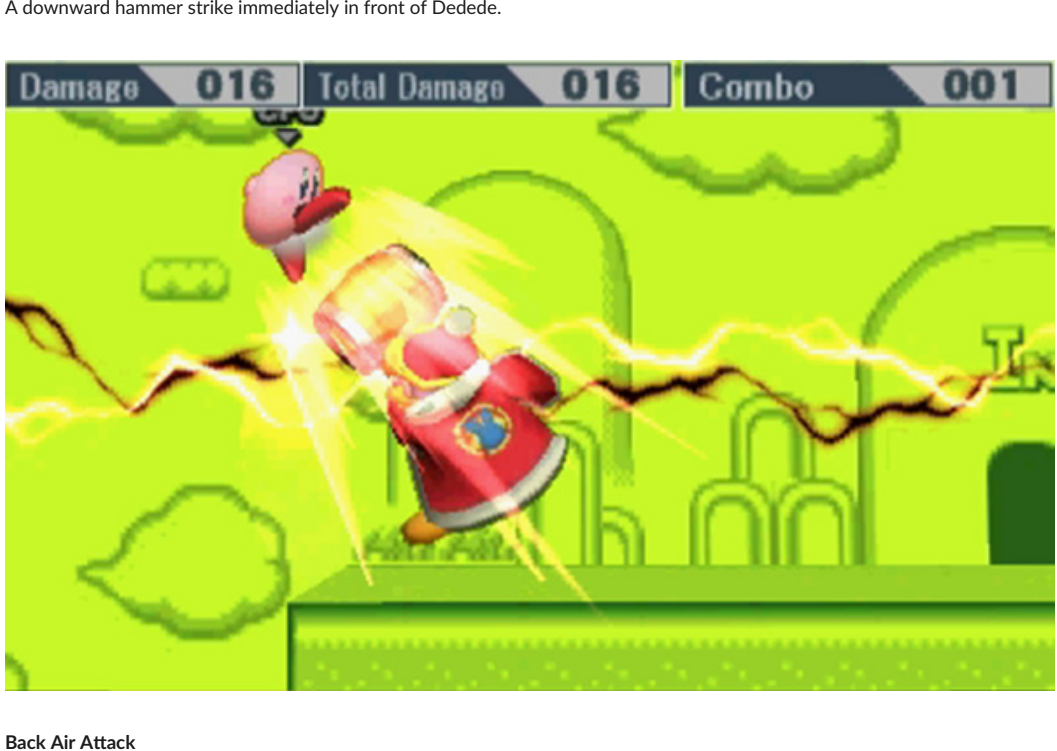
Down Air Attack

Dedede swings his hammer downward to meteor smash opponents. This hits under the rear half of Dedede's body.


Damage 013
Total Damage 013
Combo 001

Forward Air Attack

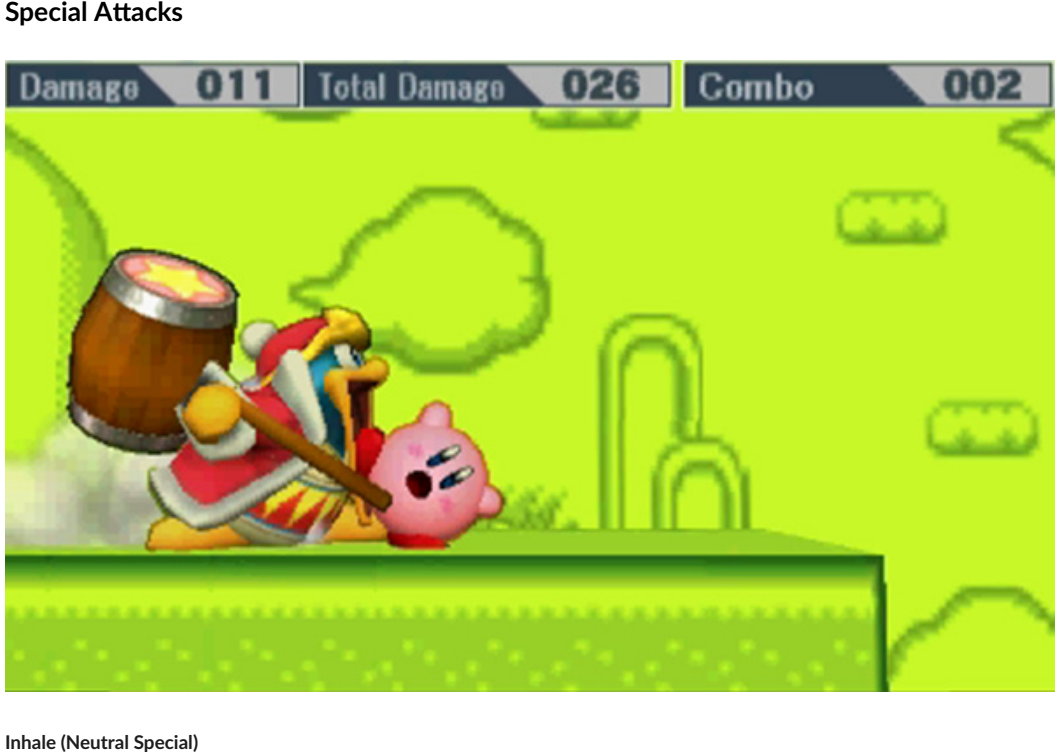
A downward hammer strike immediately in front of Dedede.


Damage 016
Total Damage 016
Combo 001

Back Air Attack

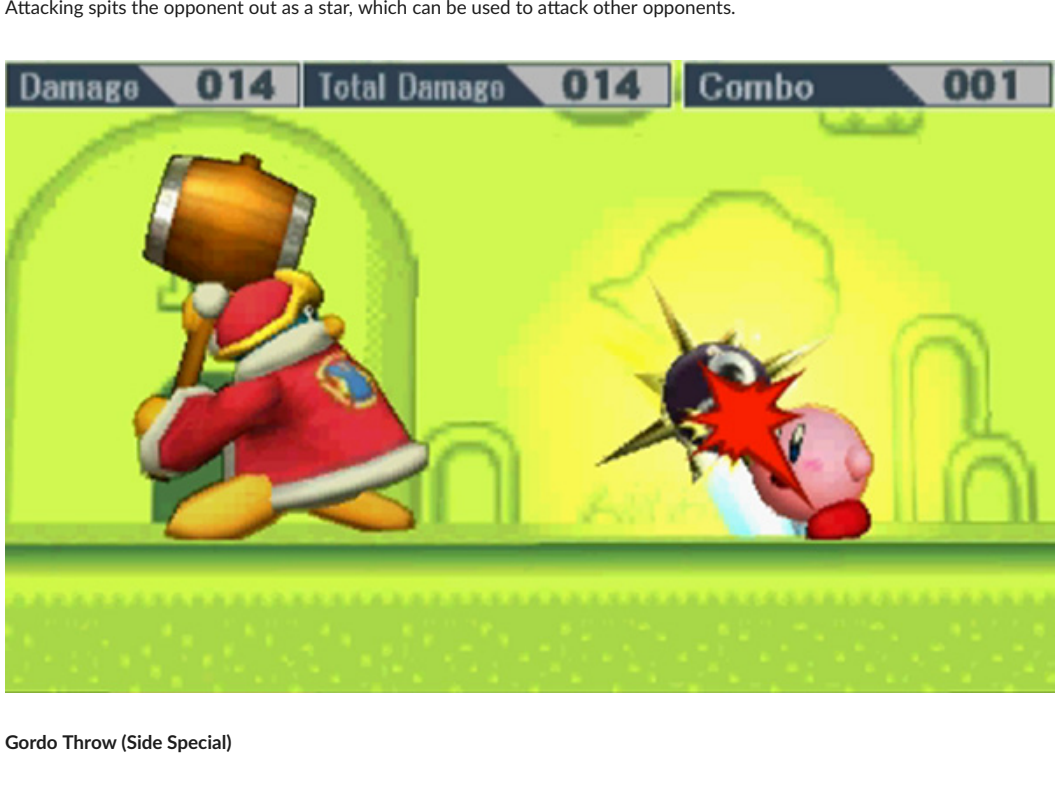
An upward hammer strike toward Dedede's back.

Special Attacks


Damage 011
Total Damage 026
Combo 002

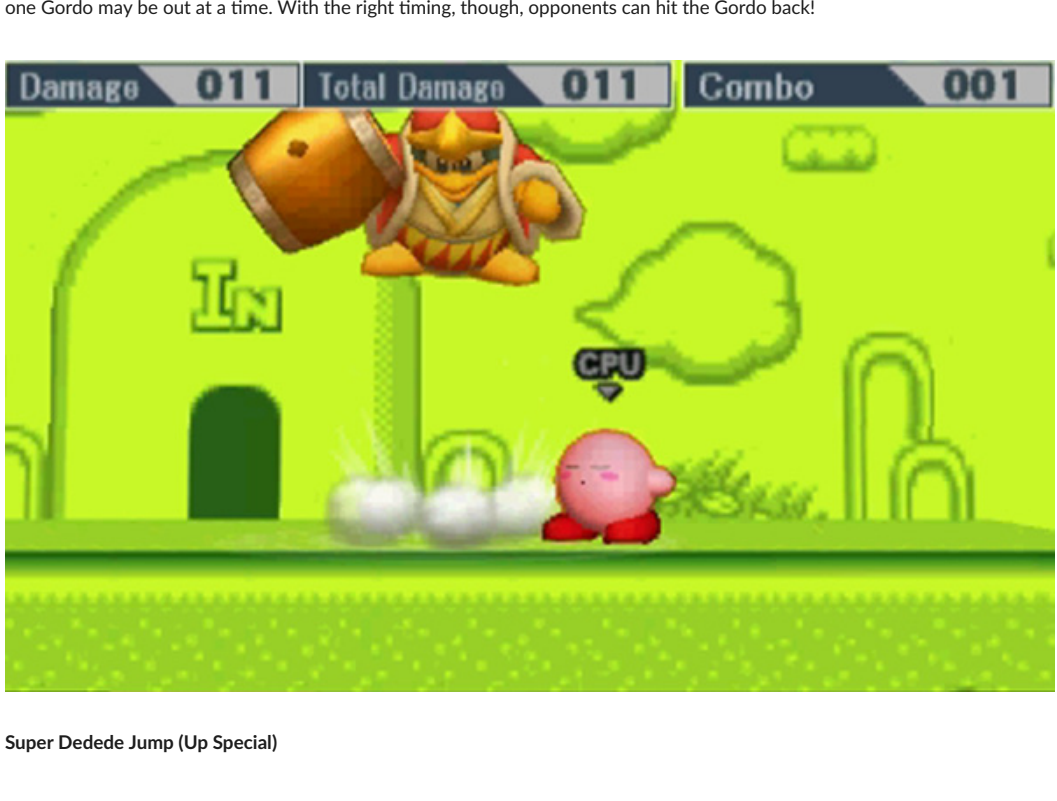
Inhale (Neutral Special)

King Dedede sucks his opponent into his mouth. He can continue to move and jump around, but he can't attack or shield. Attacking spits the opponent out as a star, which can be used to attack other opponents.


Damage 014
Total Damage 014
Combo 001

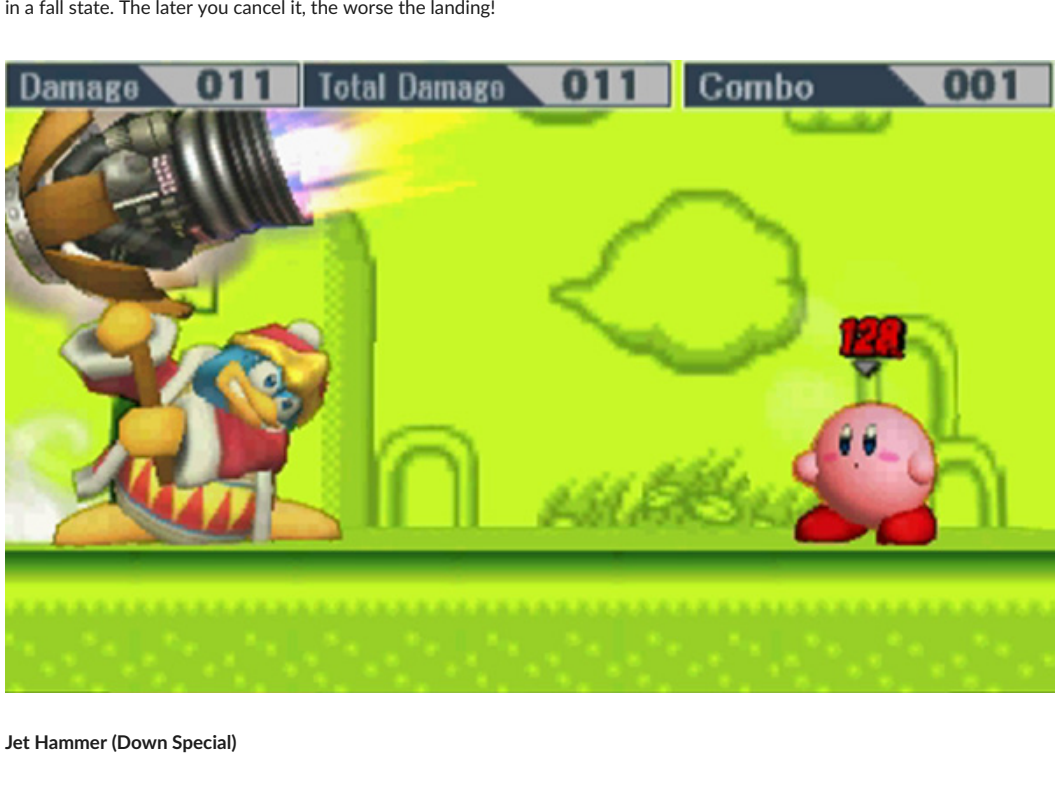
Gordo Throw (Side Special)

Throw a Gordo at the opponent. Hit up, down, or forward after inputting this attack to change how the Gordo bounces. Only one Gordo may be out at a time. With the right timing, though, opponents can hit the Gordo back!


Damage 011
Total Damage 011
Combo 001
CPU

Super Dedede Jump (Up Special)

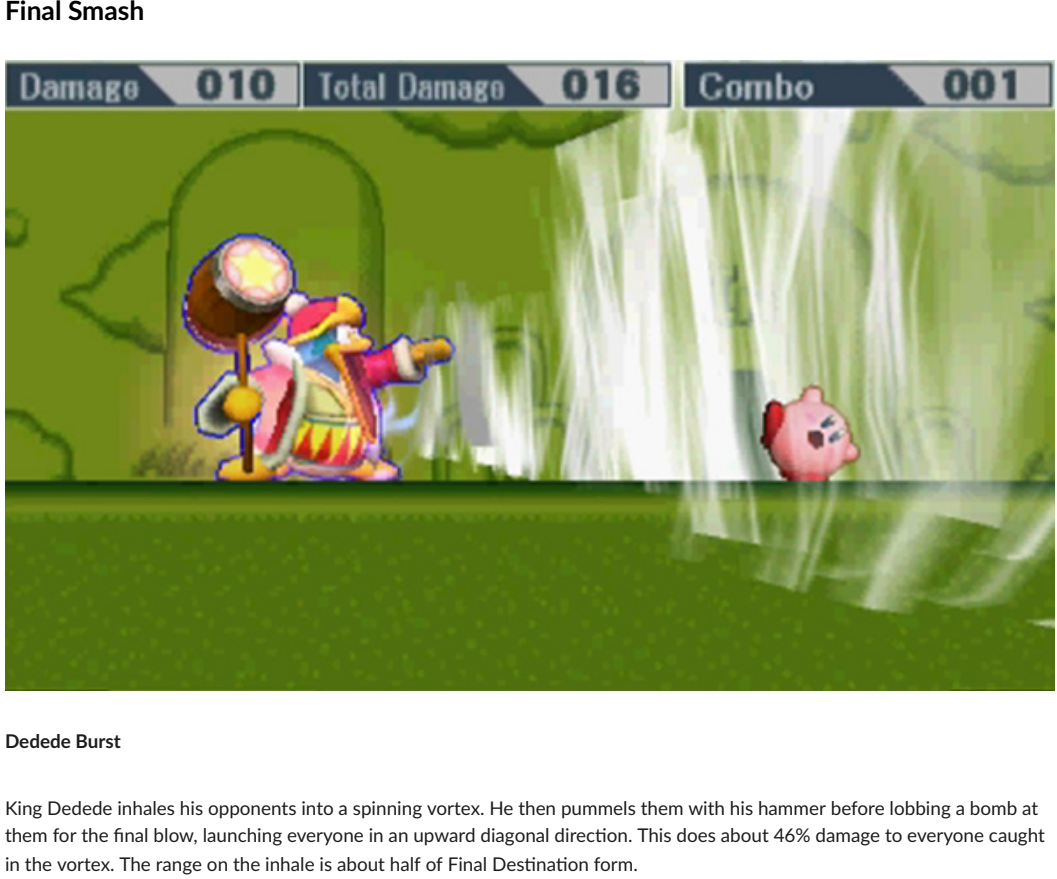
A huge jump into the air, followed by a huge splash attack! You can hit Up during the animation to cancel it, but this leaves you in a fall state. The later you cancel it, the worse the landing!


Damage 011
Total Damage 011
Combo 001

Jet Hammer (Down Special)

King Dedede charges up his hammer before delivering a massive swing. You can walk around and even single jump while charging the hammer. Be careful—if you charge it for too long, it will start dealing damage to King Dedede.

Final Smash

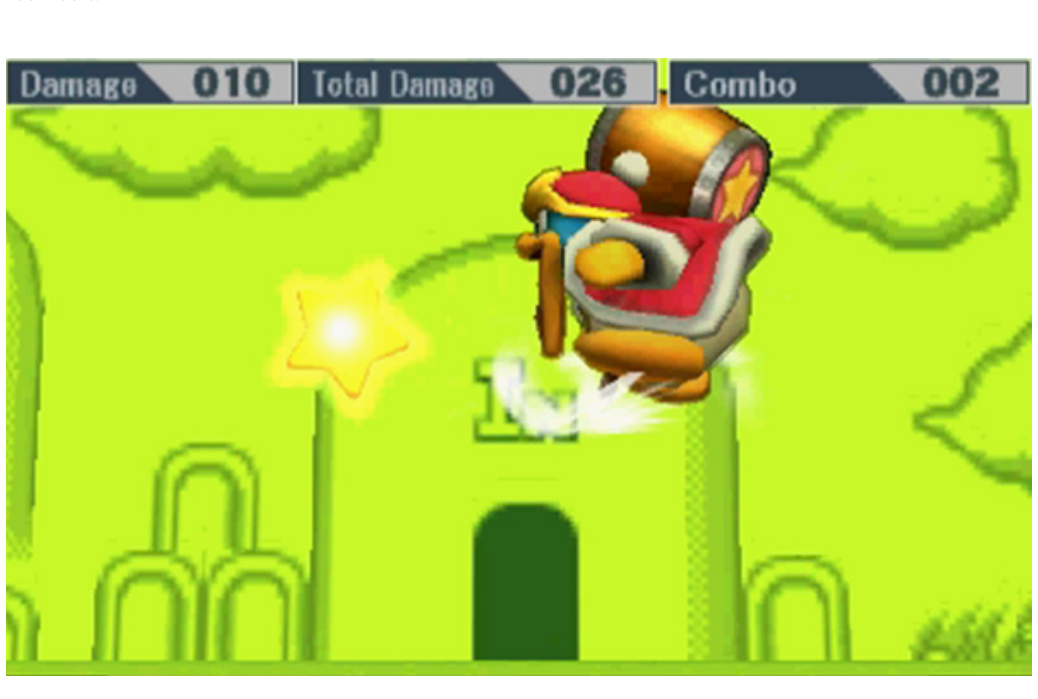

Damage 010
Total Damage 016
Combo 001

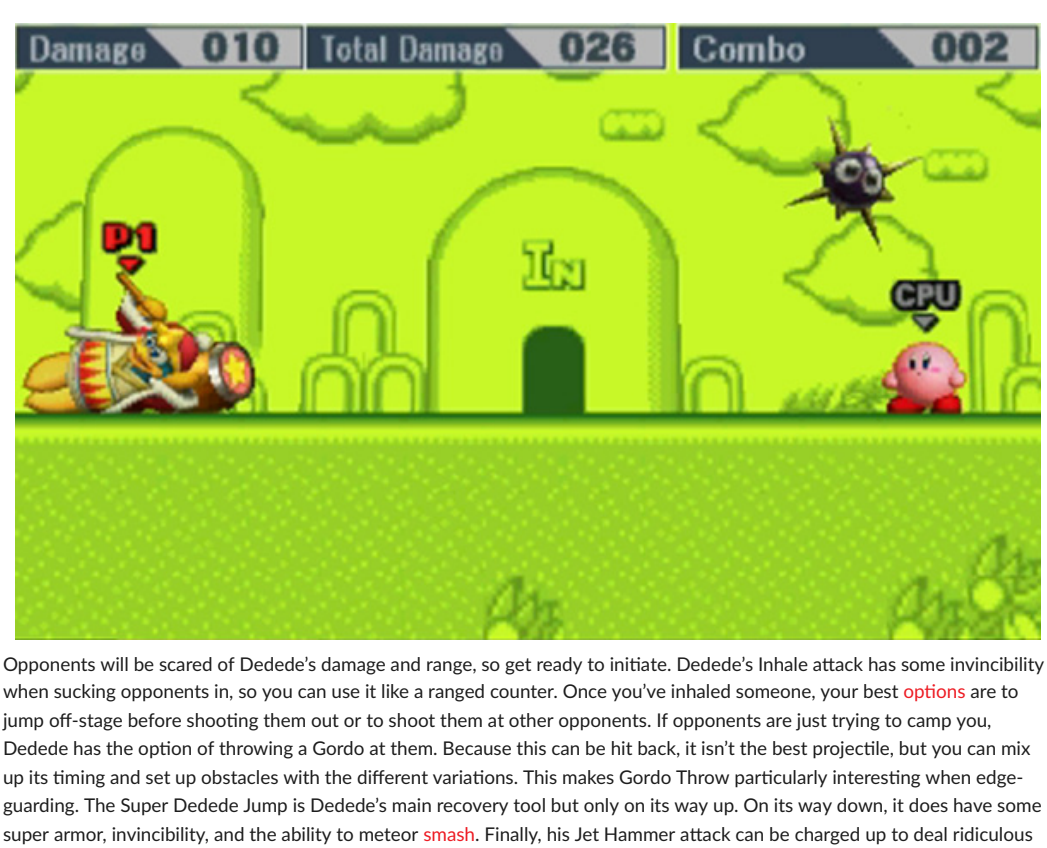
Dedede Burst

King Dedede inhales his opponents into a spinning vortex. He then pummels them with his hammer before lobbing a bomb at them for the final blow, launching everyone in an upward diagonal direction. This does about 46% damage to everyone caught in the vortex. The range on the inhale is about half of Final Destination form.

Strategy

King Dedede is one of the heaviest characters in the game and as such has some extremely heavy-hitting moves. One thing that separates him from other heavyweights is that he has multiple jumps, allowing him a better recovery. Overall he has good range on his attacks, massive damage, a good throw range, and decent aerial mobility for a heavyweight. His Side Smash has a long startup, but it's one of the hardest-hitting Smash attacks in the game. Even his Dash attack can KO lighter opponents under 100%.


Damage 010
Total Damage 026
Combo 002


Damage 010
Total Damage 026
Combo 002
P1
CPU

Opponents will be scared of Dedede's damage and range, so get ready to initiate. Dedede's Inhale attack has some invincibility when sucking opponents in, so you can use it like a ranged counter. Once you've inhaled someone, your best options are to jump off-stage before shooting them out or to shoot them at other opponents. If opponents are just trying to camp you, Dedede has the option of throwing a Gordo at them. Because this can be hit back, it isn't the best projectile, but you can mix up its timing and set up obstacles with the different variations. This makes Gordo Throw particularly interesting when edge-guarding. The Super Dedede Jump is Dedede's main recovery tool but only on its way up. On its way down, it does have some super armor, invincibility, and the ability to meteor smash. Finally, his Jet Hammer attack can be charged up to deal ridiculous amounts of damage. While charging, you can still move and jump, so don't be afraid to let it damage you a little if you're close to an opponent. This is one instance where Dedede's heavy weight pays off!

Damage 015
Total Damage 015
Combo 001

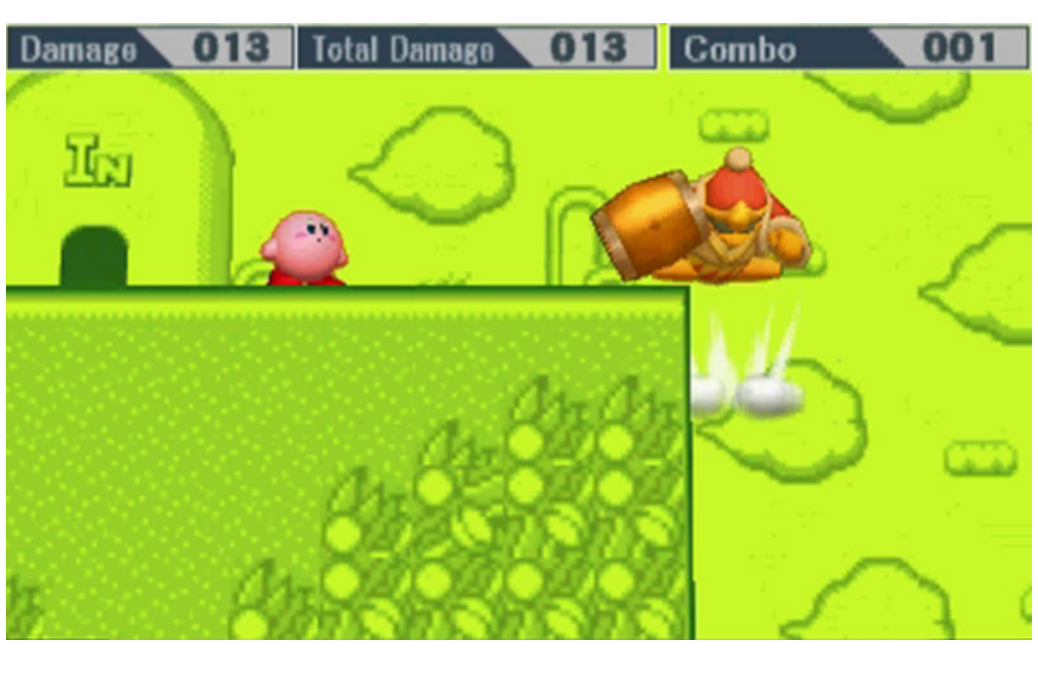
Damage 006
Total Damage 006
Combo 001

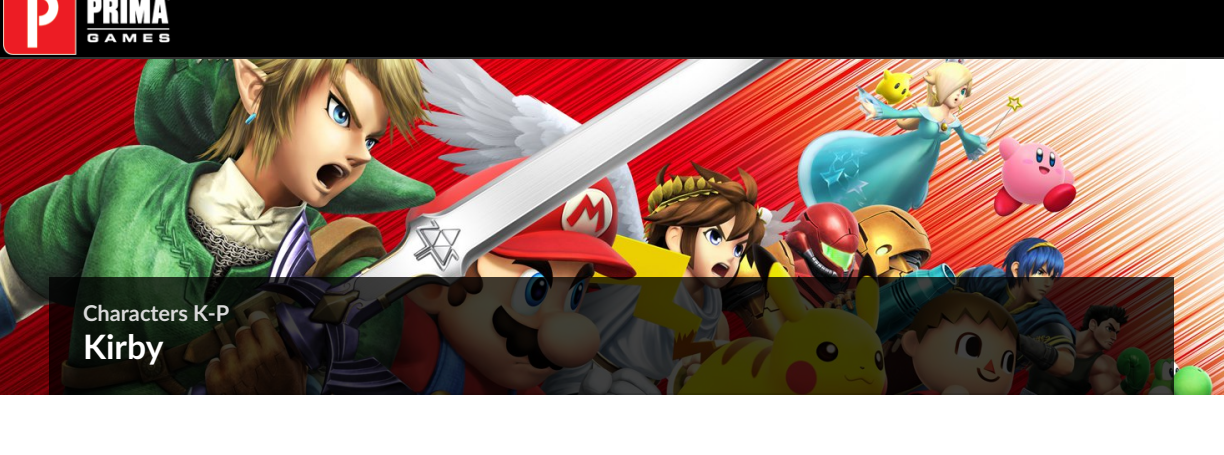
In the air, your Back Aerial attack is your main tool to KO opponents. It's a little slow, but the KO power makes up for it. Down Air is also good for meteor smashing opponents who are in the air, but you have to be significantly above them to do so. For KOing opponents from the ground, your best bets are Side Smash, Up Smash, Dash Attack, and Up Tilt. Up Tilt has some invincibility that gives it extra versatility. When edge-guarding, Down Tilt and Forward Tilt come in handy, as does Gordo Throw. Take your time, use your throws, and make opponents pay for their mistakes!

Recovery

King Dedede's main recovery tools are his five jumps and his Super Dedede Jump. Super Dedede Jump can be aimed to go in a left or right parabola with an accurate diagonal input using the Special button. Be sure to land on the stage with this, or King Dedede will self-destruct. If you use it from under a stage like Final Destination, King Dedede pushes his way up and finds the edge. If you're going to miss the edge while using this attack, you can always hit Up to cancel the fall, but it leaves you in a fall state. With enough space, though, even during a fall state you may be able to float yourself back to an edge. As with all characters possessing multiple jumps, don't be predictable on your return—move left or right while jumping to confuse your opponents.

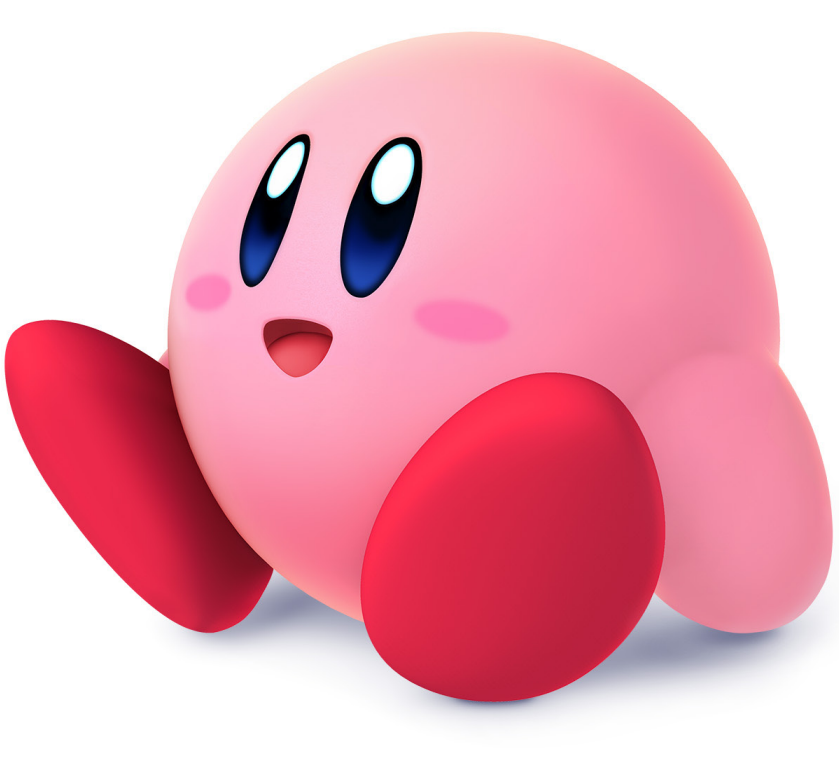
Damage 008
Total Damage 008
Combo 001
CPU
P1

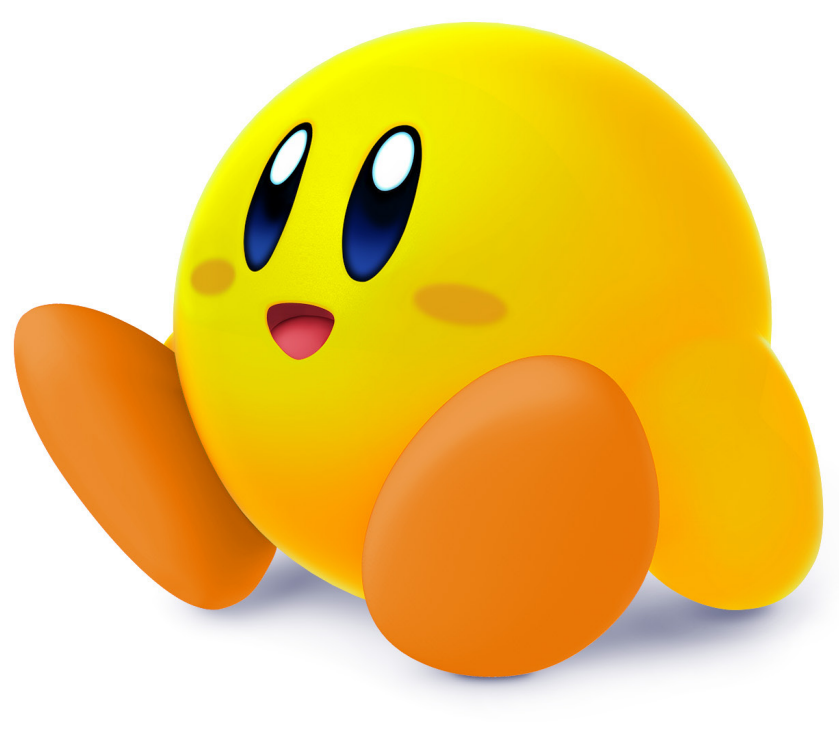

Damage 013
Total Damage 013
Combo 001

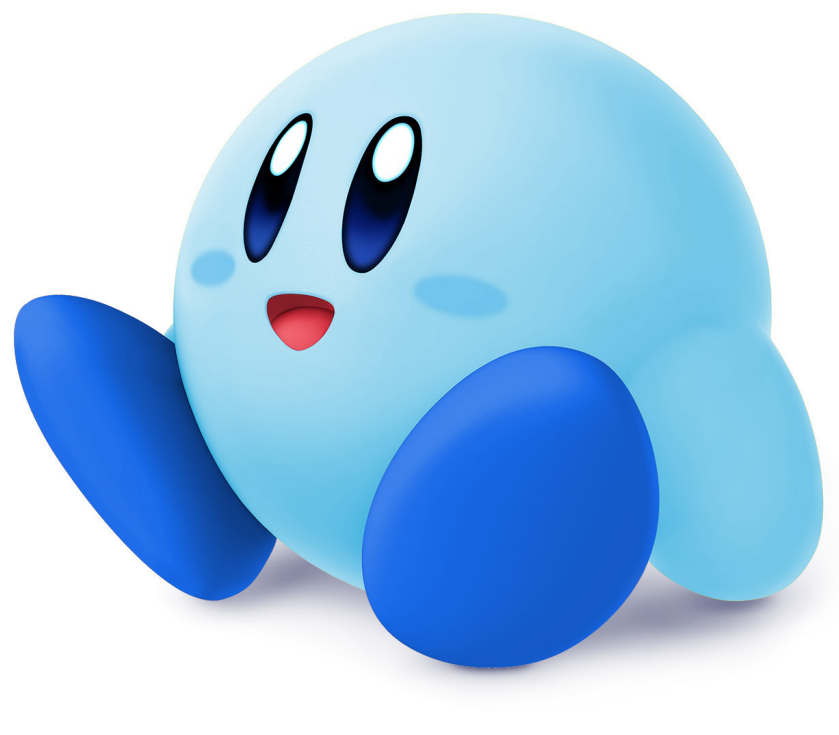


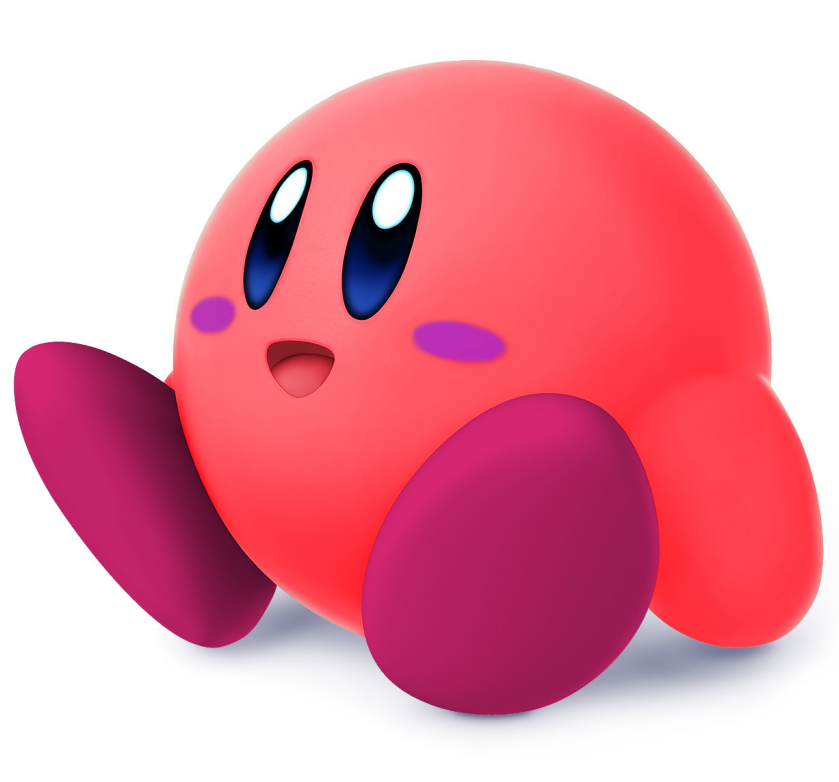
Characters K-P

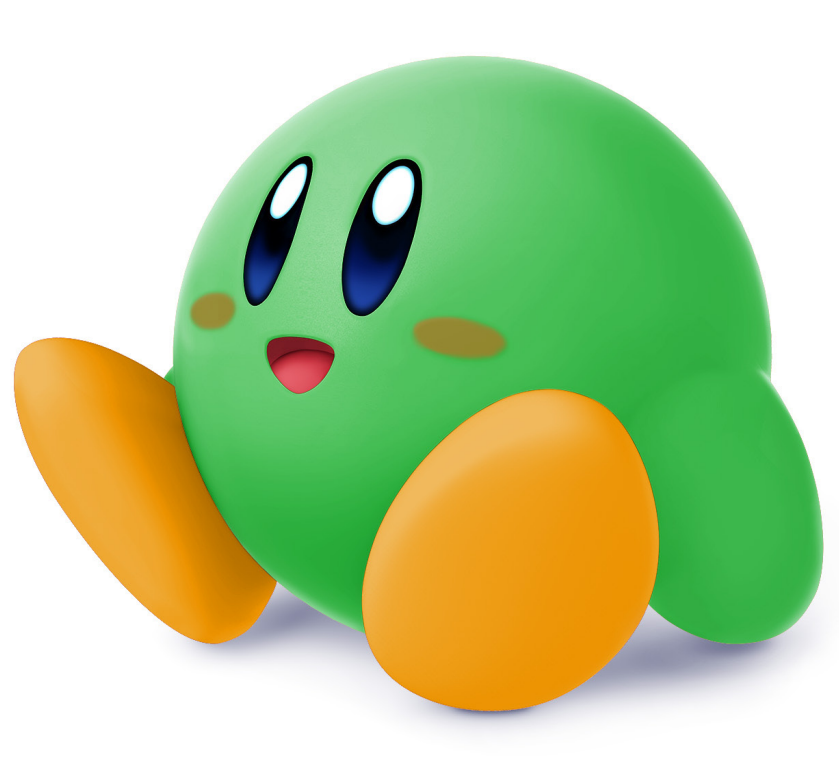
Kirby

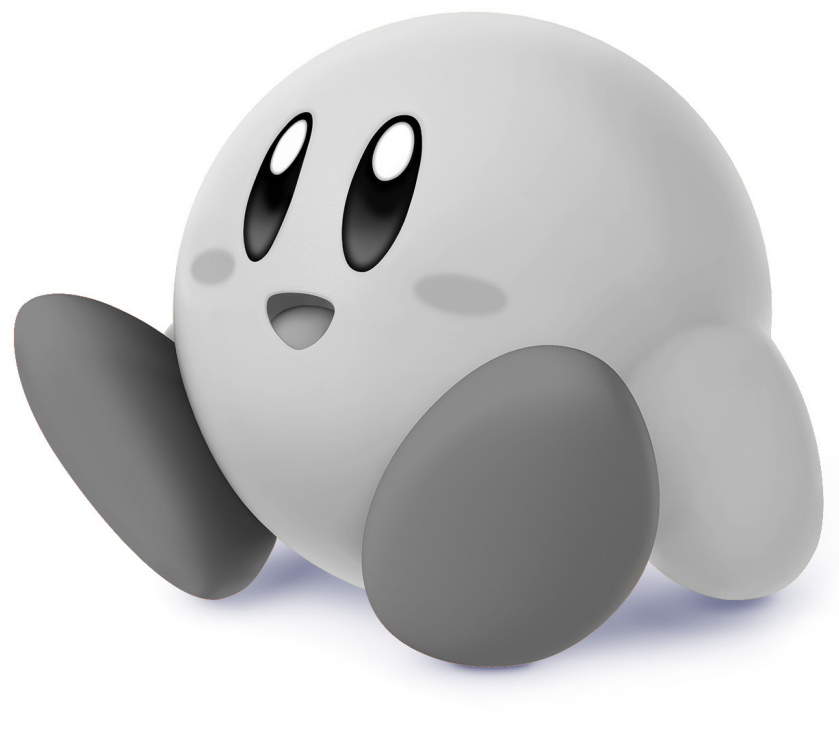


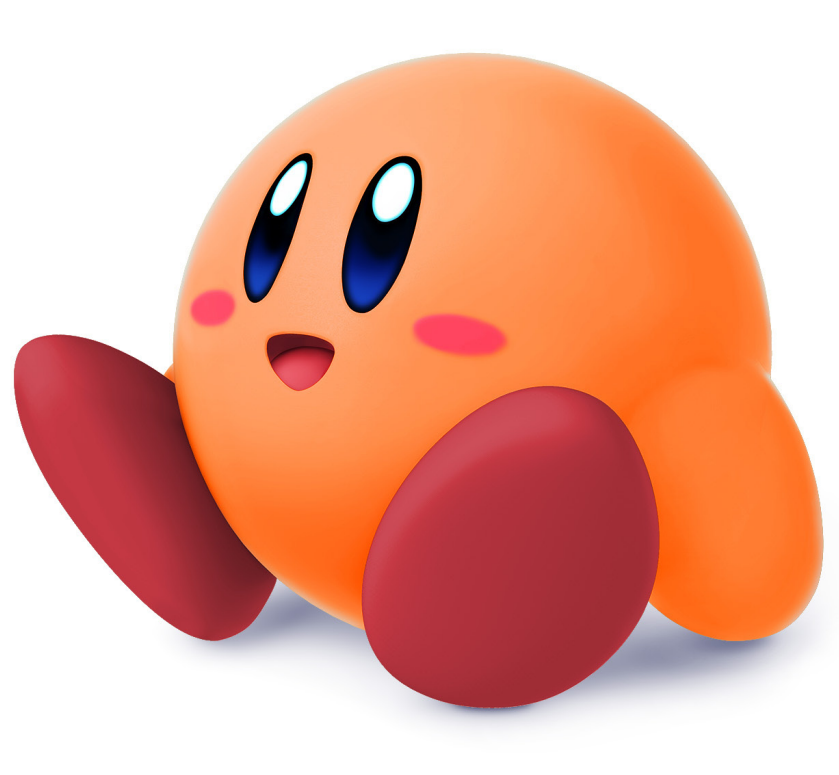












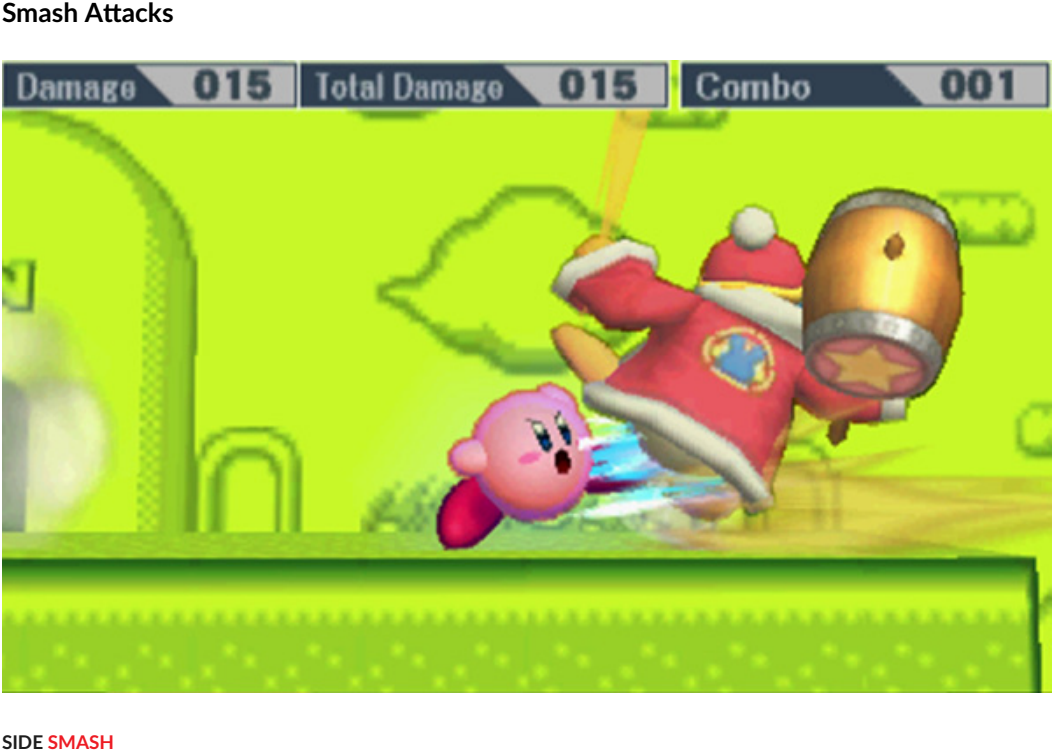
Trophy Description

Round little Kirby lives on the peaceful Planet Popstar in Dream Land. He can inhale things with his big mouth, either copying their abilities or spitting them out again. In *Smash Bros.*, Kirby can inhale opponents and copy their standard Specials. He gets launched easily but recovers well.

Statistics

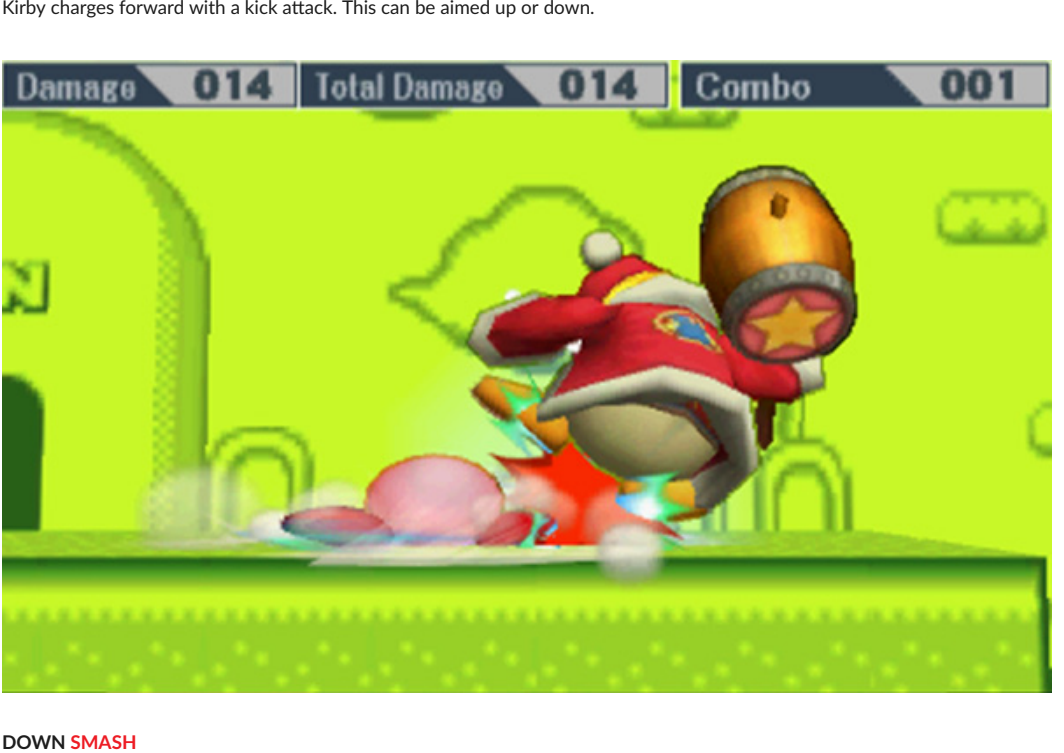
- **Maximum Number of Jumps**: 6
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 015
Total Damage 015
Combo 001

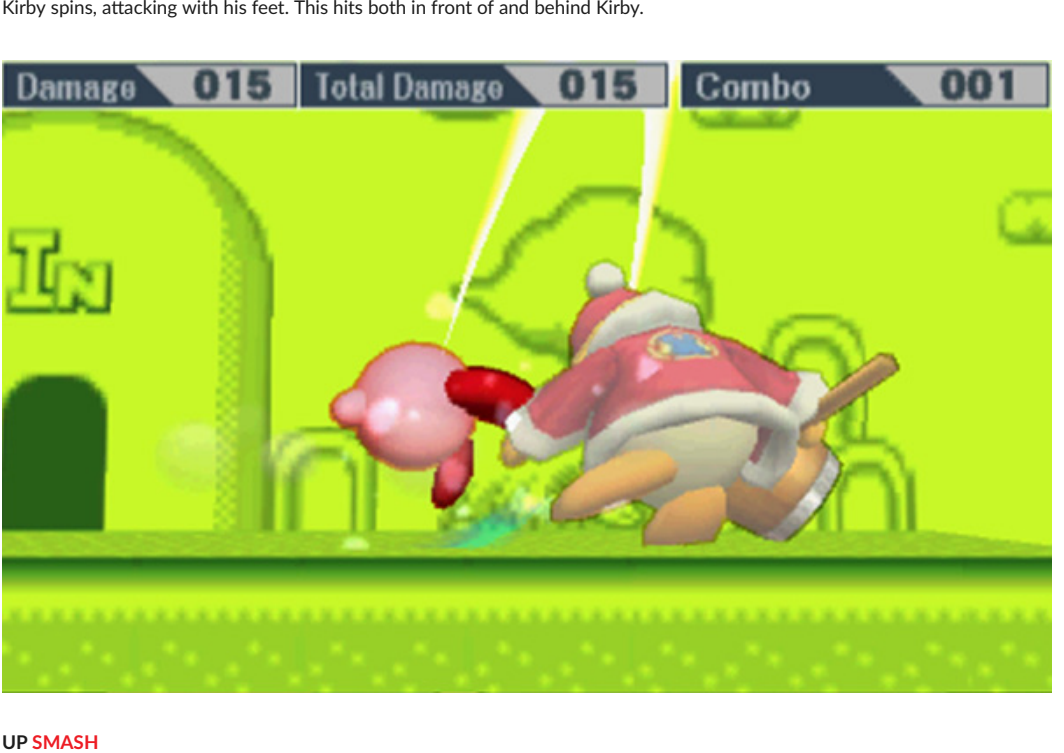
SIDE SMASH

Kirby charges forward with a kick attack. This can be aimed up or down.


Damage 014
Total Damage 014
Combo 001

DOWN SMASH

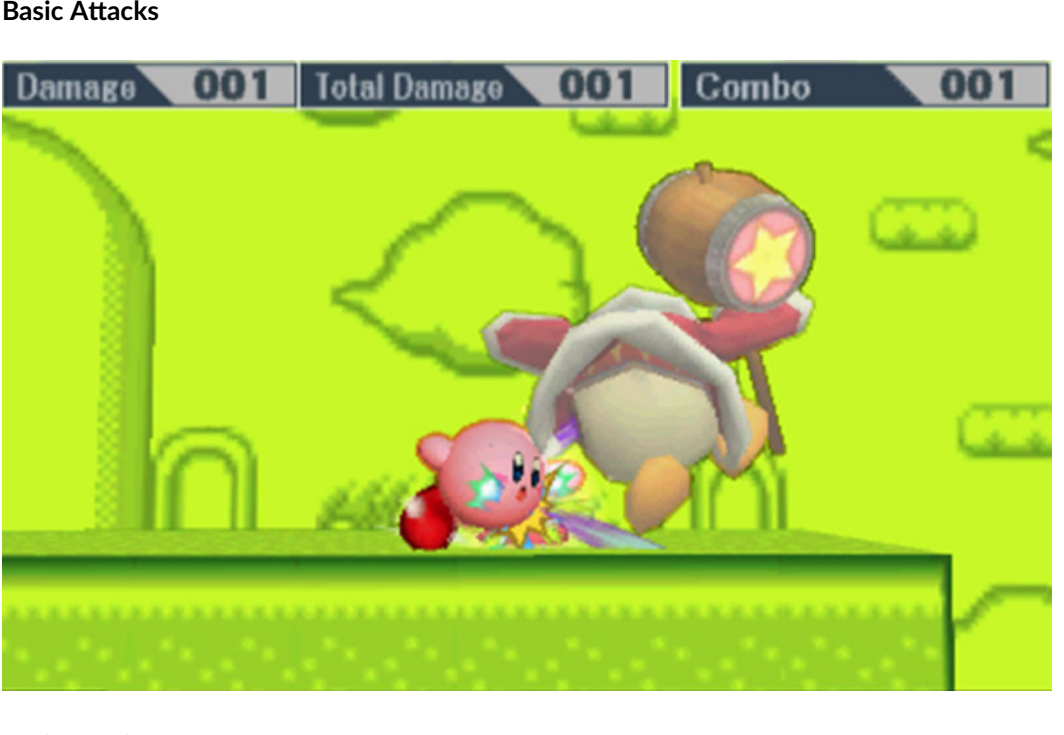
Kirby spins, attacking with his feet. This hits both in front of and behind Kirby.


Damage 015
Total Damage 015
Combo 001

UP SMASH

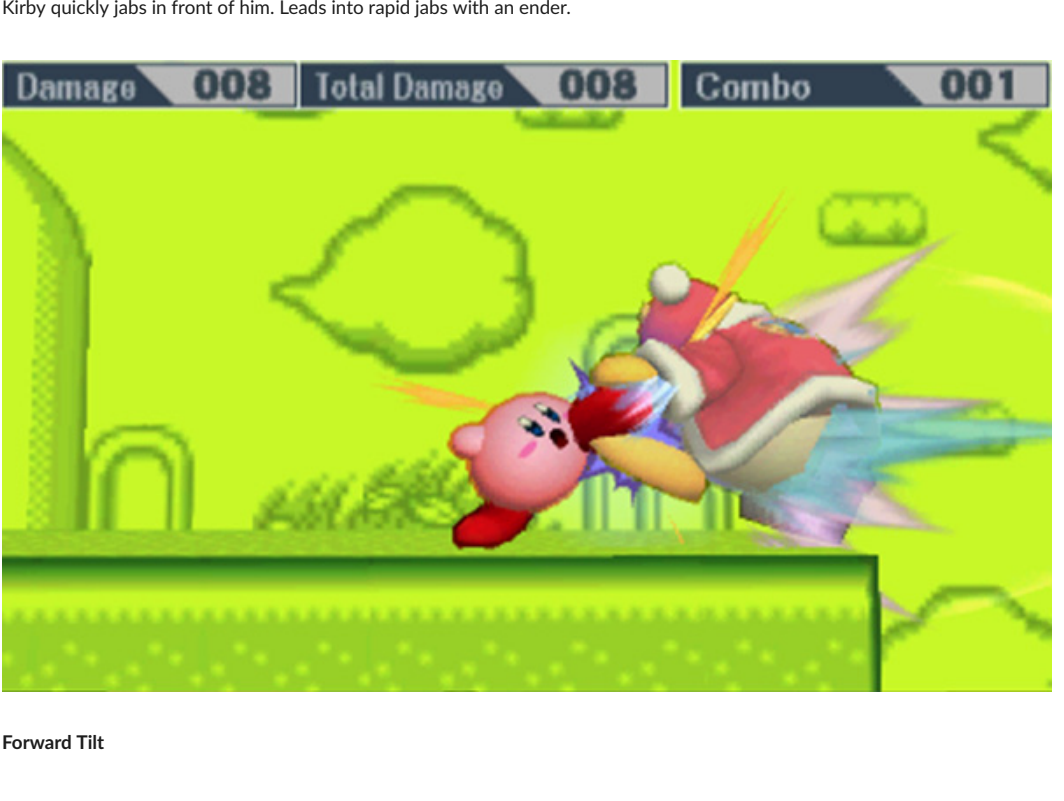
Kirby launches himself up and does a flipkick attack.

Basic Attacks


Damage 001
Total Damage 001
Combo 001

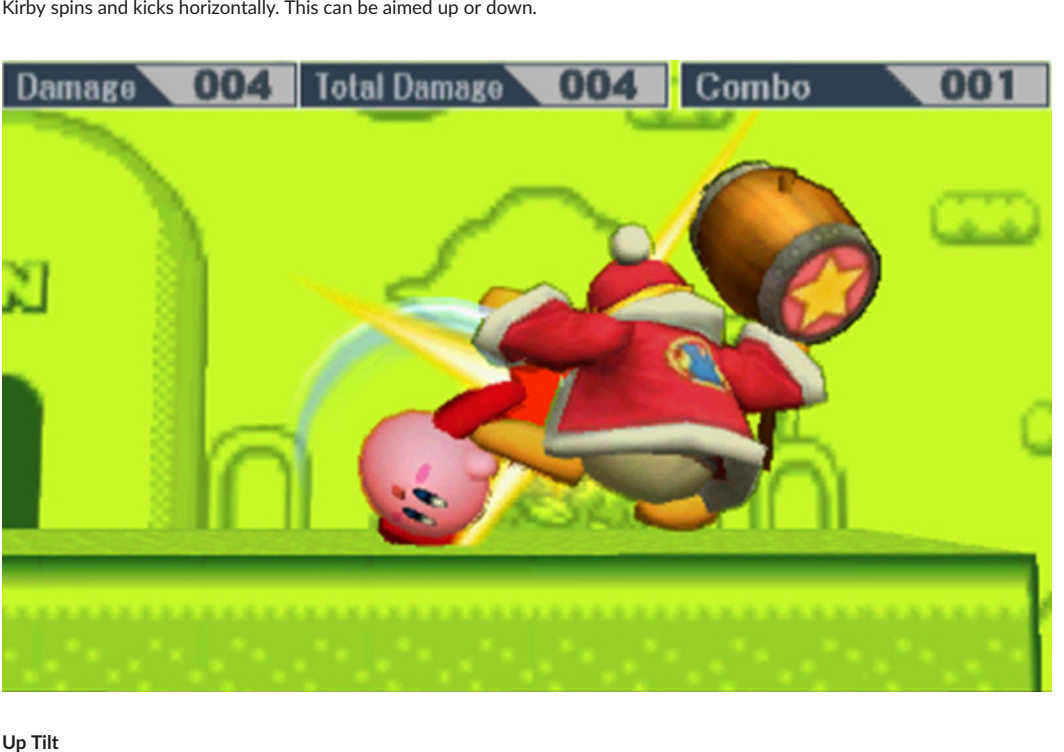
Standing Attack

Kirby quickly jabs in front of him. Leads into rapid jabs with an ender.


Damage 008
Total Damage 008
Combo 001

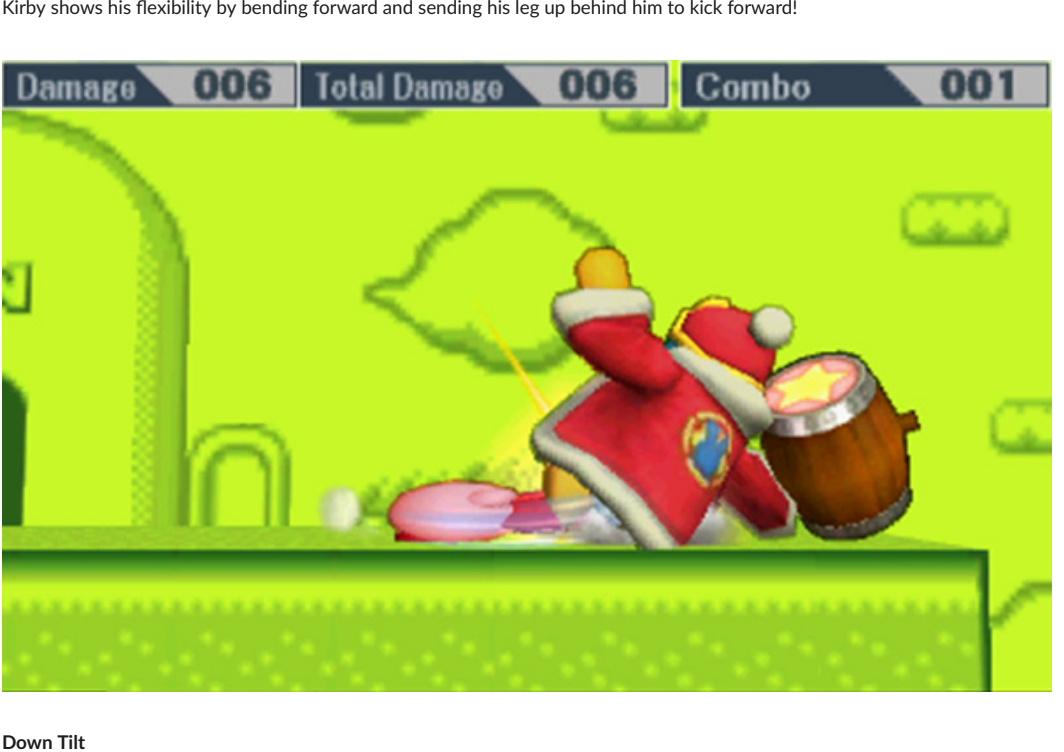
Forward Tilt

Kirby spins and kicks horizontally. This can be aimed up or down.


Damage 004
Total Damage 004
Combo 001

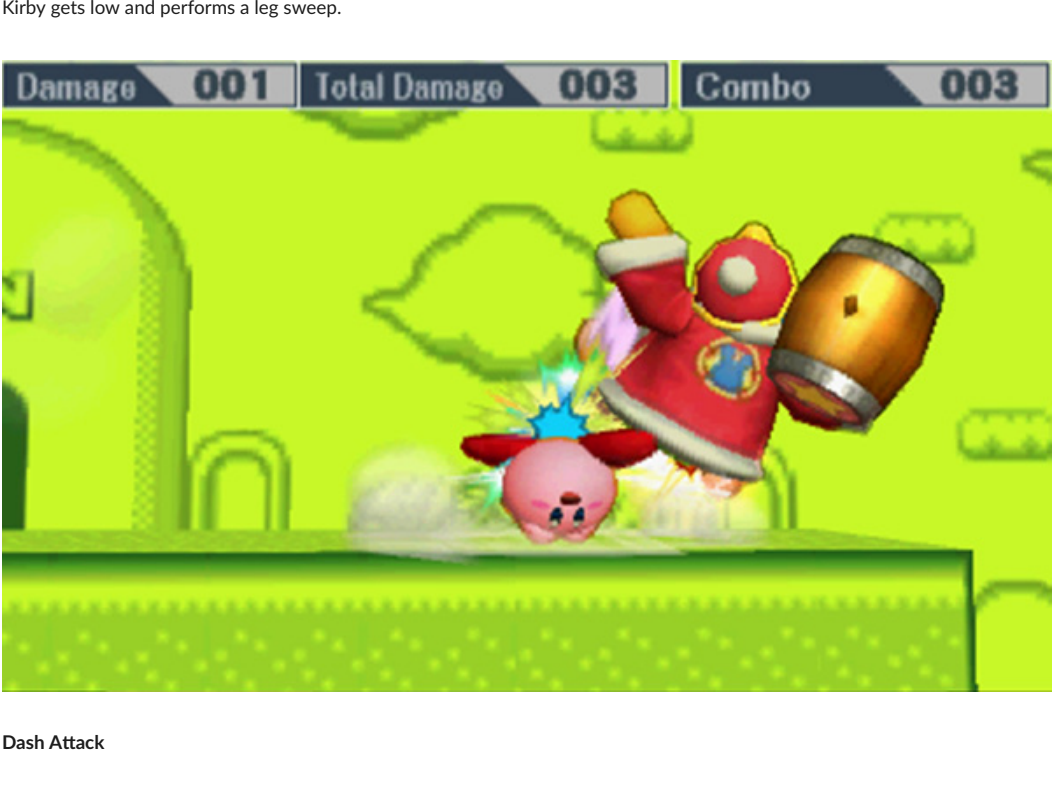
Up Tilt

Kirby shows his flexibility by bending forward and sending his leg up behind him to kick forward!


Damage 006
Total Damage 006
Combo 001

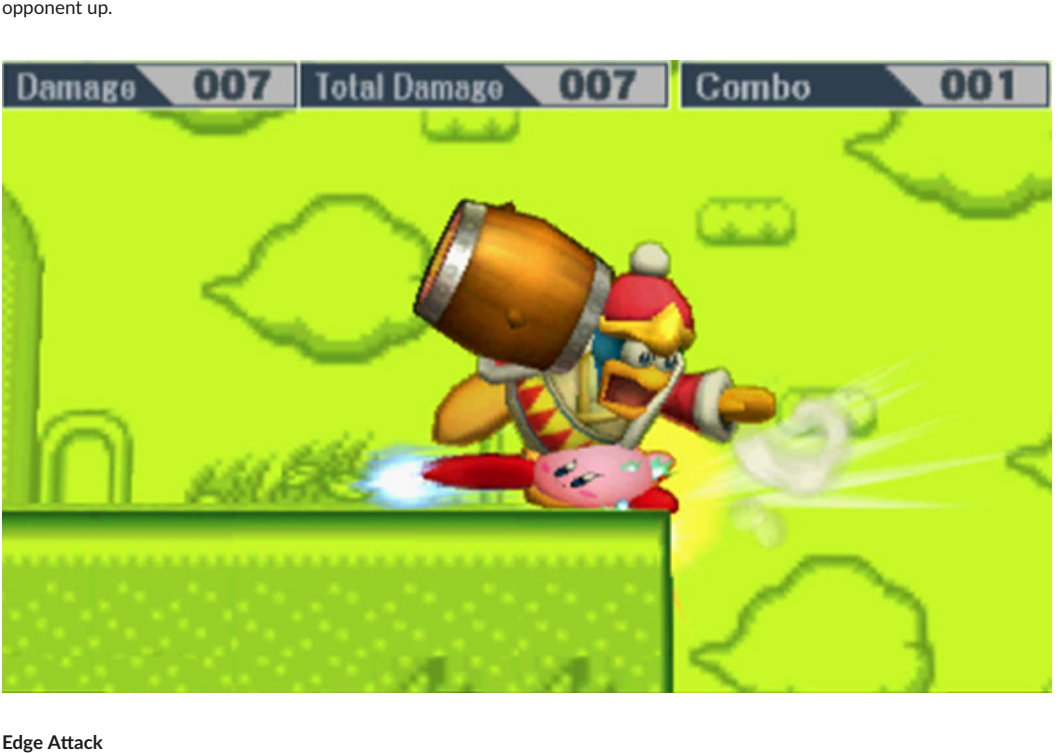
Down Tilt

Kirby gets low and performs a leg sweep.


Damage 001
Total Damage 003
Combo 003

Dash Attack

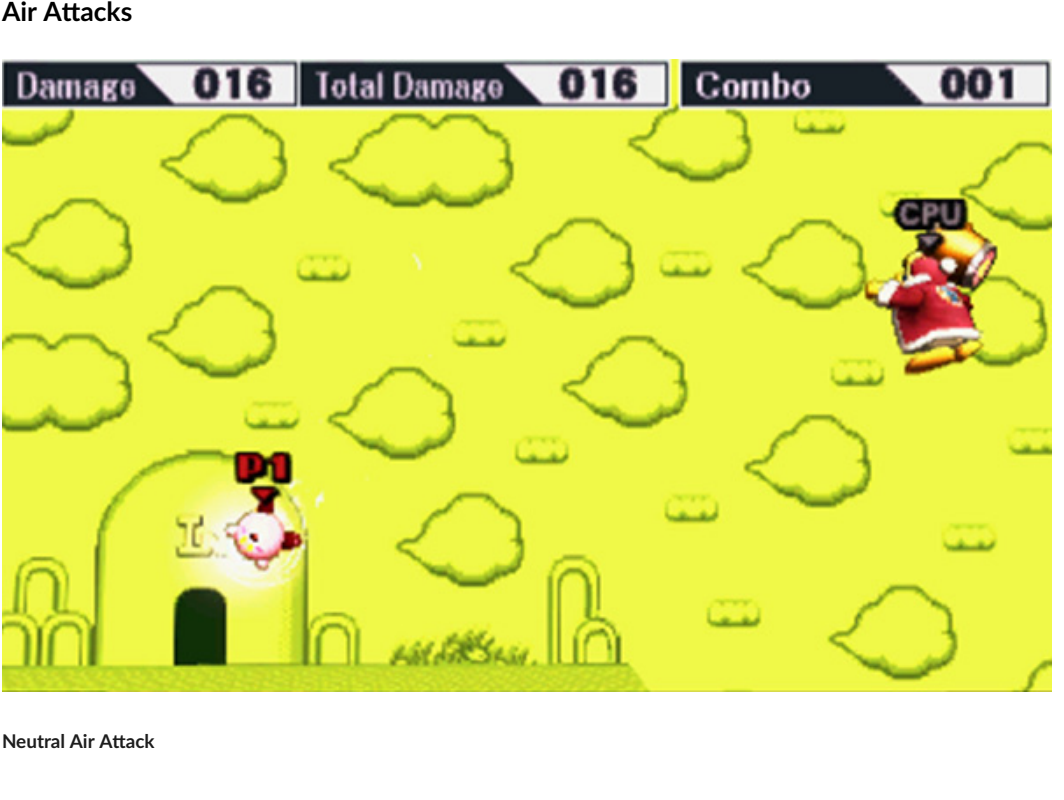
After running, Kirby flips onto his hands and spins himself, kicking anyone around him. Hits multiple times and pops the opponent up.


Damage 007
Total Damage 007
Combo 001

Edge Attack

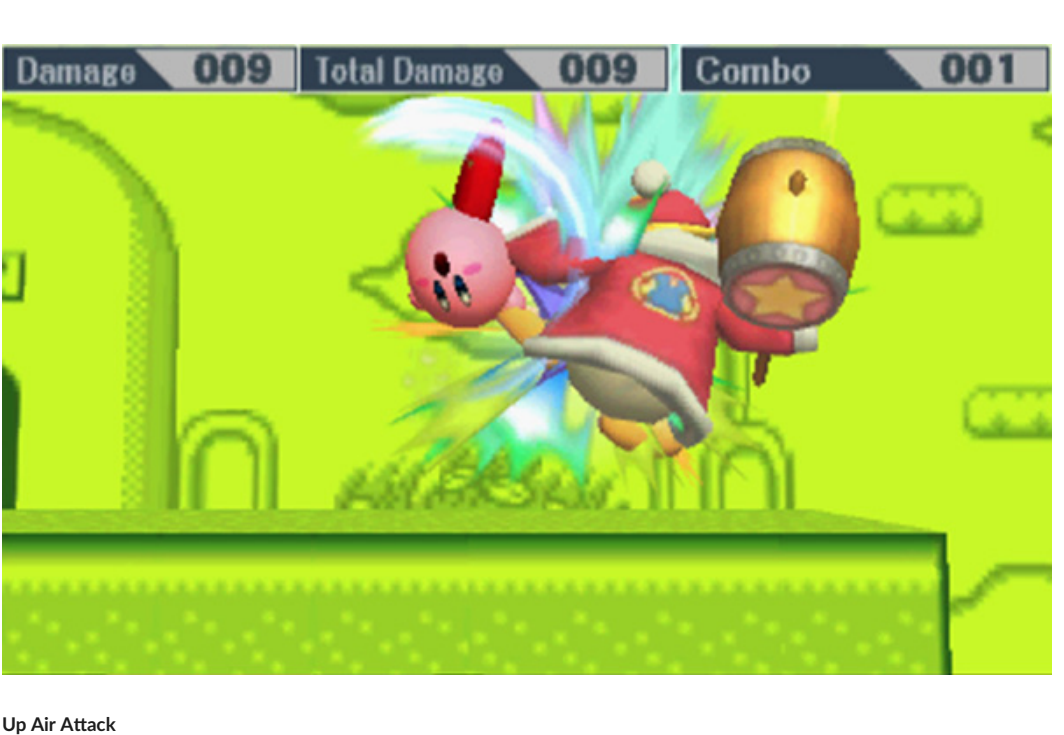
Kirby pops back up to the stage and delivers a kick to the opponent.

Air Attacks


Damage 016
Total Damage 016
Combo 001
CPU
P1

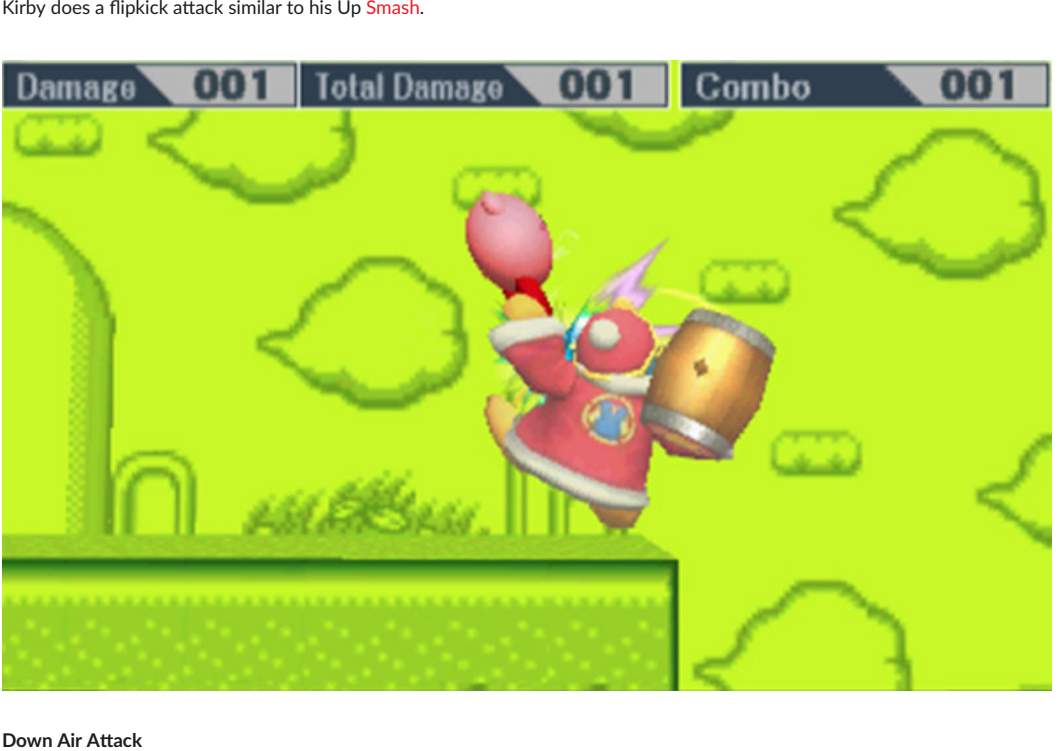
Neutral Air Attack

Kirby spins vertically multiple times in the air, hitting anything around him.


Damage 009
Total Damage 009
Combo 001

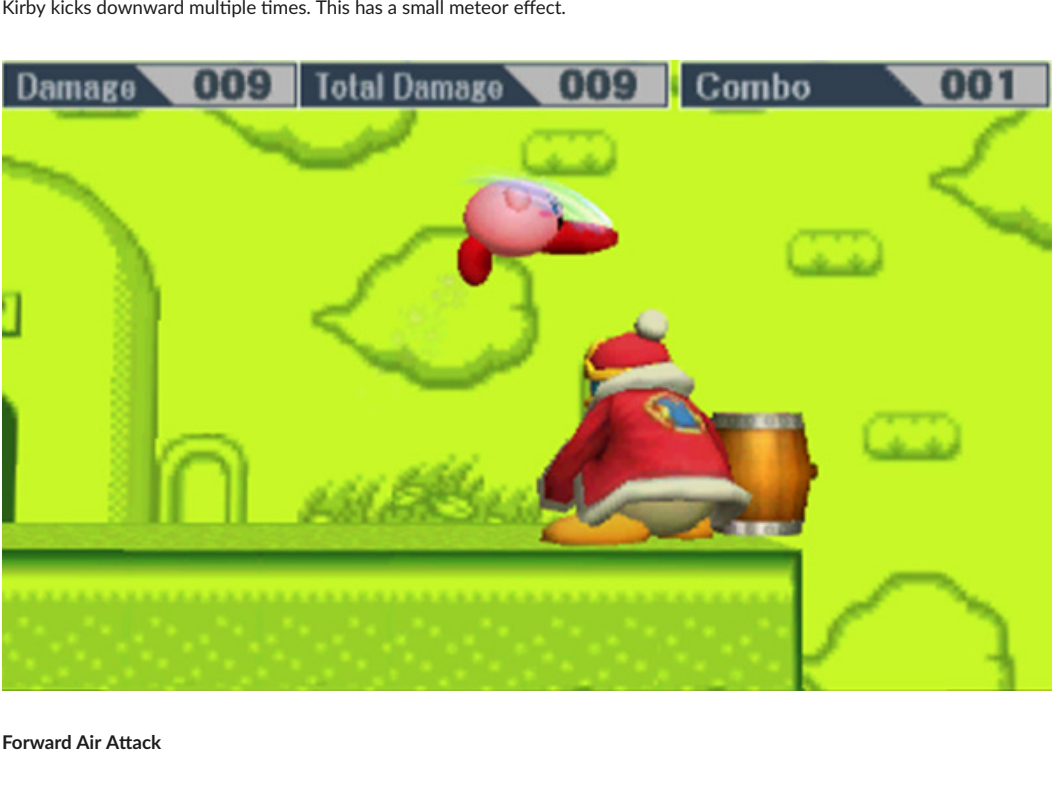
Up Air Attack

Kirby does a flipkick attack similar to his Up Smash.


Damage 001
Total Damage 001
Combo 001

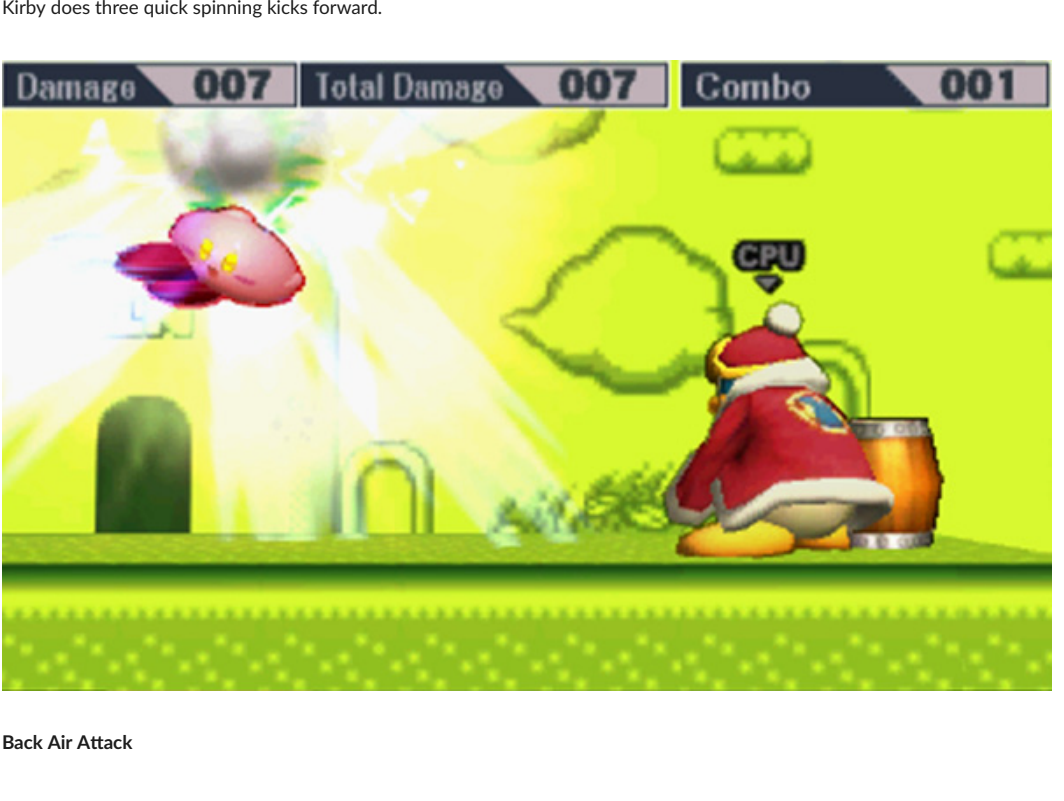
Down Air Attack

Kirby kicks downward multiple times. This has a small meteor effect.


Damage 009
Total Damage 009
Combo 001

Forward Air Attack

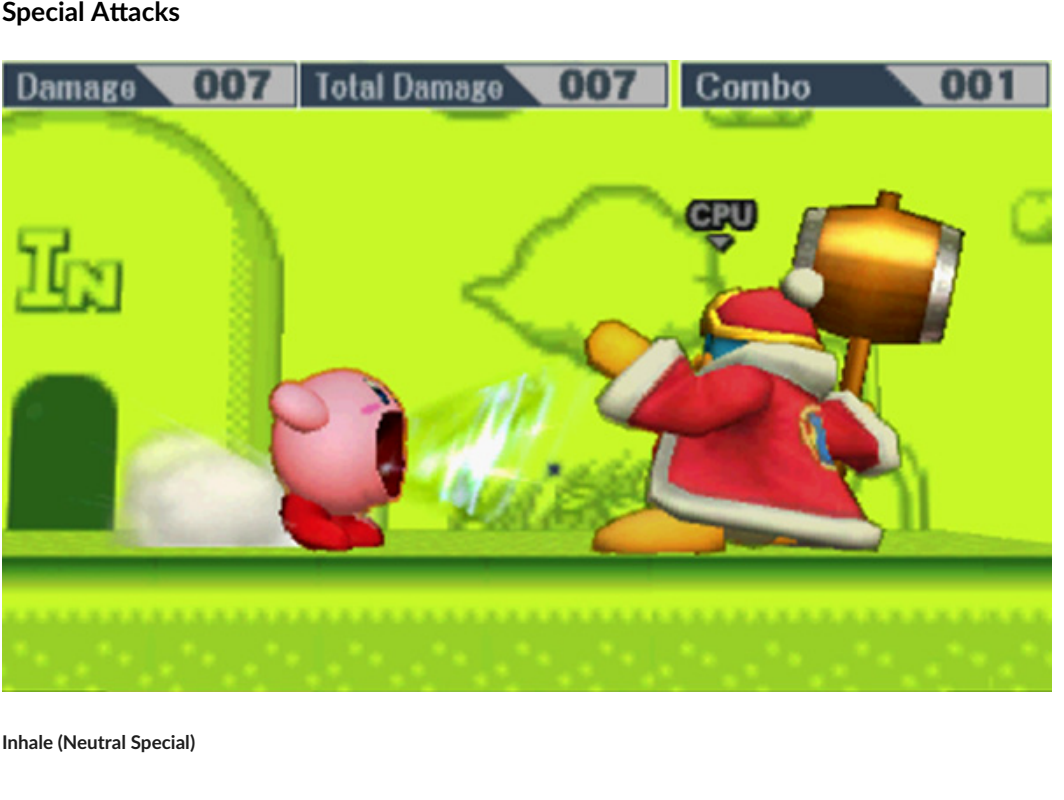
Kirby does three quick spinning kicks forward.


Damage 007
Total Damage 007
Combo 001
CPU

Back Air Attack

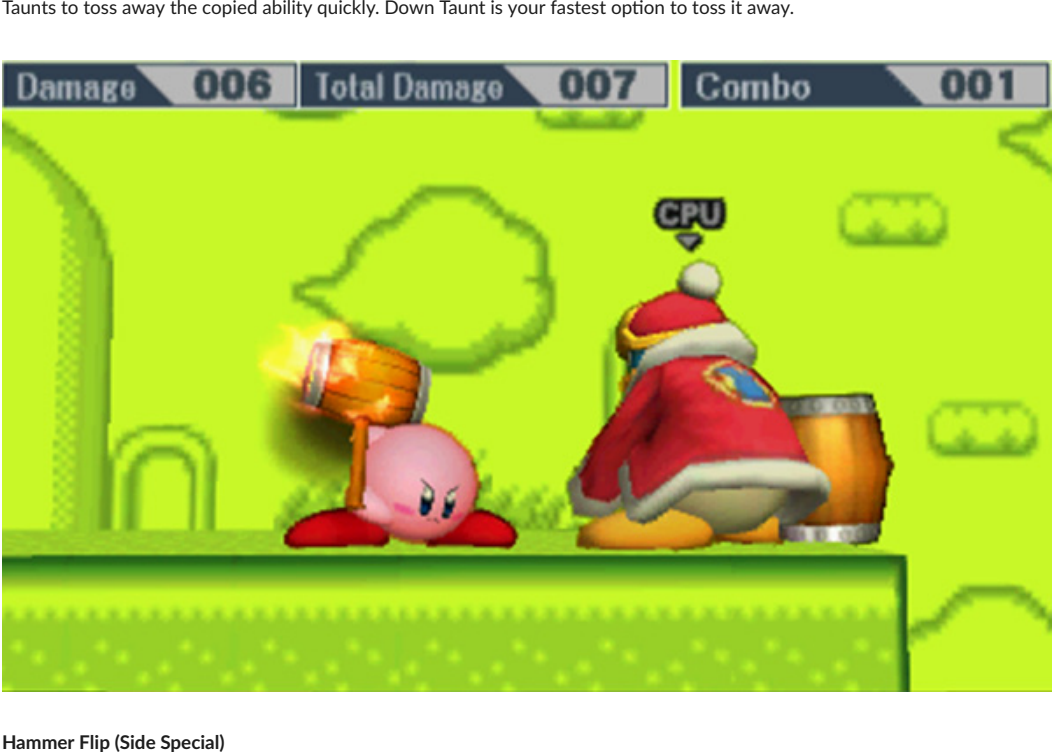
A reverse dropkick that deals solid damage for Kirby.

Special Attacks


Damage 007
Total Damage 007
Combo 001
CPU

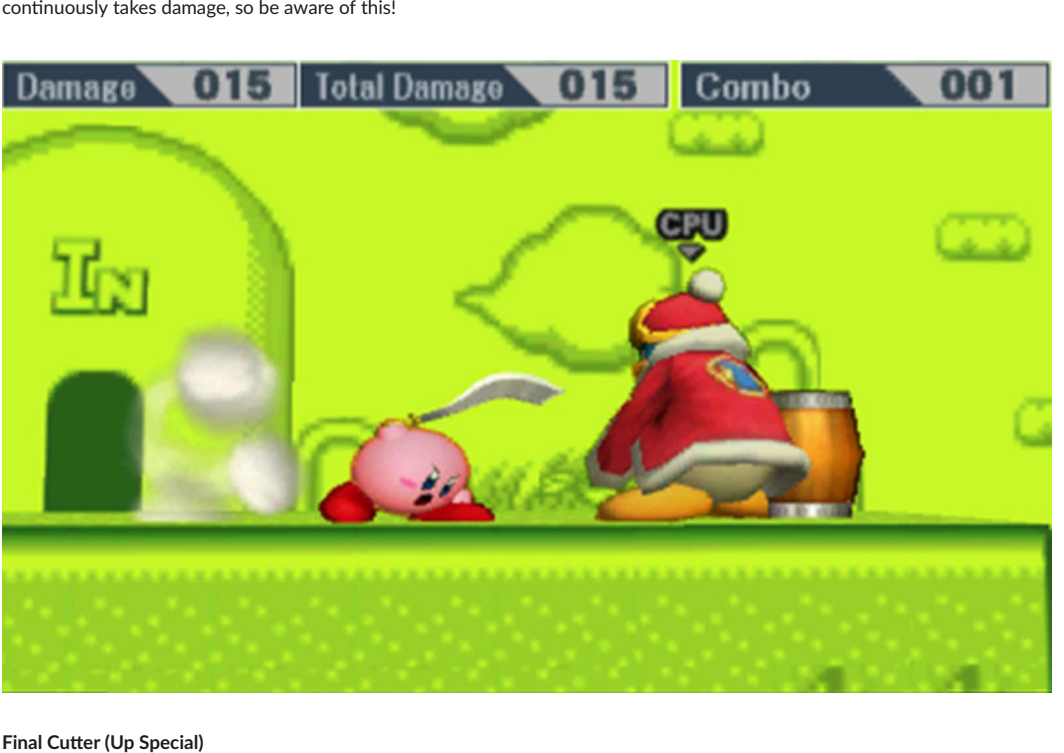
Inhale (Neutral Special)

Kirby sucks his opponent into his mouth. Hit the Special button to copy your opponent's ability or hit attack to spit that opponent out as a star that can hit other opponents! You can use the copied ability by using the Special button. Use Kirby's Taunts to toss away the copied ability quickly. Down Taunt is your fastest option to toss it away.


Damage 006
Total Damage 007
Combo 001
CPU

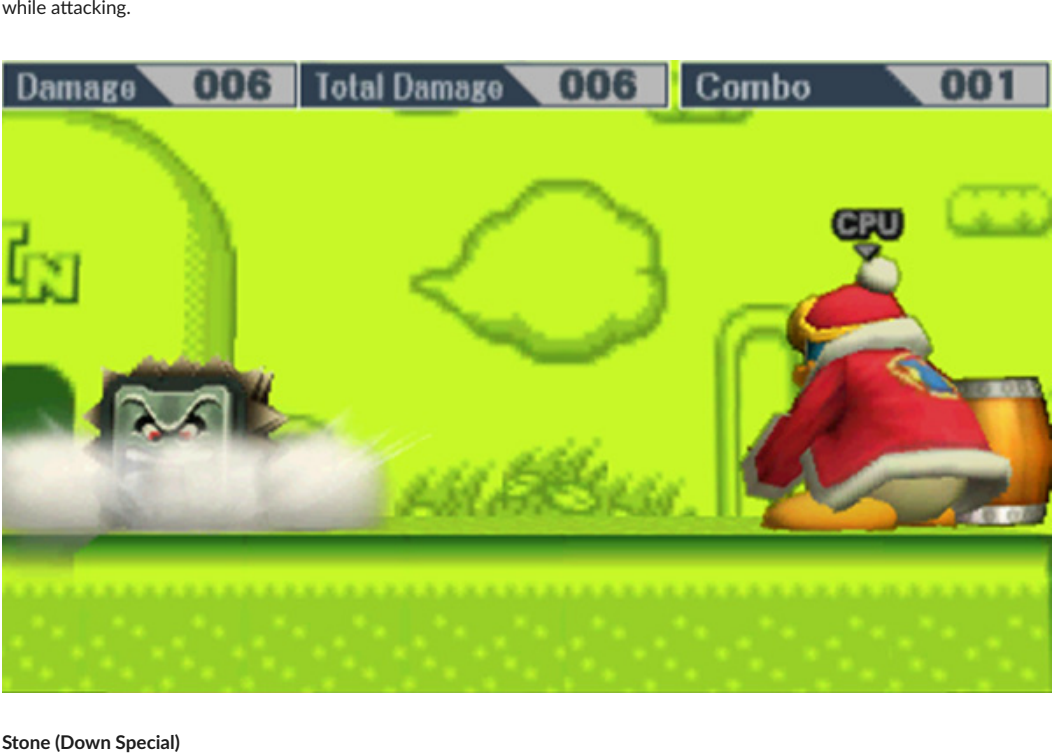
Hammer Flip (Side Special)

This hammer attack can be charged up to unleash massive damage and launch opponents. When fully charged, however, Kirby continuously takes damage, so be aware of this!


Damage 015
Total Damage 015
Combo 001
CPU

Final Cutter (Up Special)

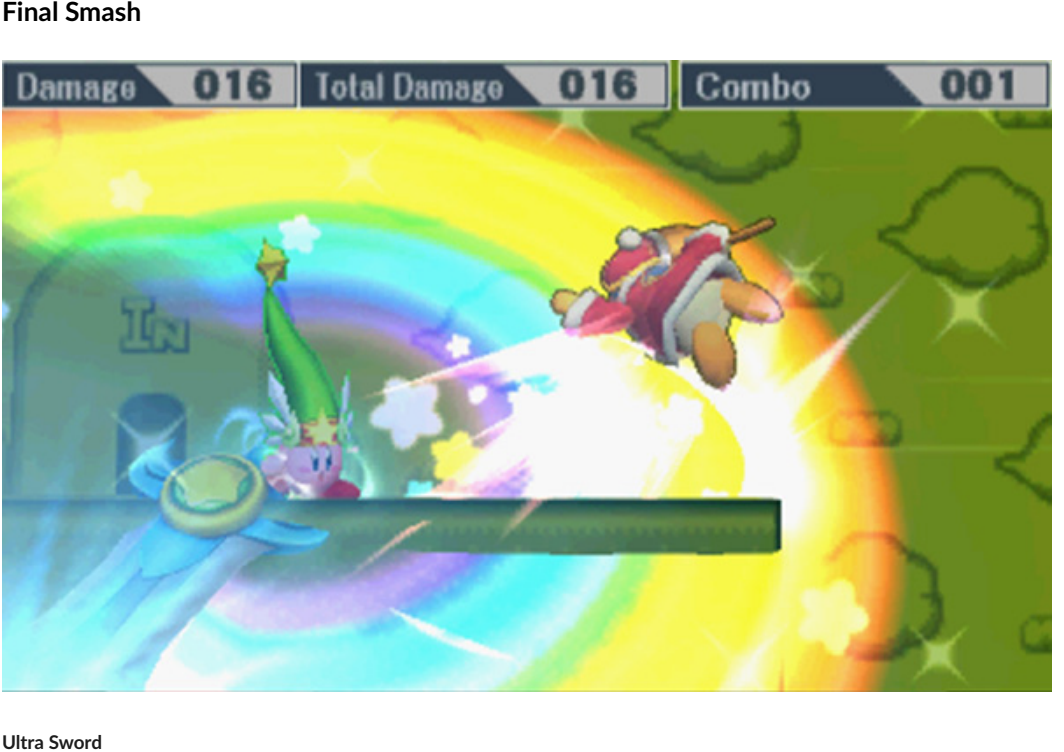
Kirby swings his sword upward before leaping into the air, then striking downward to the ground with a shockwave upon landing. This will meteor on the way down, so be sure you are over the stage when using it. You can move this left or right while attacking.


Damage 006
Total Damage 006
Combo 001
CPU

Stone (Down Special)

Kirby transforms into one of three heavy objects and drops to the ground. In this form, he does not flinch or take damage. These objects can push opponents, if they're close enough.

Final Smash

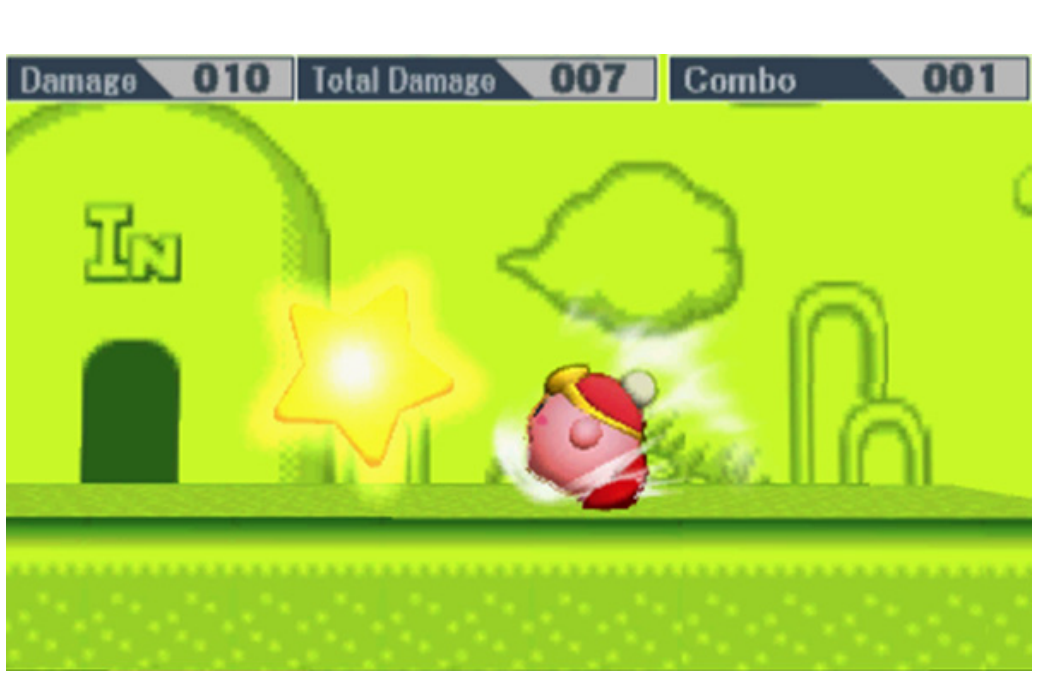

Damage 016
Total Damage 016
Combo 001

Ultra Sword

Kirby pulls out the Ultra Sword and swings at your opponent. All opponents caught by the initial swing are pulled in and trapped for the onslaught. The range on the first hit is just under half of the Final Destination form. After the initial swing, the range of the attack extends and hits other opponents who are nearby. If you are immediately beside your opponent when starting the attack, that opponent receives a few extra percentage points of damage. If they're at the side of a stage, most characters will be KO'd after about 40% damage, so look for this opportunity!

Strategy

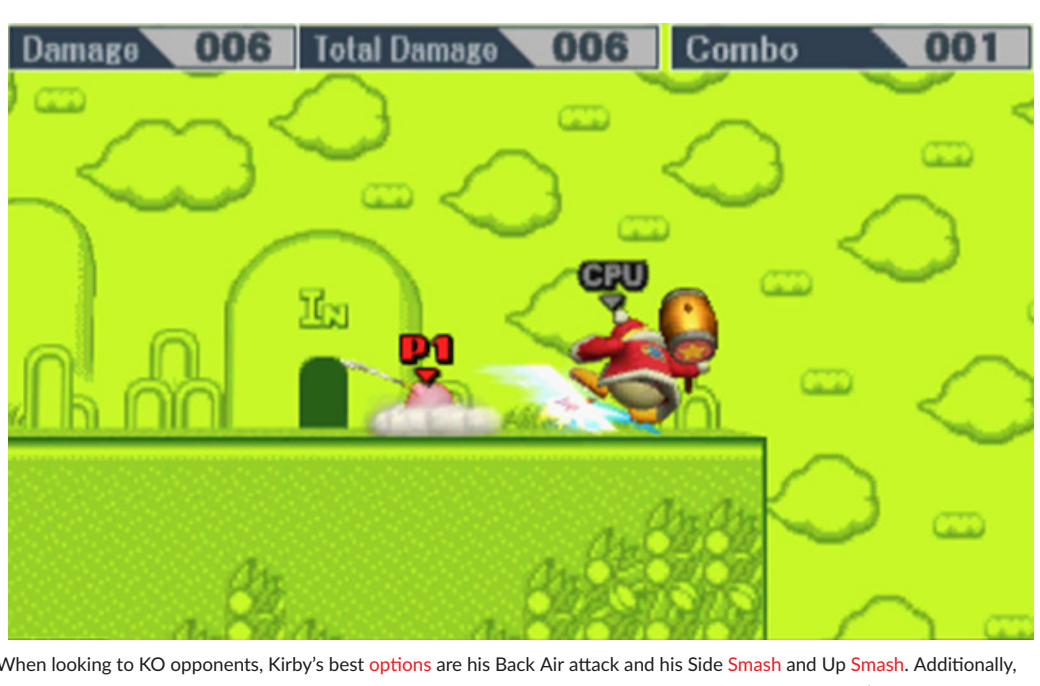
Tied for lightest character in the game, Kirby is also one of the smallest. So, while he will be launched away relatively easily, it's also a little harder to hit him! When he does get knocked off-stage, his multiple jumps assist greatly in his return. With these multiple jumps and good aerial attacks, his air game is above-average. In the air, though, he moves slowly, so you don't have a ton of control over maneuverability. Because of his small size, Kirby's primary issue is his attack range. Against characters who rack up damage from a distance or have good long-range attacks, this could pose a problem.


Damage 010
Total Damage 007
Combo 001

Damage 010
Total Damage 007
Combo 001
CPU

Because one of Kirby's offensive weaknesses is his range, try to use Inhale on an opponent who has a good ranged attack or projectile: Palutena, Robin, Mario, Link, Fox, etc. If you inhale someone whose ability you don't want, shoot that character out at another opponent for more damage. Alternatively, if that character has weak recovery, consider jumping off stage and shooting that character out then! Inhaling items can restore some health, but if you inhale explosive items, they hurt! Hammer Flip does a lot of damage, and if you charge it up all the way, it gains some super armor and invincibility, but you take damage. Since Kirby is so light, added damage is not the safest route to go! Final Cutter is fairly useful, as it doesn't leave you in a fall state, but it does meteor, so you must be over the stage when using it. Final Cutter also has fairly good mobility to the left and right, so you can use it upon landing to push opponents away with its shockwave. Finally, Kirby's Stone is a great way to prevent taking damage. Again, because Kirby is tied for lightest character, the less damage you take, the better off you are.

Damage 015
Total Damage 015
Combo 001


Damage 006
Total Damage 006
Combo 001
CPU
P1

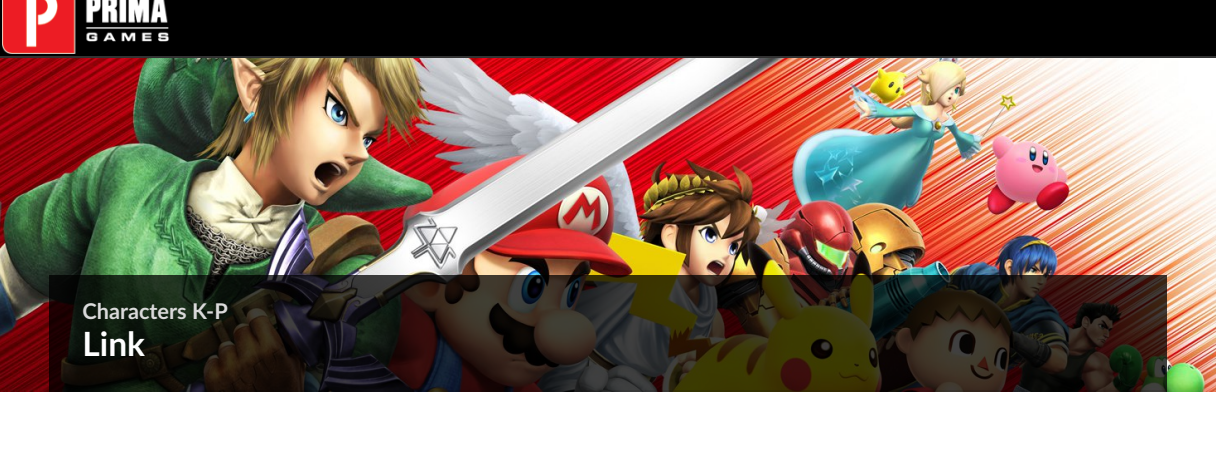
When looking to KO opponents, Kirby's best options are his Back Air attack and his Side Smash and Up Smash. Additionally, Hammer Flip and Stone can also be used to KO opponents. Down Air has a small meteor effect, but if you're looking to meteor smash, your best bet is Final Cutter, as long as you're still going to land on the stage. On the ground, his attacks are quick with good recovery, and he has decent throws, so don't be afraid to fight on the ground. His Up Tilt, Up Smash, and Down Smash all have some invincibility. In the air, Down Air and Forward Air are good for pressure, especially when combined with Kirby's multiple jumps. When edge-guarding opponents, don't be afraid to chase off the stage with your Back Air, Forward Air, and Up Air. Most characters won't be able to recover as well as you do, so just save enough jumps to get back to the stage!

Recovery

Kirby's primary recovery tool is his multiple jumps. Additionally, for vertical recovery, Kirby can use his Final Cutter, which can be aimed slightly to the right or left during the input. If you don't reach the stage with this attack, though, Kirby will self-destruct! Horizontally, you have to rely on Kirby's jumps. Remember not to be too predictable with your jumps. Use as many as you can, and be sure to move left and right with each jump!

Damage 005
Total Damage 012
Combo 003
CPU
P1

Damage 005
Total Damage 012
Combo 003
CPU
P1



Characters K-P

Link

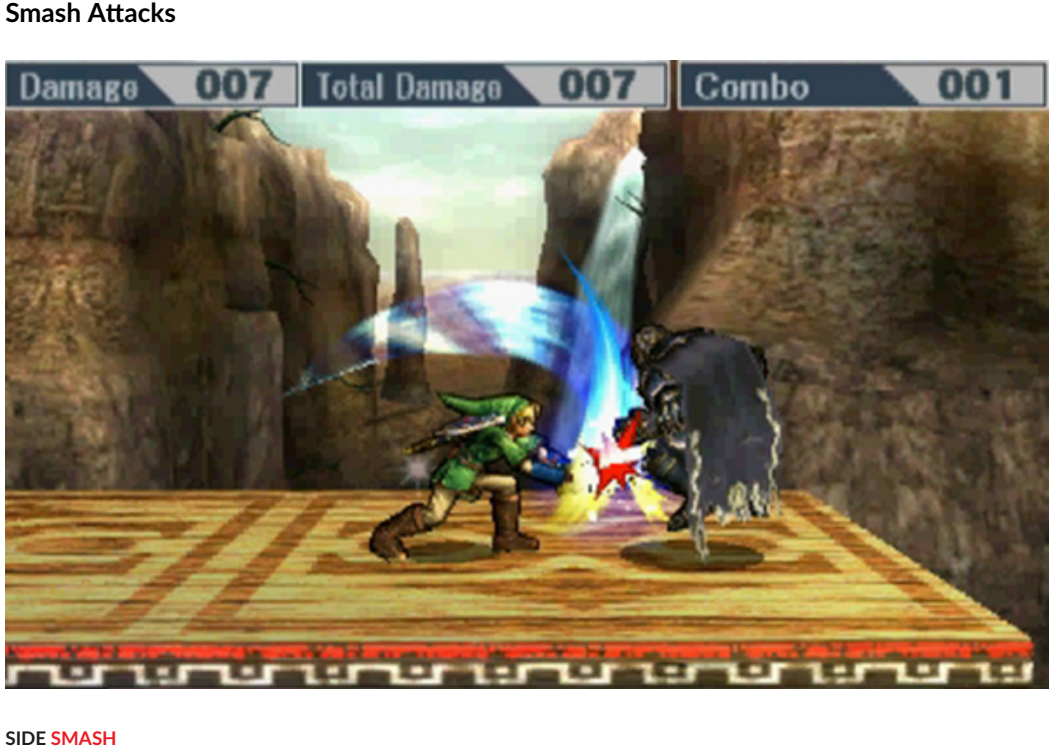
Trophy Description

Green clothes? Pointy hat? Yep, it's Link, all right! In this game, his sword and shield make for effective attacking and blocking, and his bow, bombs, and boomerang will spice up any battle. He's even brought his Clawshot for grabbing enemies and edges. Jeez, just how much stuff can Link carry?

Statistics

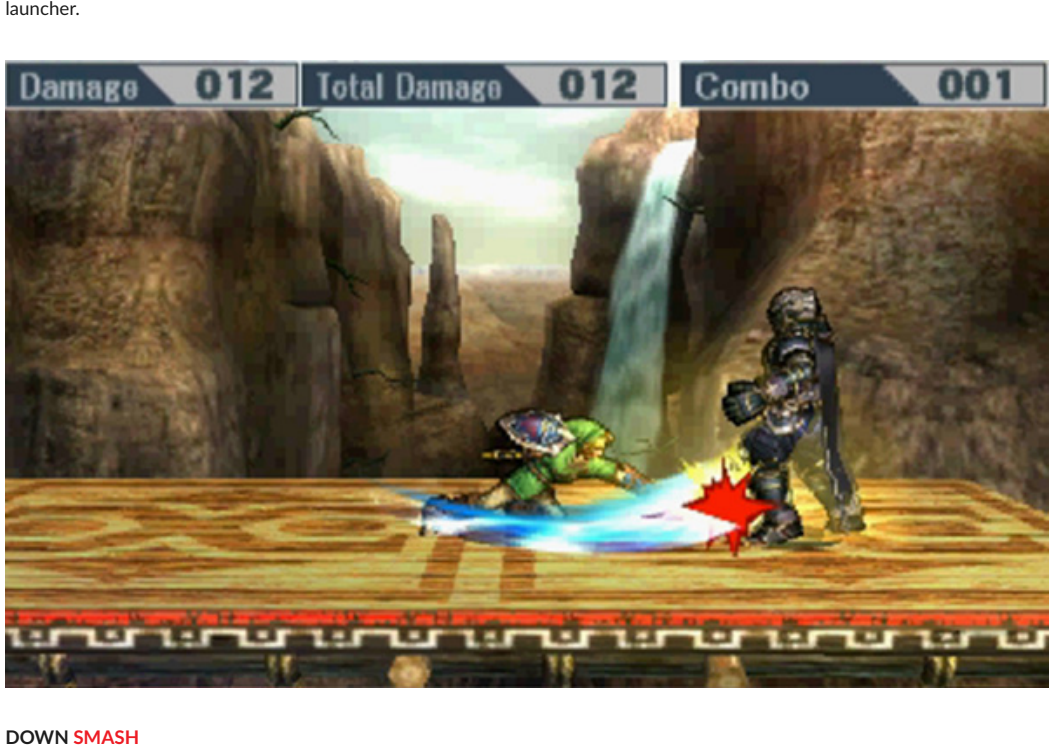
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 007
Total Damage 007
Combo 001

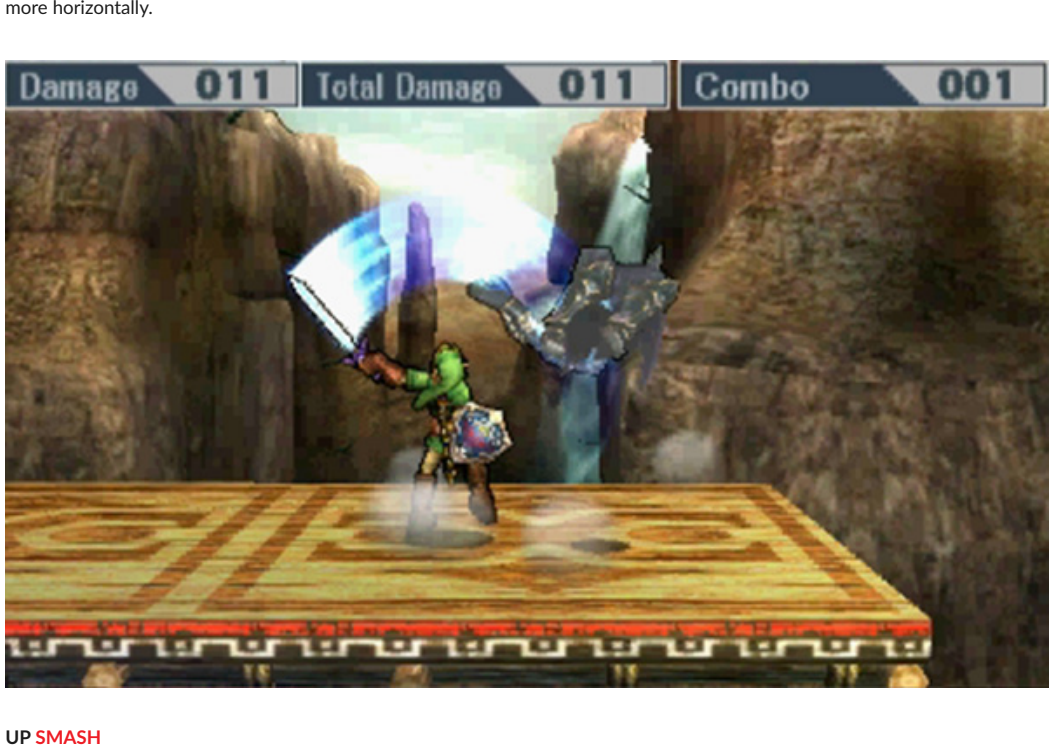
SIDE SMASH

Link swings his sword downward and then horizontally. Press the button again for the second attack, which is a stronger launcher.


Damage 012
Total Damage 012
Combo 001

DOWN SMASH

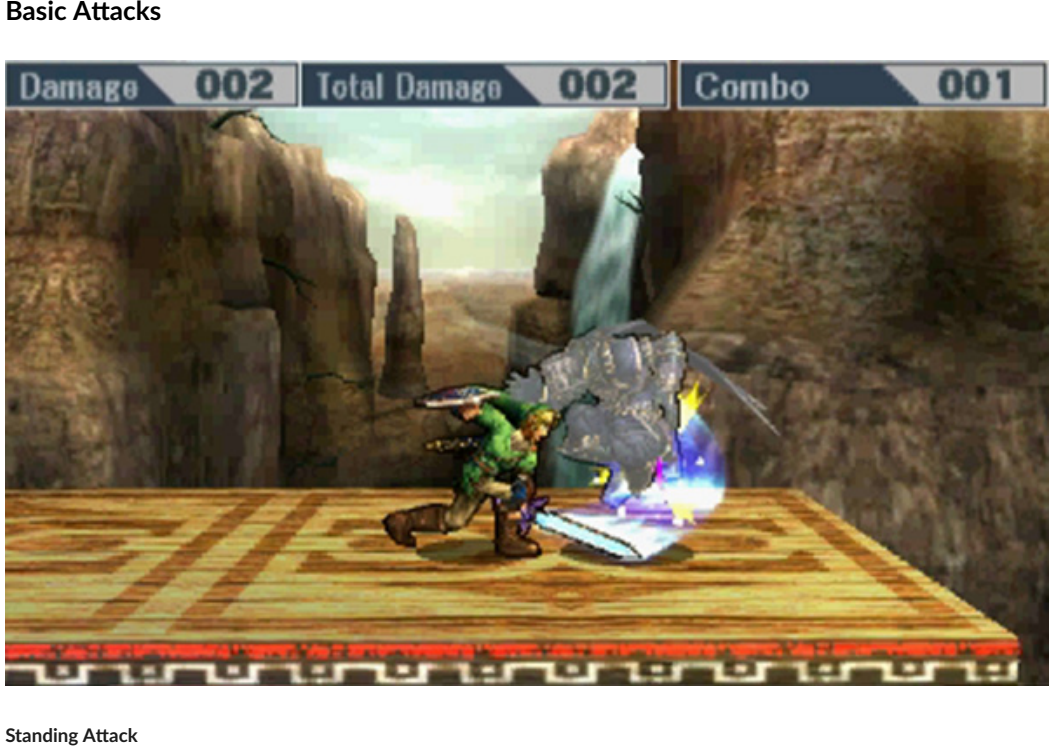
Link sweeps with his sword in front of and then behind him. The first hit launches more vertically while the second hit launches more horizontally.


Damage 011
Total Damage 011
Combo 001

UP SMASH

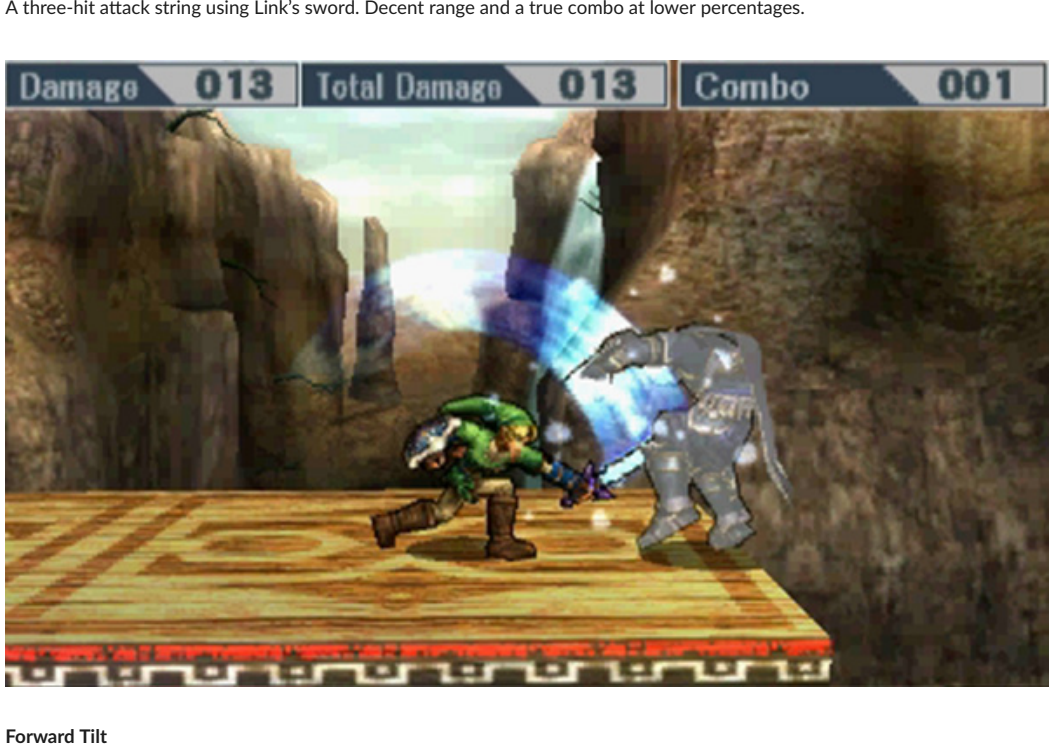
A three-hit attack string using Link's sword. The last hit does the most damage and launches your opponent vertically.

Basic Attacks


Damage 002
Total Damage 002
Combo 001

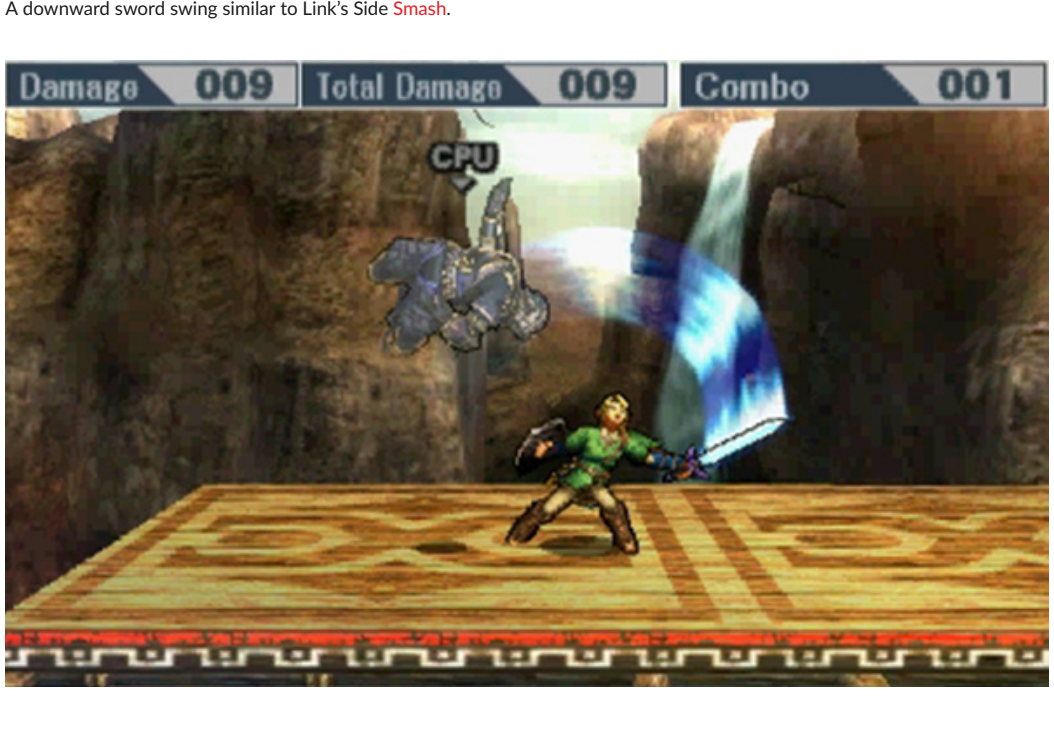
Standing Attack

A three-hit attack string using Link's sword. Decent range and a true combo at lower percentages.


Damage 013
Total Damage 013
Combo 001

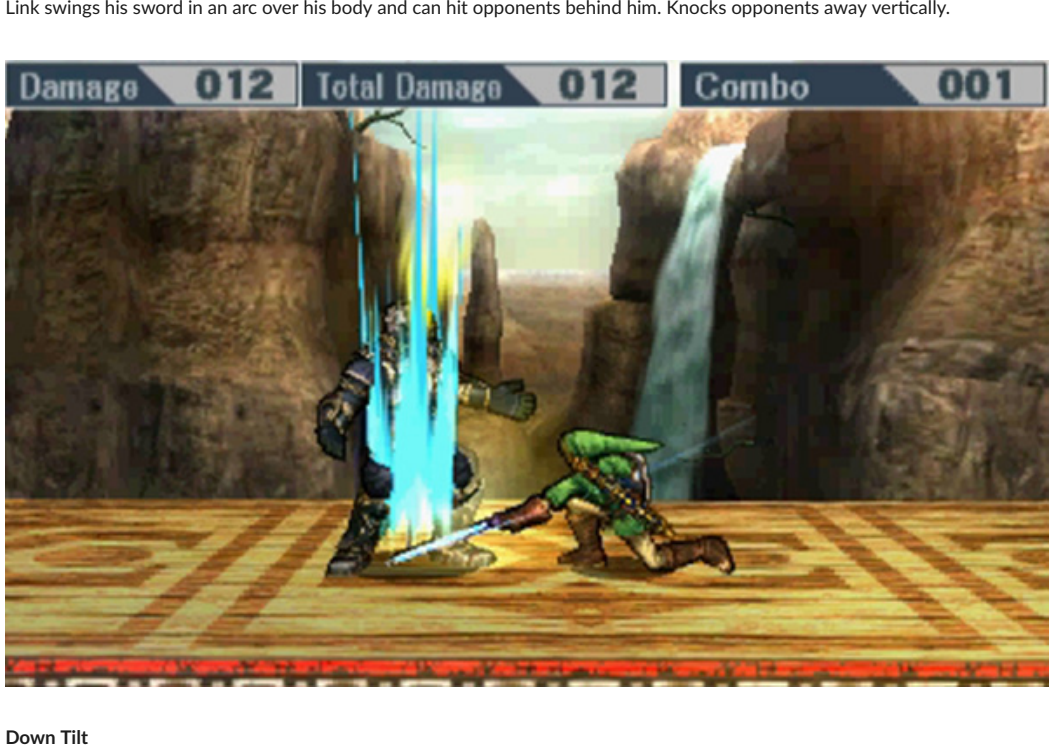
Forward Tilt

A downward sword swing similar to Link's Side Smash.


Damage 009
Total Damage 009
Combo 001
CPU

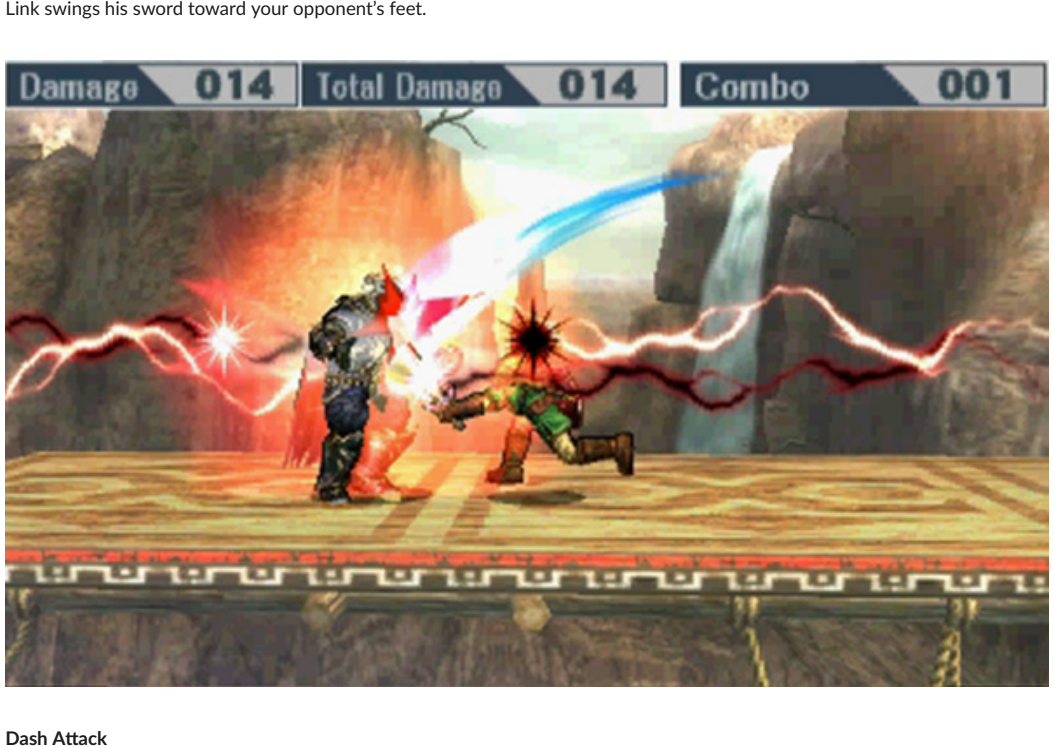
Up Tilt

Link swings his sword in an arc over his body and can hit opponents behind him. Knocks opponents away vertically.


Damage 012
Total Damage 012
Combo 001

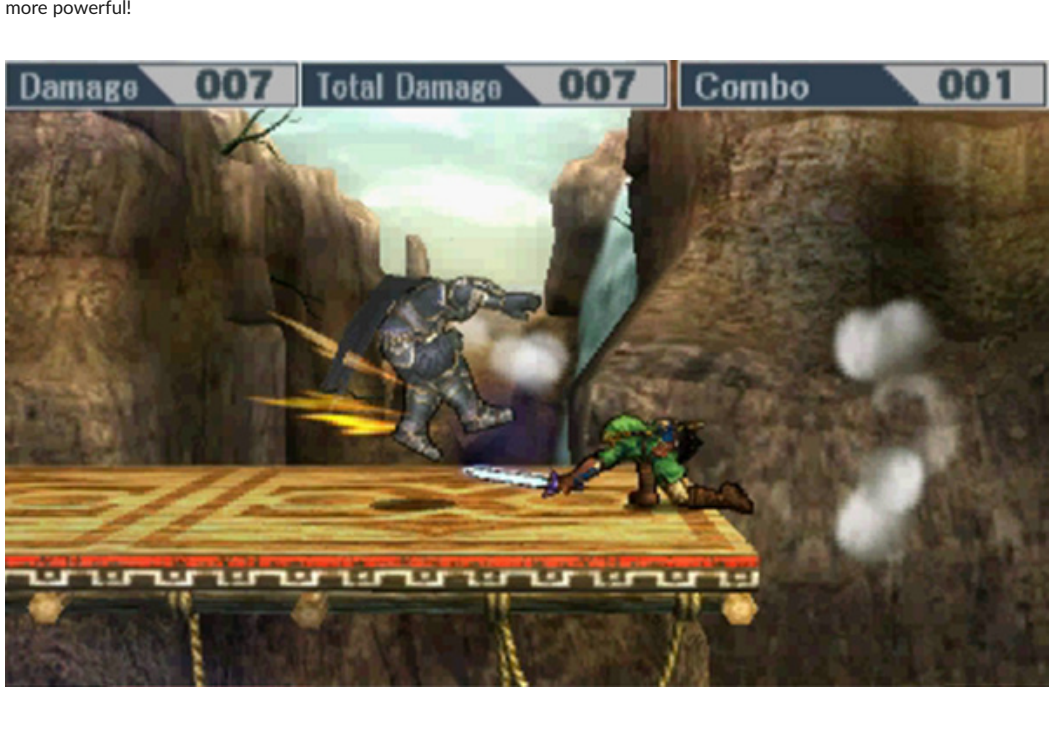
Down Tilt

Link swings his sword toward your opponent's feet.


Damage 014
Total Damage 014
Combo 001

Dash Attack

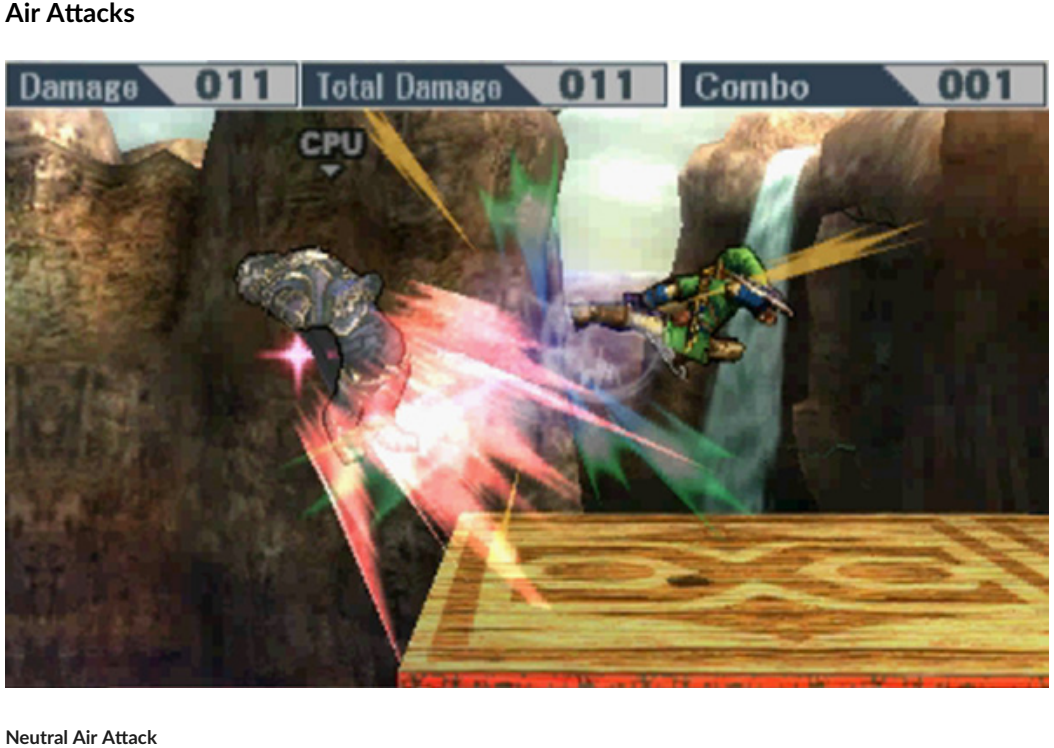
A leaping downward sword strike. This is almost as strong as a Smash attack, with the tip of the sword actually being even more powerful!


Damage 007
Total Damage 007
Combo 001

Edge Attack

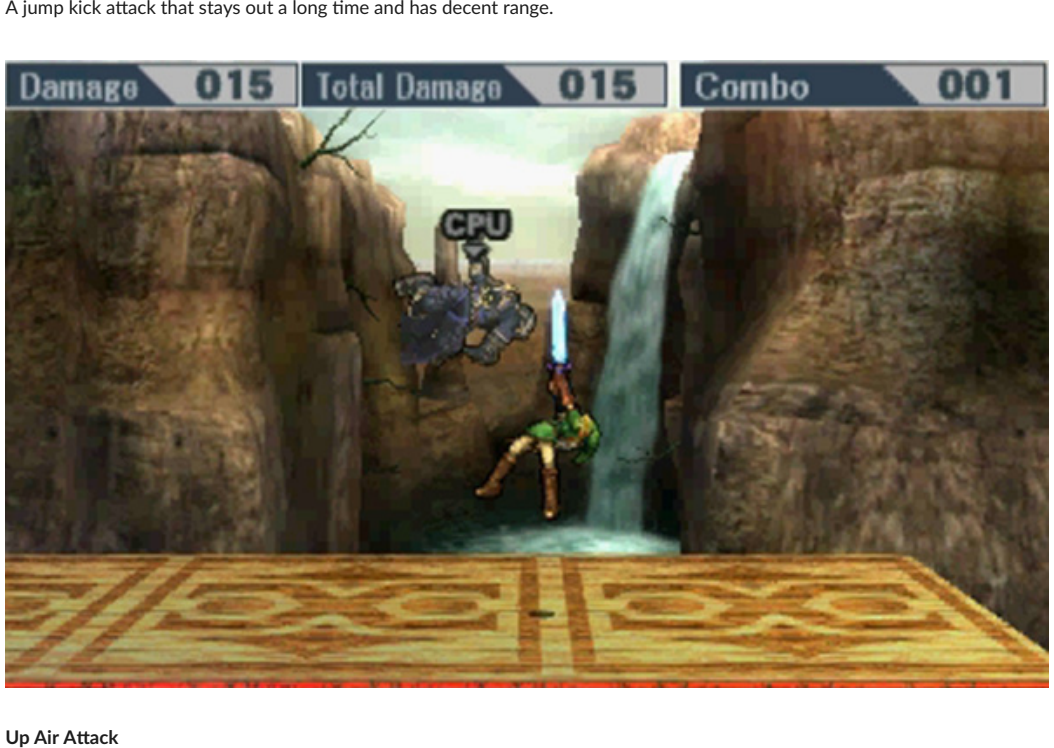
Link returns to the stage and stabs his sword at your opponent's feet.

Air Attacks


Damage 011
Total Damage 011
Combo 001
CPU

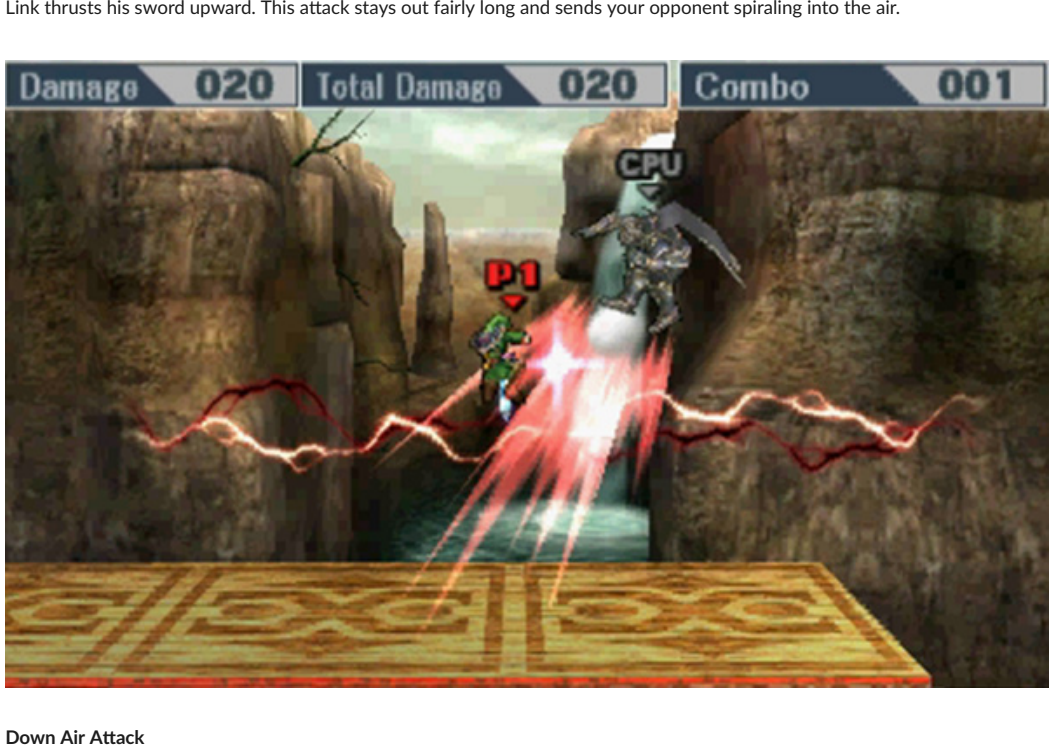
Neutral Air Attack

A jump kick attack that stays out a long time and has decent range.


Damage 015
Total Damage 015
Combo 001
CPU

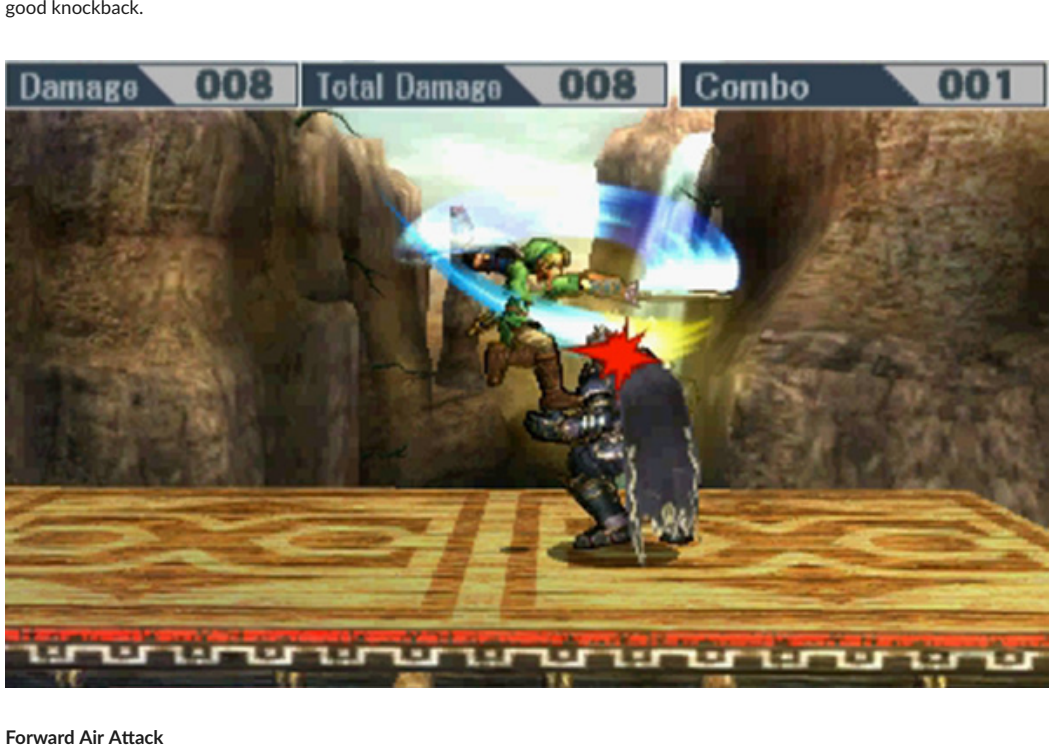
Up Air Attack

Link thrusts his sword upward. This attack stays out fairly long and sends your opponent spiraling into the air.


Damage 020
Total Damage 020
Combo 001
CPU
P1

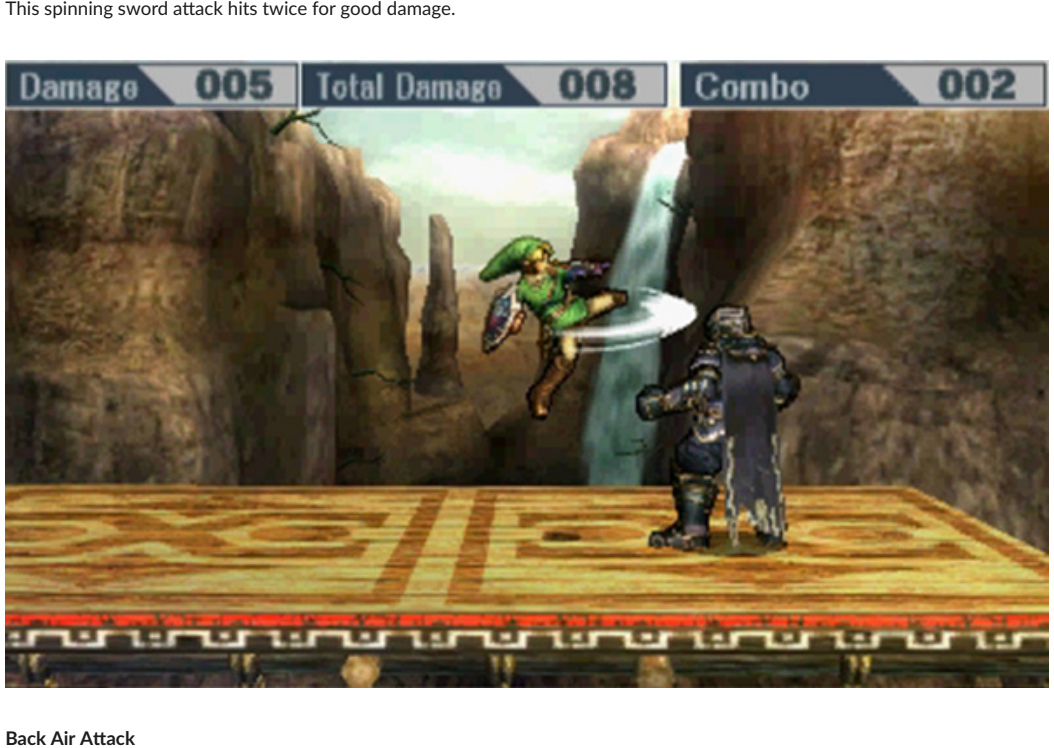
Down Air Attack

Link uses his sword as a pogo stick, stabbing opponents below him. At lower percentages, this can combo for two hits and has good knockback.


Damage 008
Total Damage 008
Combo 001

Forward Air Attack

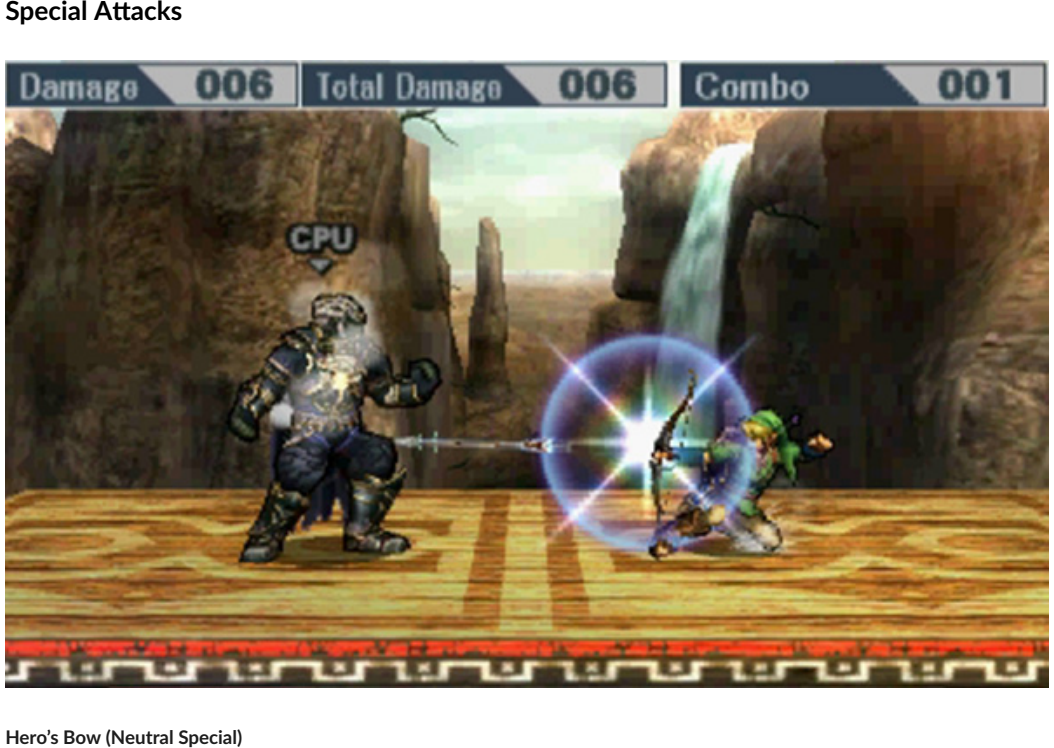
This spinning sword attack hits twice for good damage.


Damage 005
Total Damage 008
Combo 002

Back Air Attack

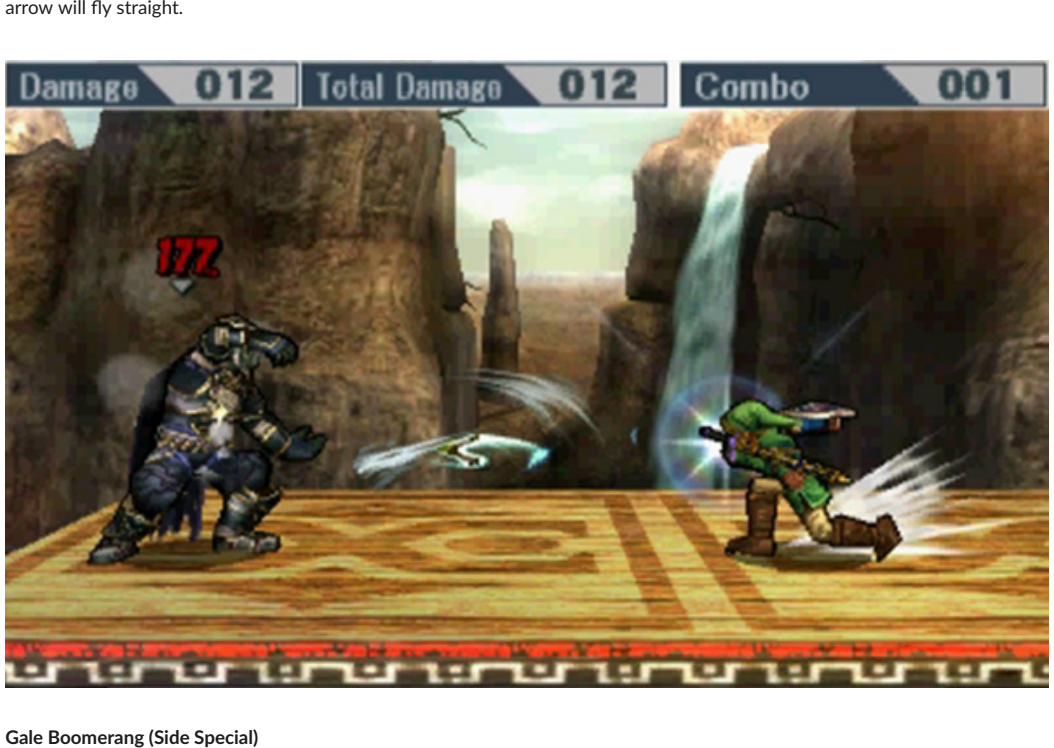
A spinning double back-kick attack.

Special Attacks


Damage 006
Total Damage 006
Combo 001
CPU

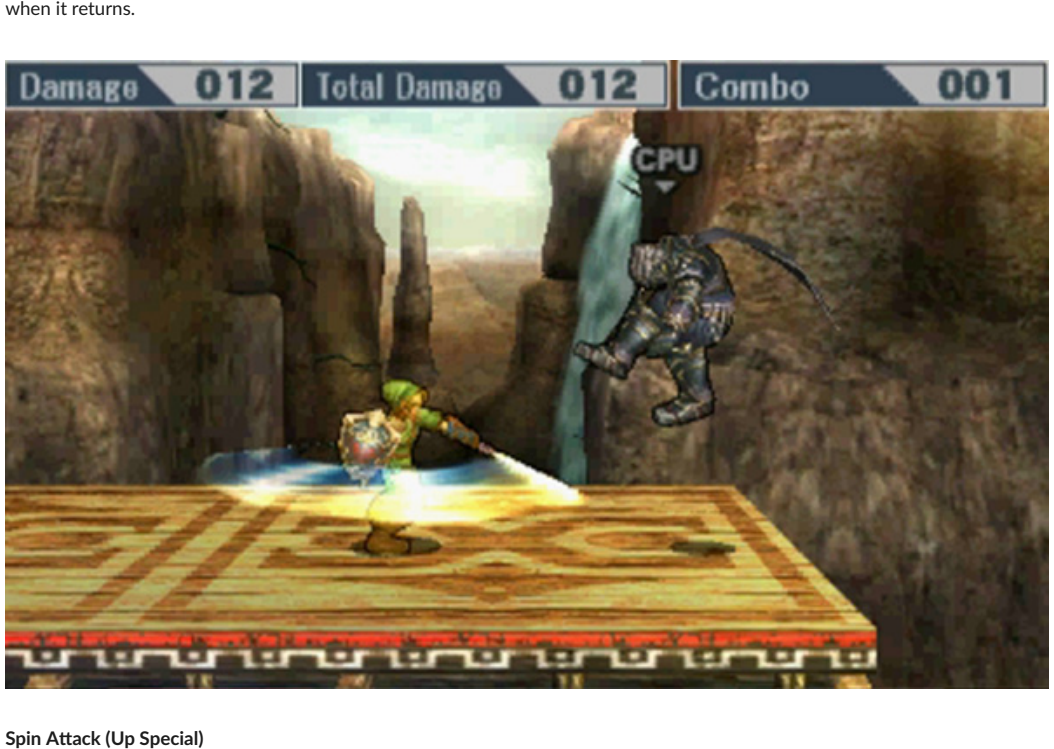
Hero's Bow (Neutral Special)

Link fires an arrow at an opponent. The longer you charge it, the farther it will fly and the stronger it will be. At full charge, the arrow will fly straight.


Damage 012
Total Damage 012
Combo 001
177

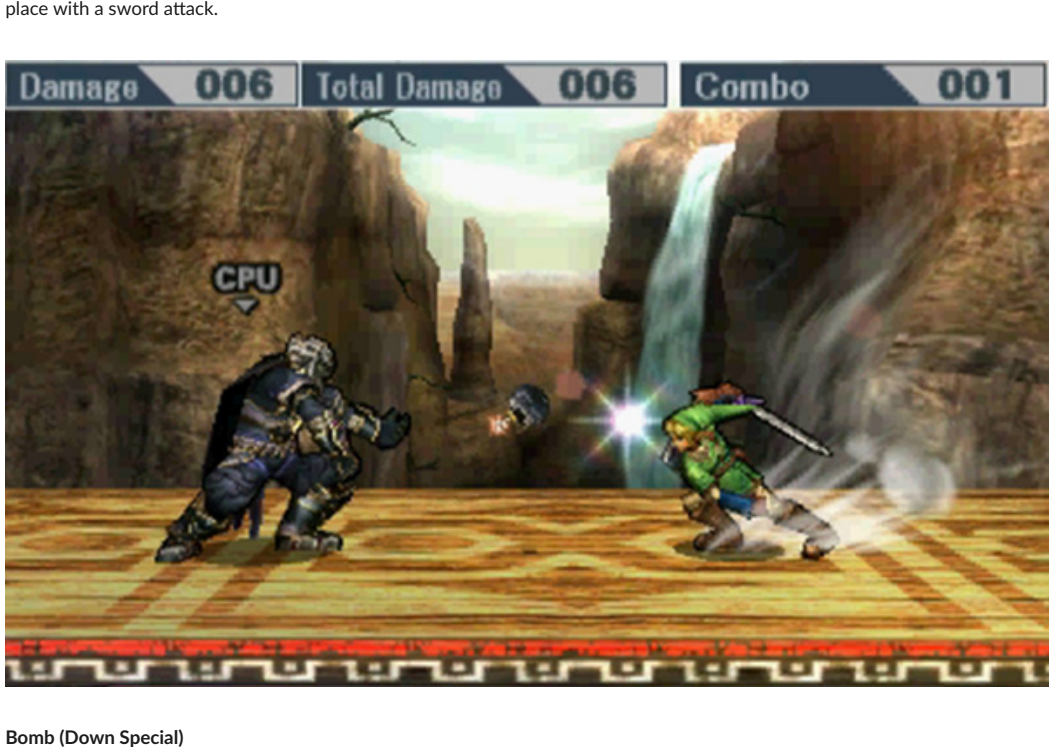
Gale Boomerang (Side Special)

Link chucks his boomerang at the enemy. It deals some damage while moving forward and can pull opponents toward you when it returns.


Damage 012
Total Damage 012
Combo 001
CPU

Spin Attack (Up Special)

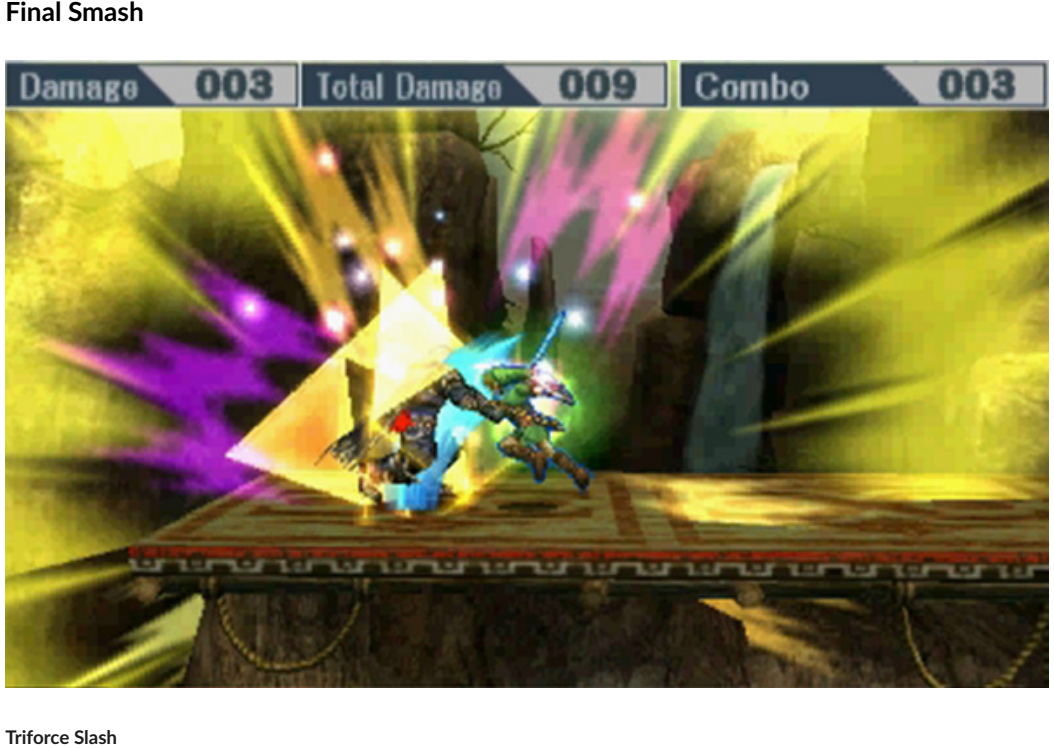
When used in the air, this is a jumping spinning sword attack used mainly for recovery. On the ground, though, Link spins in place with a sword attack.


Damage 006
Total Damage 006
Combo 001
CPU

Bomb (Down Special)

Link pulls out a bomb to throw that explodes on impact or when its fuse expires. You can throw it up, down, or sideways. Its explosion when hitting an enemy won't hurt Link, but if it explodes only on Link then Link takes damage.

Final Smash

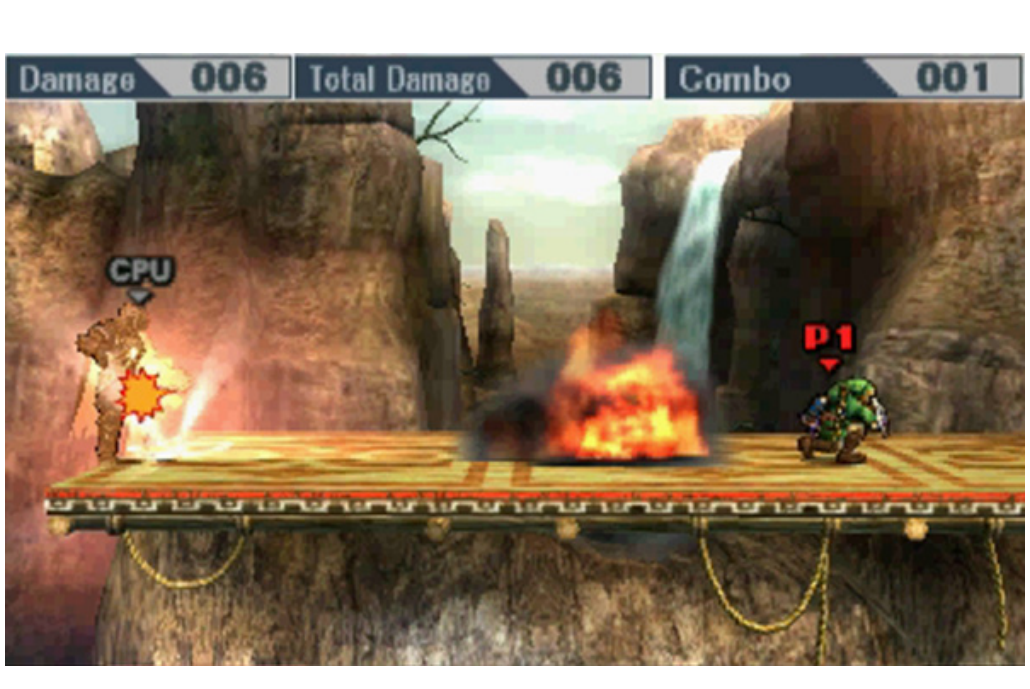

Damage 003
Total Damage 009
Combo 003

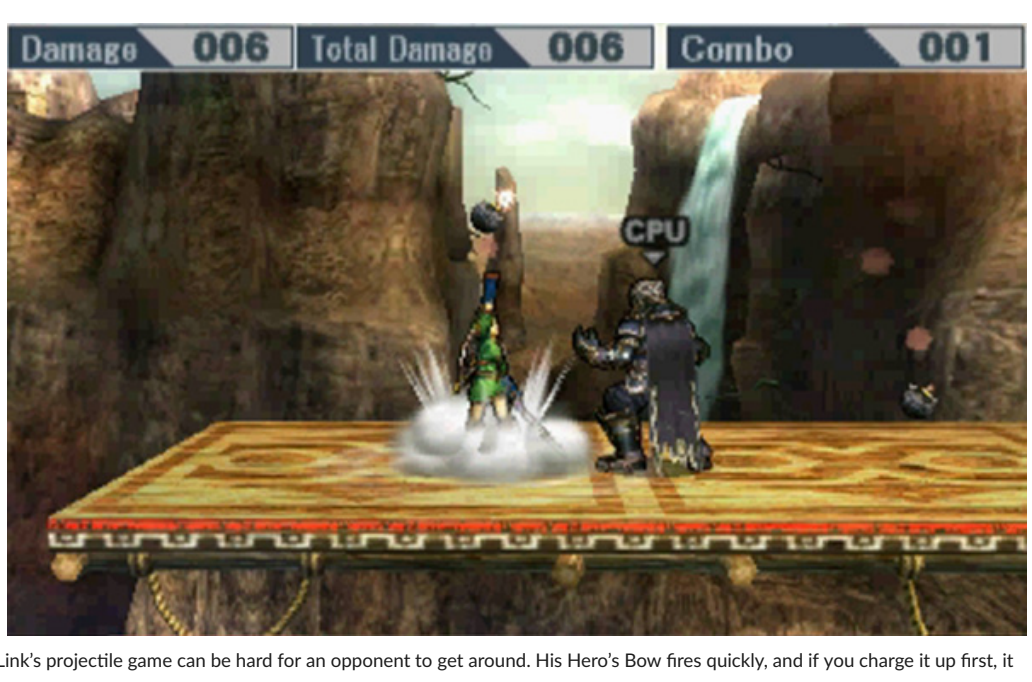
Triforce Slash

Link sends out a beam of light across the stage directly in front of him. The first opponent it makes contact with is stunned, and Link dashes in to unleash an incredible sword combo that ends with a giant swing. This last hit has more horizontal range than any of the previous hits and catches anyone who stays too close. This Final Smash has great range and can reach across the Final Destination form.

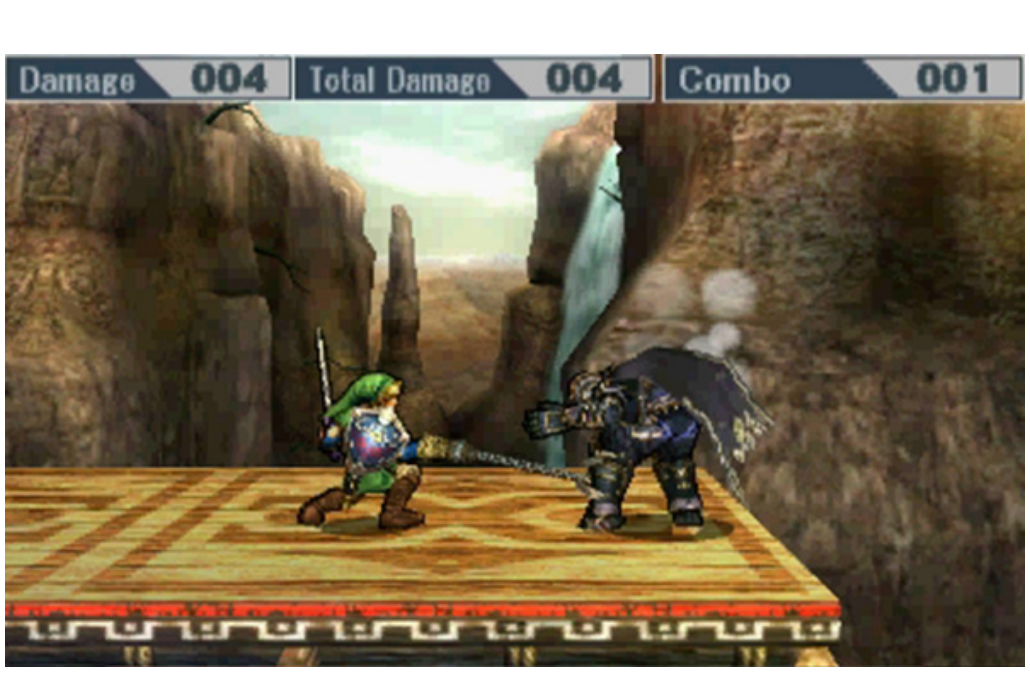
Strategy

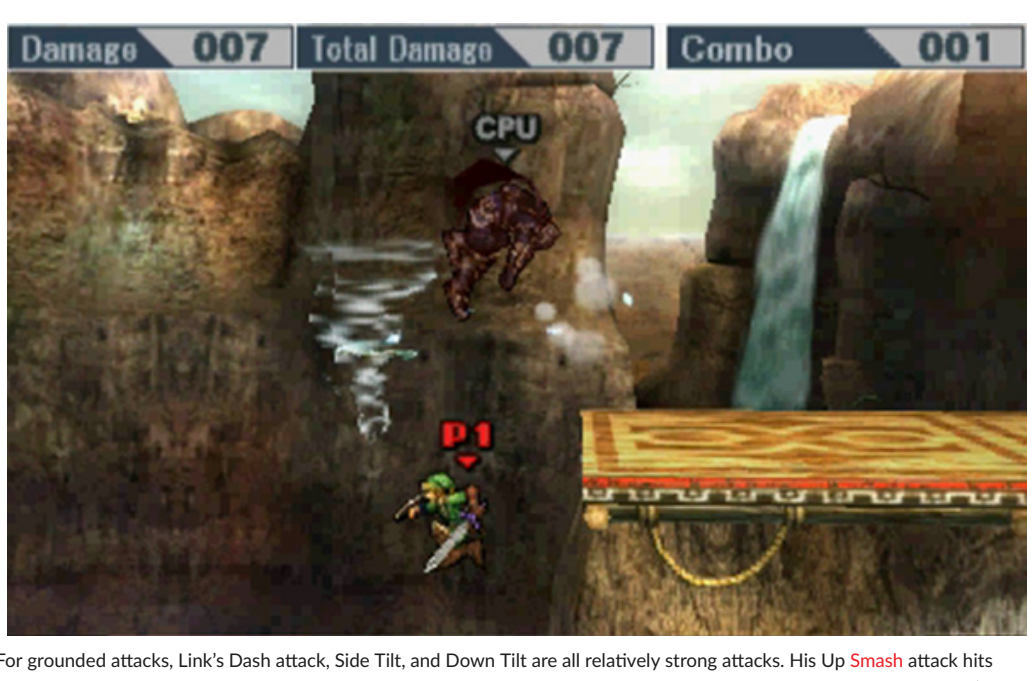
Link has above-average weight and decent range on all of his attacks, thanks to his sword. He also has a variety of projectiles he can use to attack characters from afar. This means he can easily switch between playing a ranged game or an up-close game. Along with his sword, he also carries his Hylian Shield, which blocks projectiles as long as you are not attacking. Link reacts when blocking a projectile, but this only works when projectiles make contact with his shield, so he can still be hit with projectiles from behind. His weaknesses are his overall speed and his horizontal recovery.


Damage 006
Total Damage 006
Combo 001
CPU
P1


Damage 006
Total Damage 006
Combo 001
CPU

Link's projectile game can be hard for an opponent to get around. His Hero's Bow fires quickly, and if you charge it up first, it fires extremely far. His Bomb attack deals decent damage, and as long as you successfully hit your opponent, Link will not take damage from it. This allows you to use Bomb for close combat as well. If you throw a bomb vertically, you can pull out a second bomb, too! And while holding a bomb, you have a bit of time before it explodes, so use this time to send out your Gale Boomerang or use the Hero's Bow. The Gale Boomerang deals damage on the way out, and on its way back it pulls opponents in, giving you opportunities for free attacks. Note that when Gale Boomerang pulls opponents in during its return, it does so for no damage. Not catching the boomerang can be useful to push opponents off or farther from the edge—even more so because you can also aim this diagonally! Mixing up this assortment of projectiles will cause havoc for any opponent, especially for those who do not have projectiles or projectile counters.

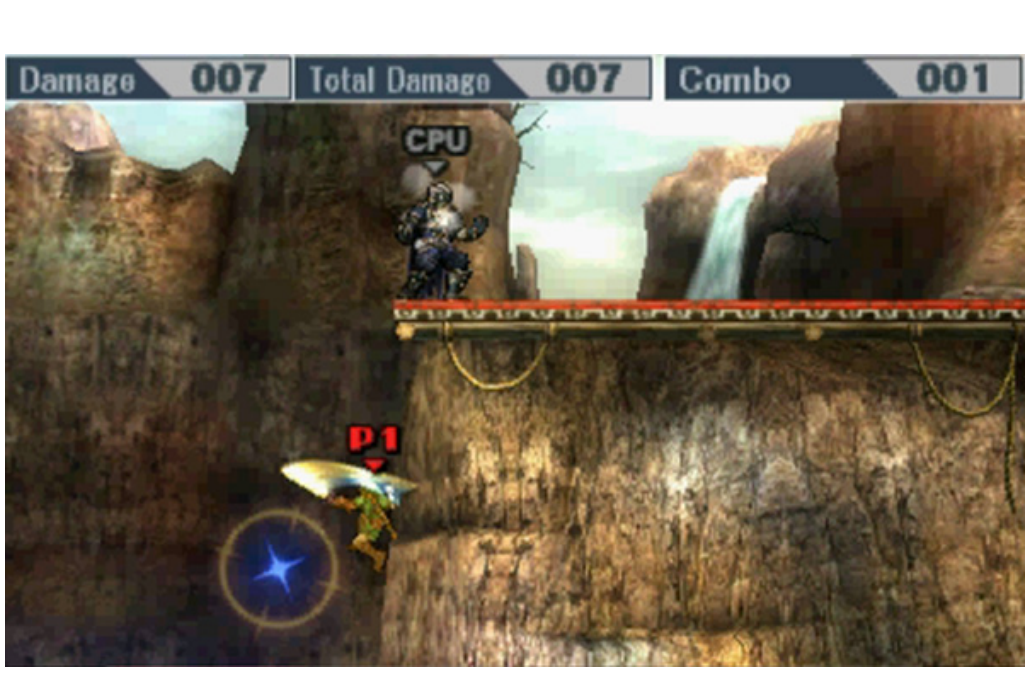

Damage 004
Total Damage 004
Combo 001

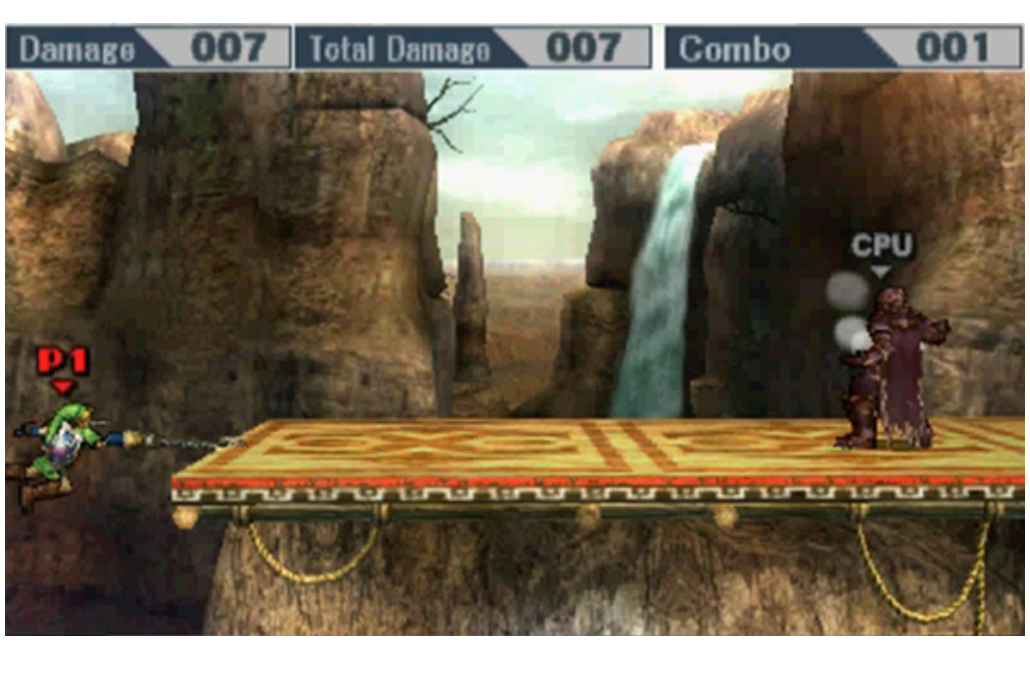

Damage 007
Total Damage 007
Combo 001
CPU
P1

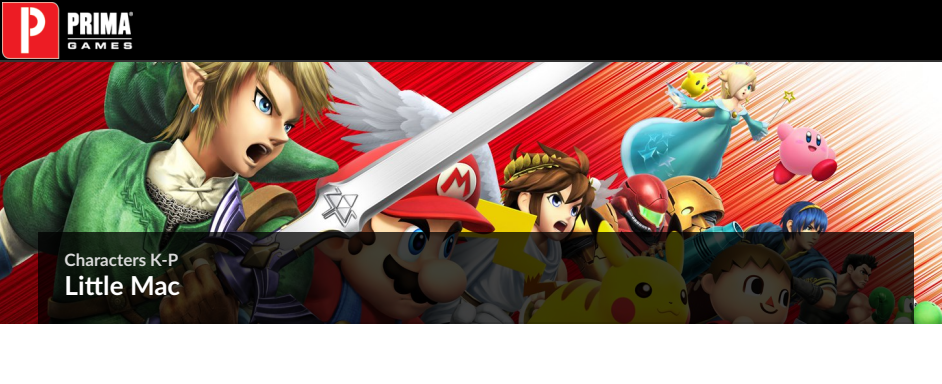
For grounded attacks, Link's Dash attack, Side Tilt, and Down Tilt are all relatively strong attacks. His Up Smash attack hits multiple times, the last hit launching opponents upward. His Down Tilt attack actually has a bit of a meteor effect, but it's hard to make this hit consistently. For Link's aerial attacks, his Neutral Air stays out for awhile and has decent range. Both his Up Air and Down Air attacks are also active for a long time, with the Down Air having a meteor effect as well. To KO opponents, though, Down Air and Forward Air are your best bets. Don't forget you can also use Link's grapple in the air as an attack—it doesn't do a ton of damage, but it is effective for longer range aerial battles. When edge-guarding, use all of the projectiles at your disposable. Bombs thrown downward at recovering enemies are particularly useful. As mentioned previously, you can throw Gale Boomerange toward the stage, then not catch it, so it pushes recovering enemies away from the stage. For enemies with worse horizontal recovery, keep them out with charged-up arrows from the Hero's Bow.

Recovery

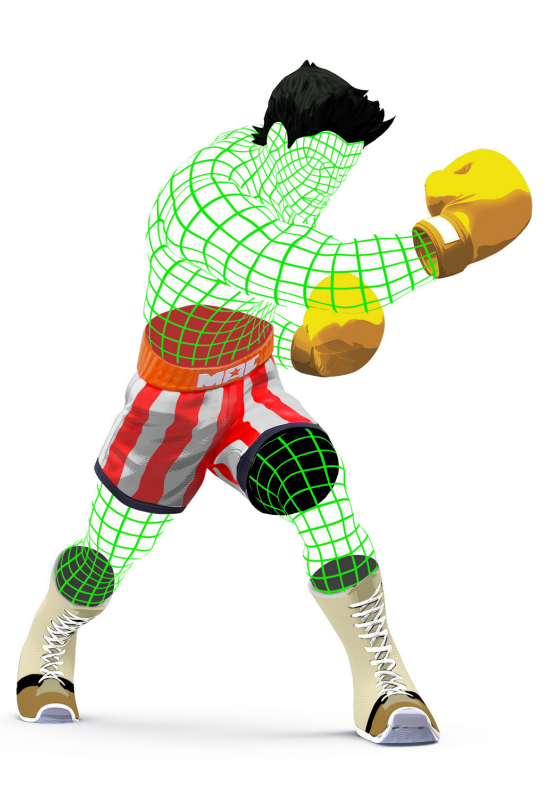
Link's Spin Attack is his main tool for vertical recovery; it has great range and protects you from nearby opponents. Where Link is lacking, though, is in his horizontal recovery. His main option for this is to use his grapple/throw. You can use this to grab onto the edge, but you have to time it correctly and be facing the right way. Press the Throw button again to pull yourself up or hit Up to return to the edge. Note that Link's Spin Attack leaves him in a fall state. If you are holding onto a bomb that explodes while you're in fall state, you can use Spin Attack again! And if opponents are waiting for you, it might help to throw out a Gale Boomerang before attempting your recovery.

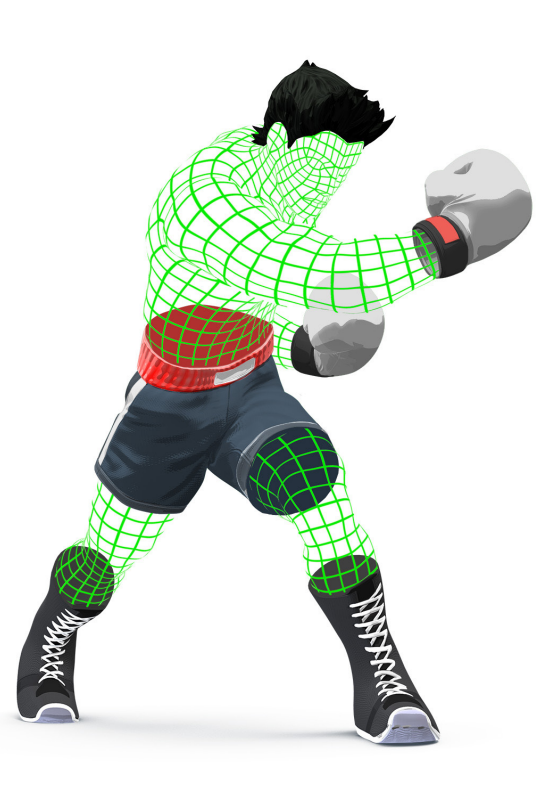

Damage 007
Total Damage 007
Combo 001
CPU
P1

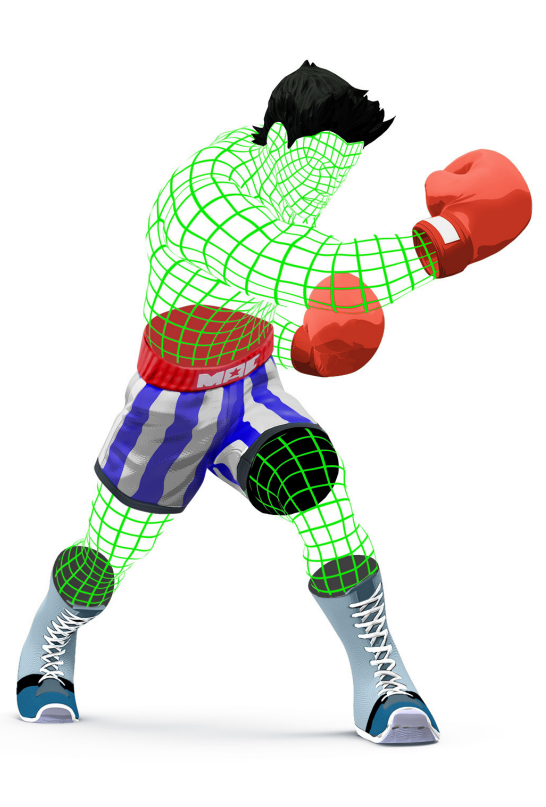

Damage 007
Total Damage 007
Combo 001
CPU
P1

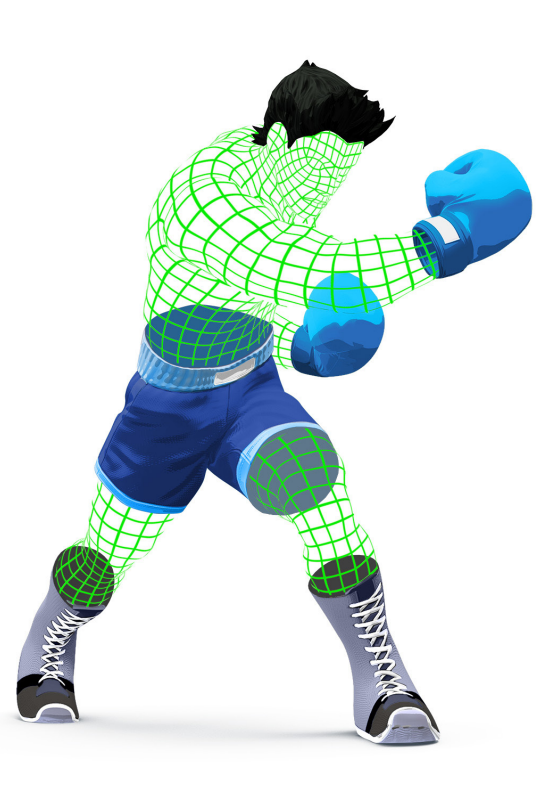


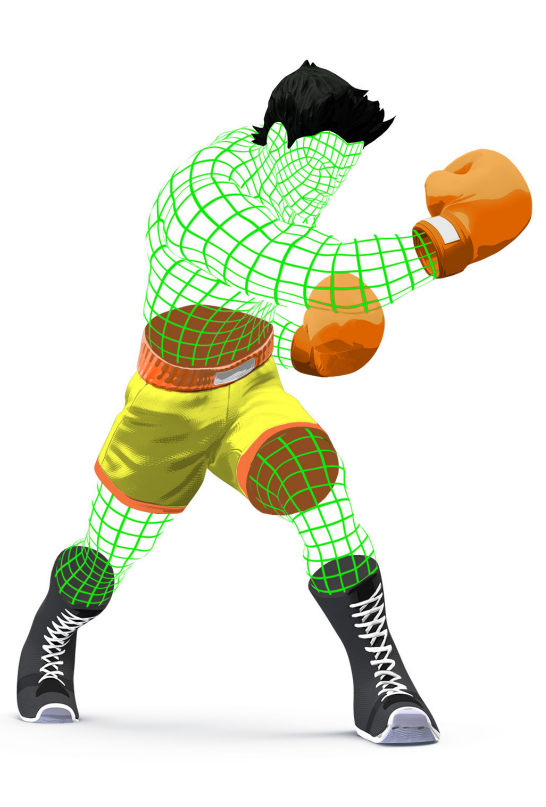
Little Mac

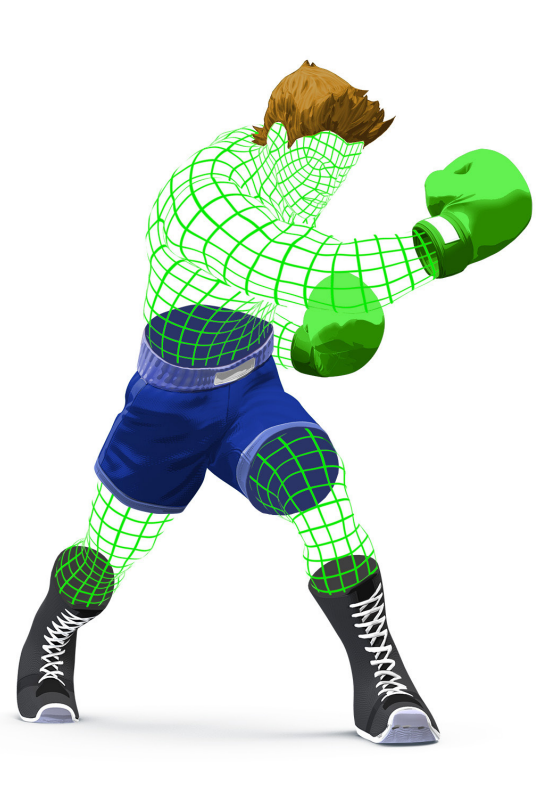












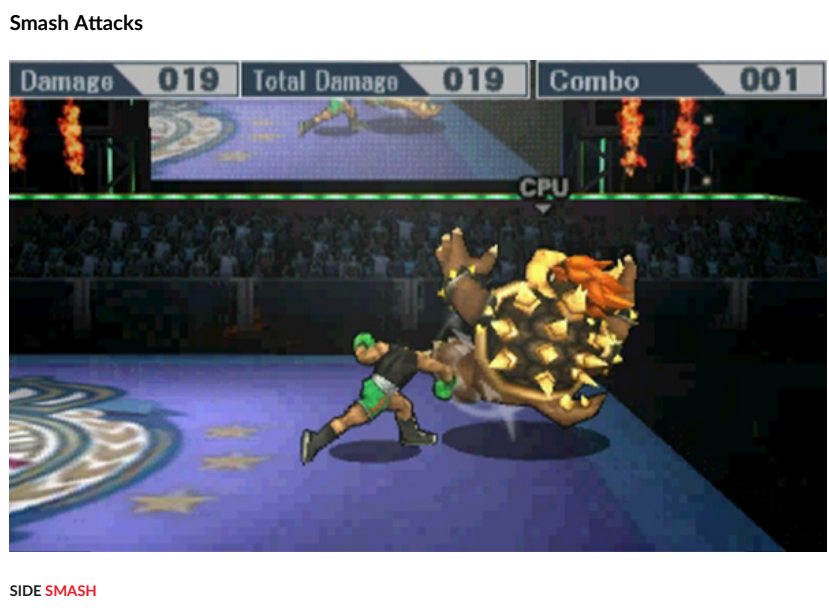
Trophy Description

This little boxer from the *Punch-Out!!* series makes up in heart what he lacks in height. He wasn't afraid to take on the boxing champs, and he's not afraid of the Nintendo stars, either. In *Smash Bros.*, he packs a serious punch. When his KO Meter fills up, wade in and trigger a devastating uppercut.

Statistics

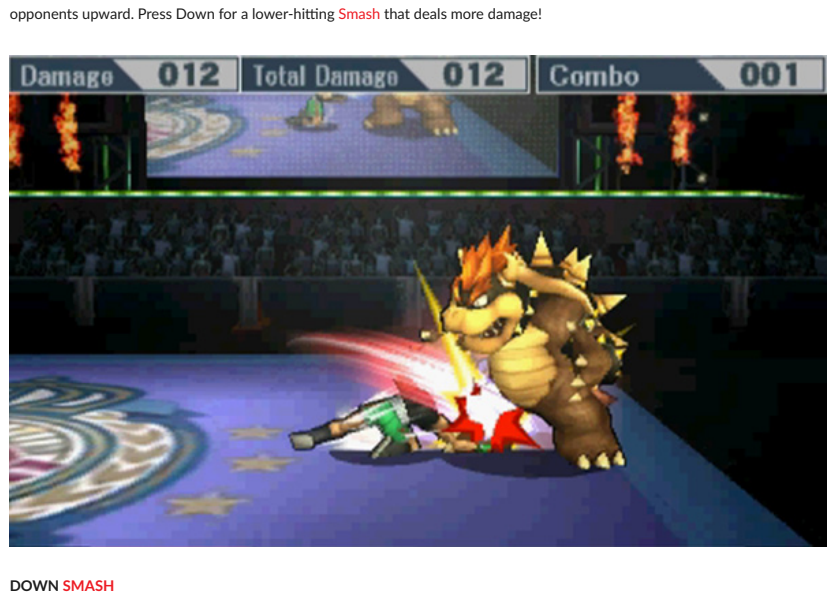
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 019
Total Damage 019
Combo 001
CPU

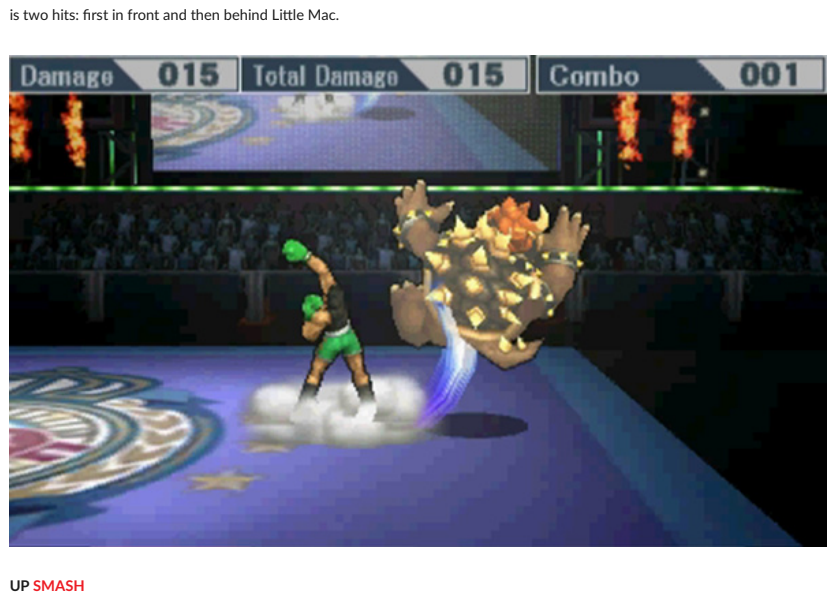
SIDE SMASH

Little Mac lunges forward with a straight punch. Press Up during this Side Smash to transition into an uppercut that launches opponents upward. Press Down for a lower-hitting Smash that deals more damage!


Damage 012
Total Damage 012
Combo 001

DOWN SMASH

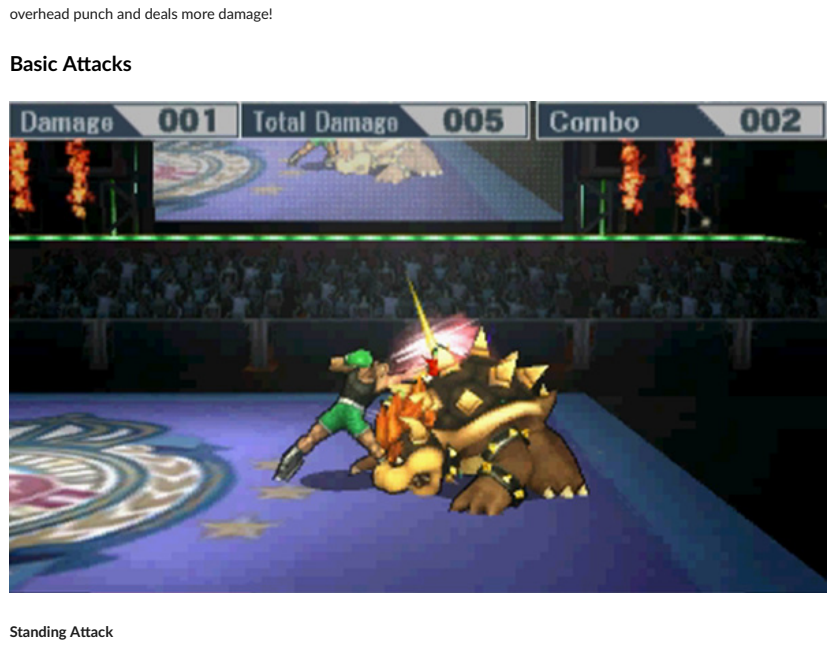
Little Mac briefly winds up, then punches at the feet of the opponent, sending that opponent horizontally away. Note that this is two hits: first in front and then behind Little Mac.


Damage 015
Total Damage 015
Combo 001

UP SMASH

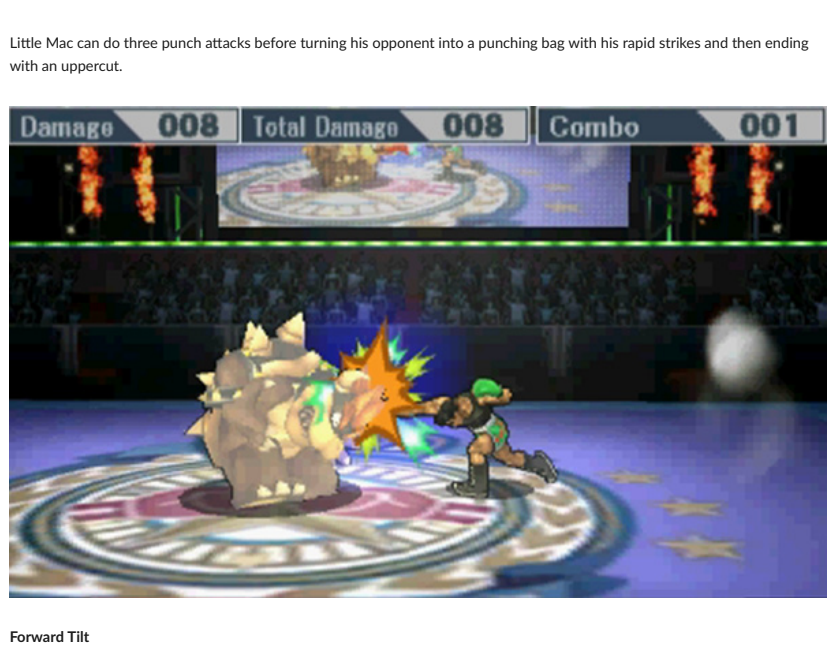
With this overhead punch, Little Mac swings his fist in an arc over his head. When performed up close, this becomes a fire overhead punch and deals more damage!

Basic Attacks


Damage 001
Total Damage 005
Combo 002

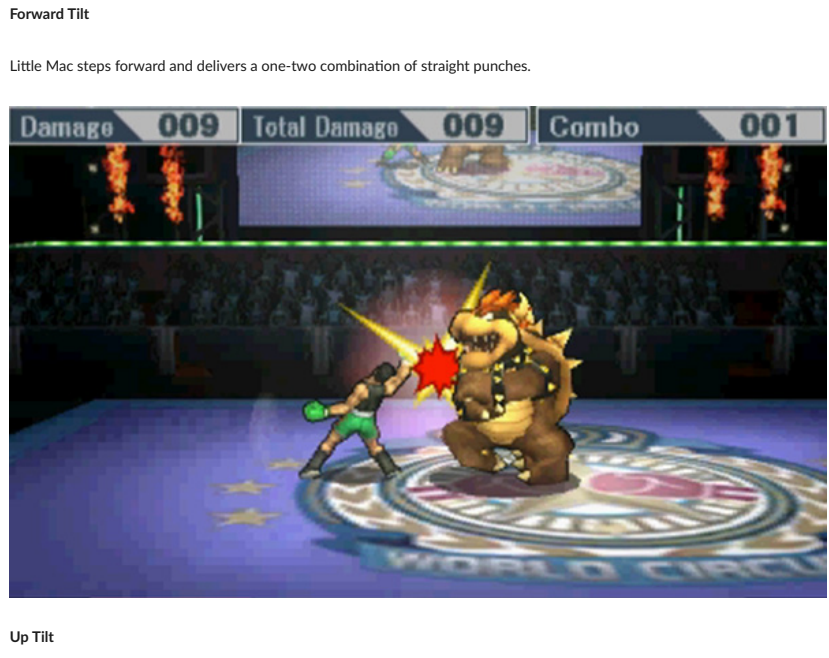
Standing Attack

Little Mac can do three punch attacks before turning his opponent into a punching bag with his rapid strikes and then ending with an uppercut.


Damage 008
Total Damage 008
Combo 001

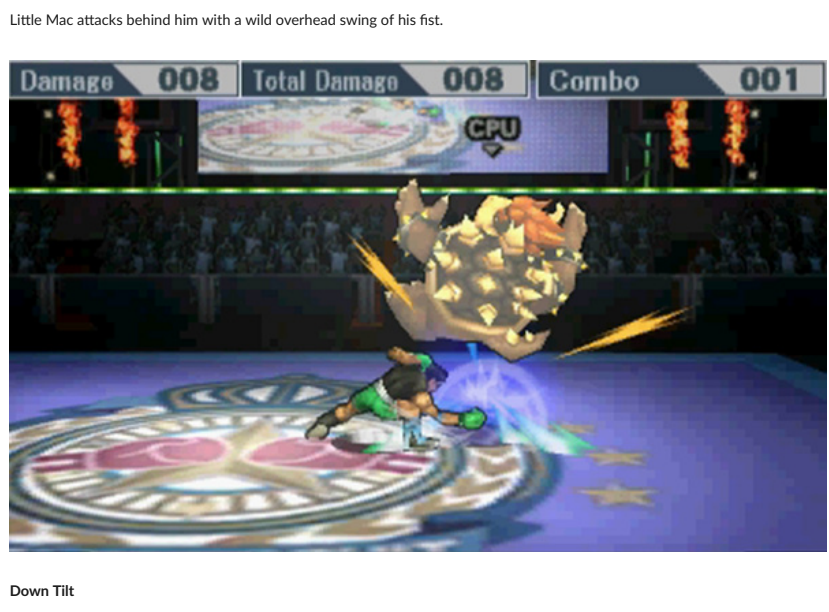
Forward Tilt

Little Mac steps forward and delivers a one-two combination of straight punches.


Damage 009
Total Damage 009
Combo 001

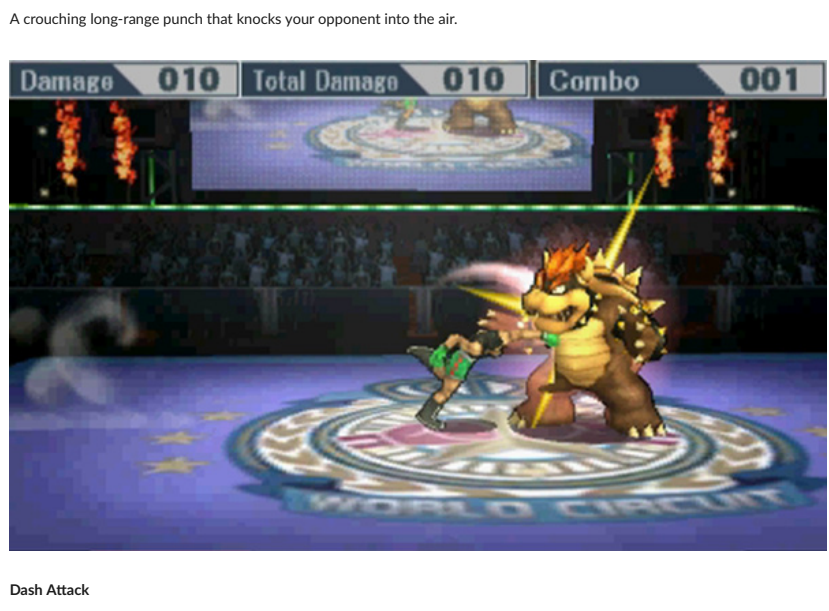
Up Tilt

Little Mac attacks behind him with a wild overhead swing of his fist.


Damage 008
Total Damage 008
Combo 001
CPU

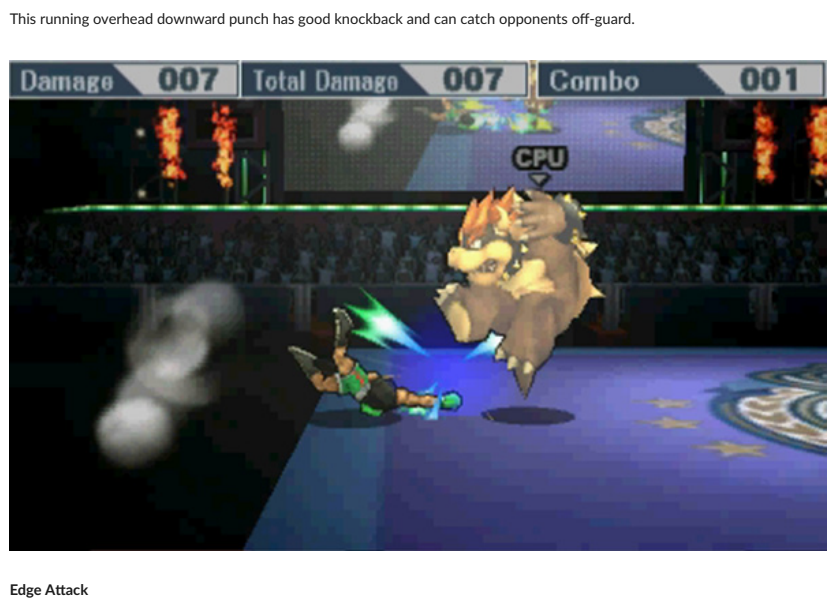
Down Tilt

A crouching long-range punch that knocks your opponent into the air.


Damage 010
Total Damage 010
Combo 001

Dash Attack

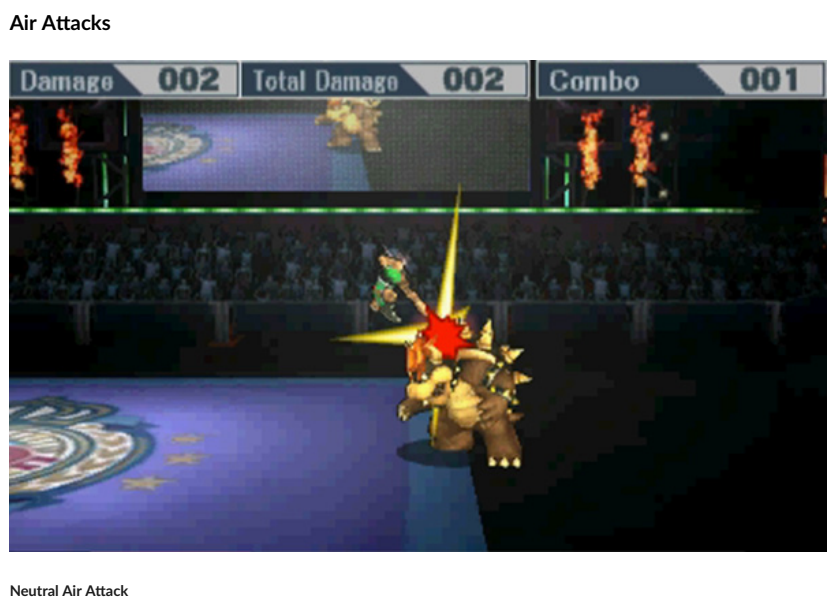
This running overhead downward punch has good knockback and can catch opponents off-guard.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

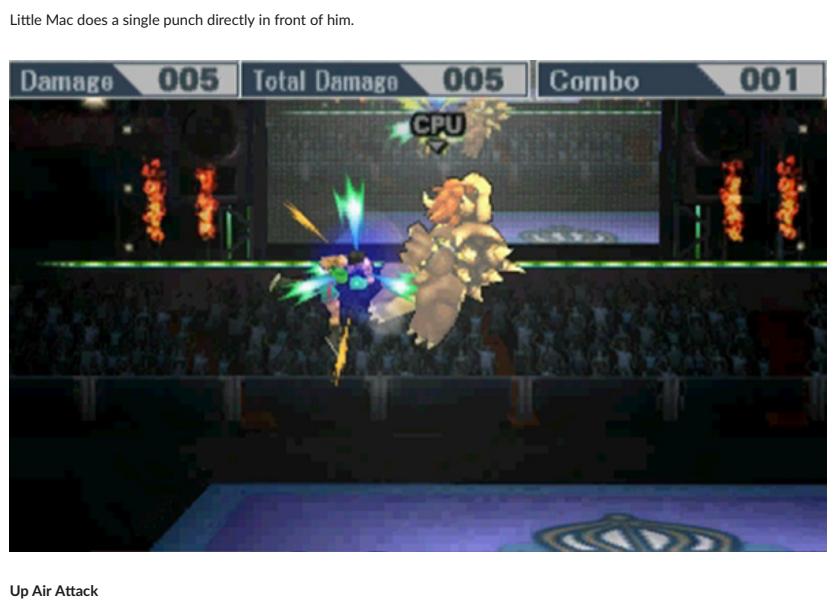
Little Mac hops back on stage and swings at the opponent's feet.

Air Attacks


Damage 002
Total Damage 002
Combo 001

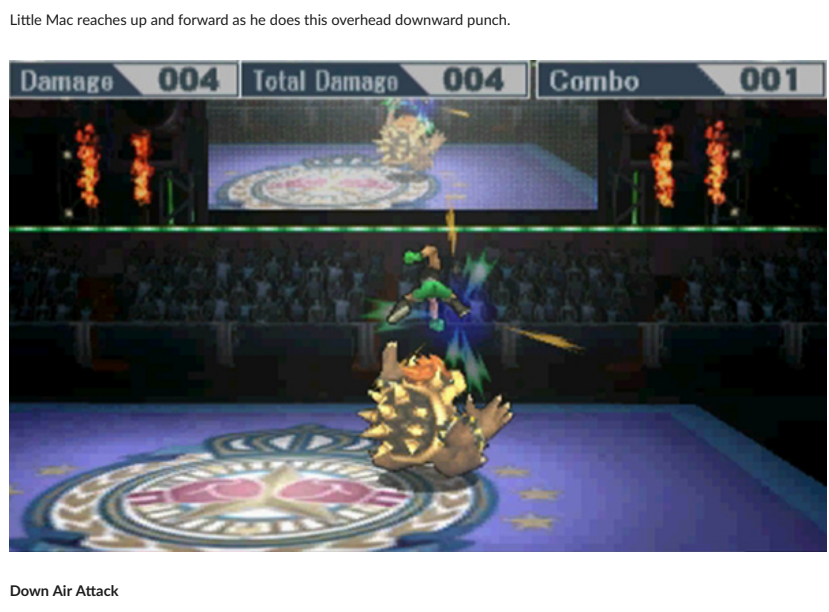
Neutral Air Attack

Little Mac does a single punch directly in front of him.


Damage 005
Total Damage 005
Combo 001
CPU

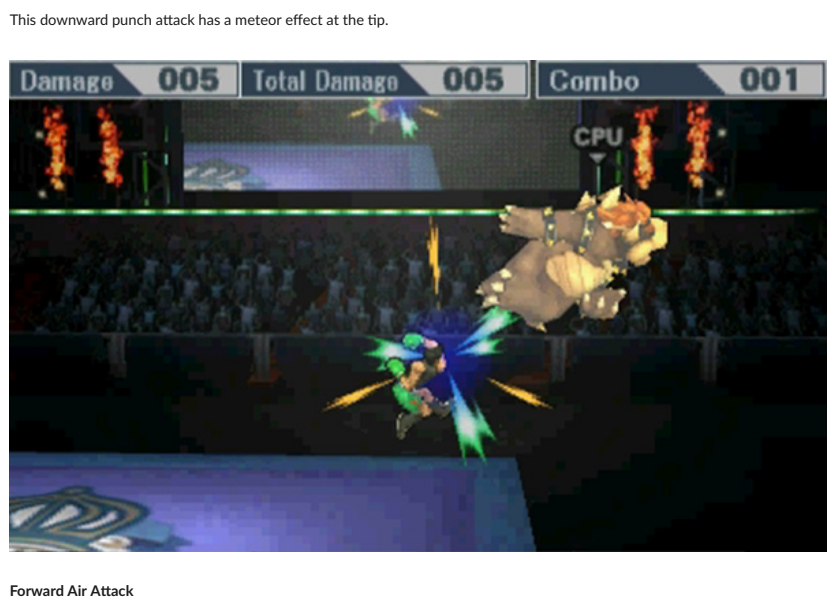
Up Air Attack

Little Mac reaches up and forward as he does this overhead downward punch.


Damage 004
Total Damage 004
Combo 001

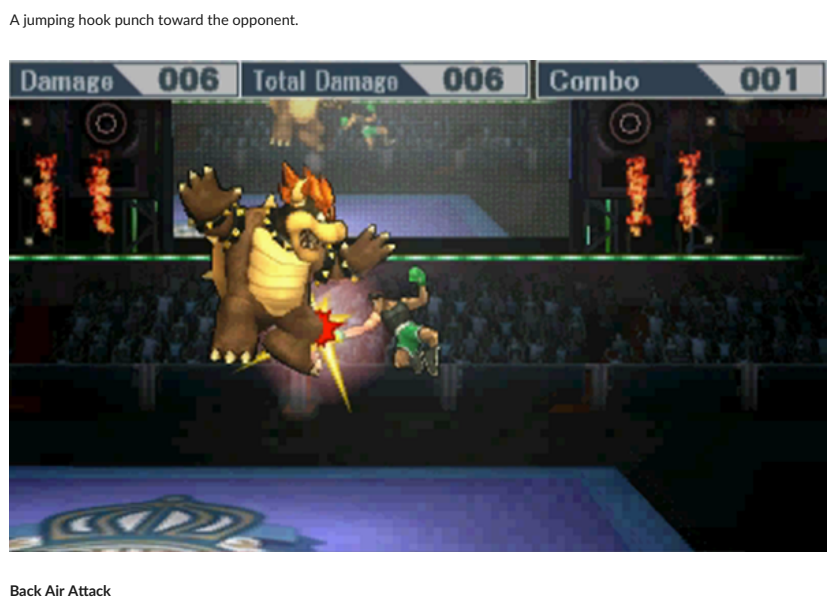
Down Air Attack

This downward punch attack has a meteor effect at the tip.


Damage 005
Total Damage 005
Combo 001
CPU

Forward Air Attack

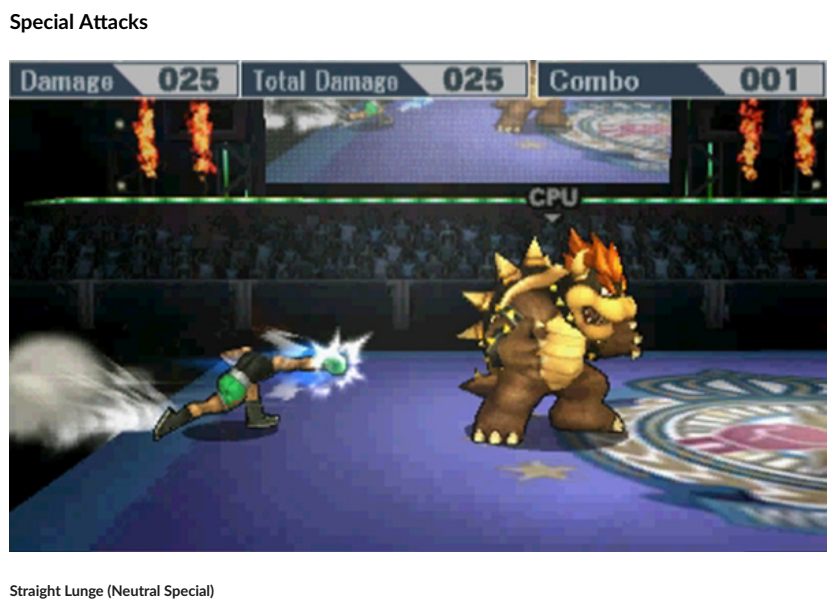
A jumping hook punch toward the opponent.


Damage 006
Total Damage 006
Combo 001

Back Air Attack

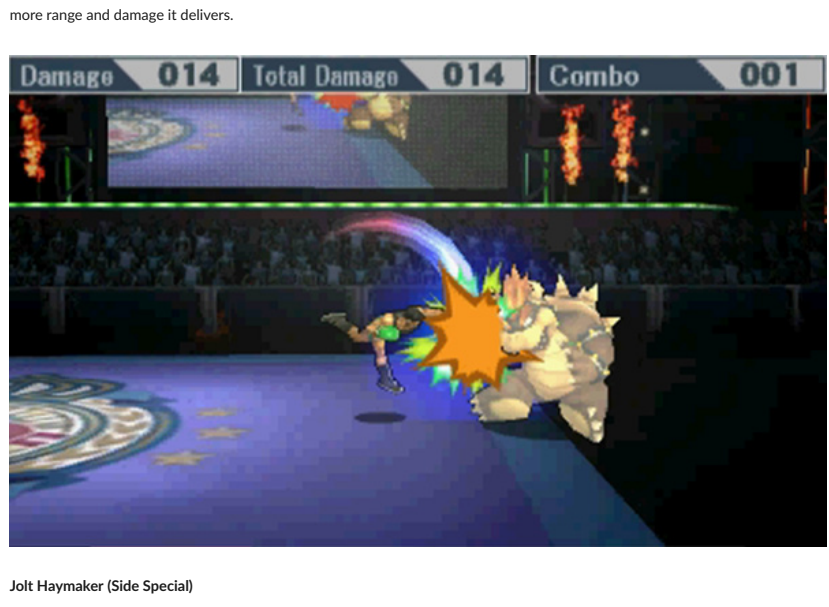
Little Mac swings an arm behind him as he spins around.

Special Attacks


Damage 025
Total Damage 025
Combo 001
CPU

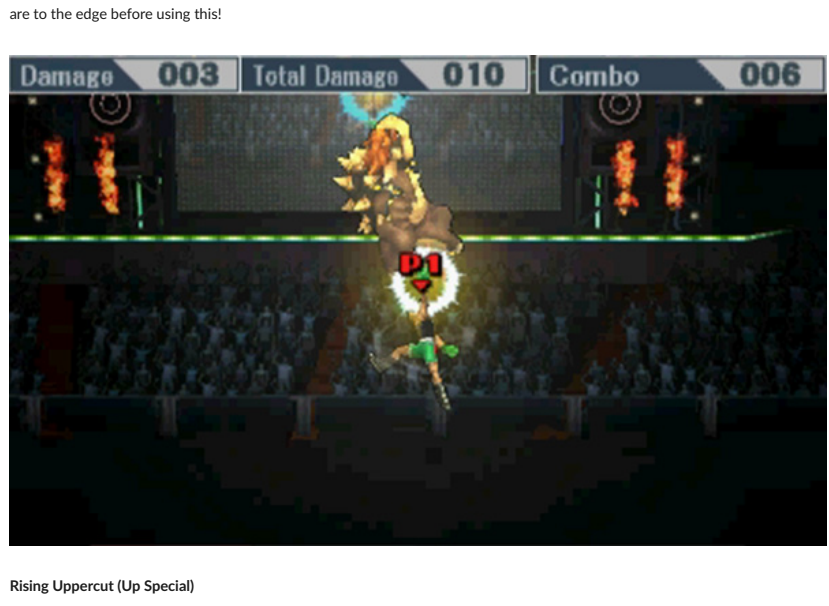
Straight Lunge (Neutral Special)

A long, lunging, powerful punch. Press once to start charging it up and then again to release it. The longer you charge it, the more range and damage it delivers.


Damage 014
Total Damage 014
Combo 001

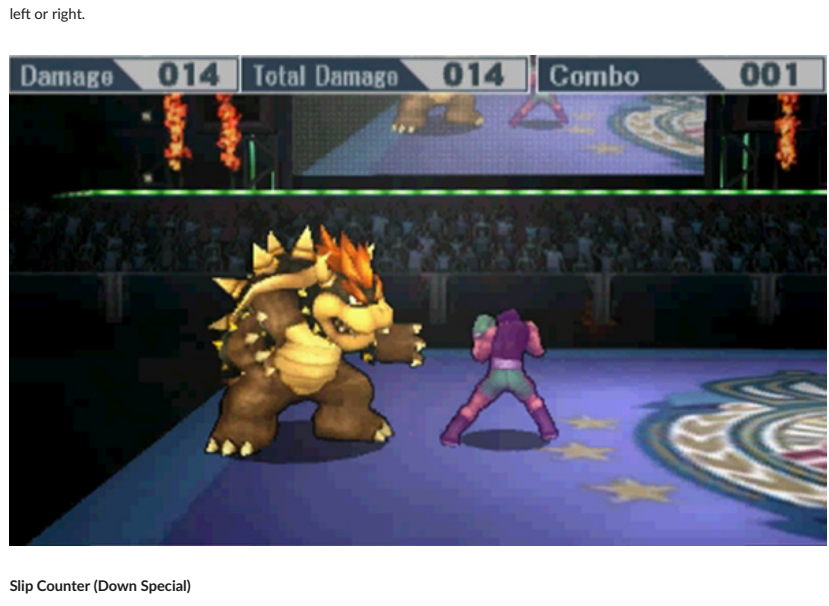
Jolt Haymaker (Side Special)

Little Mac performs a leaping overhead punch that jumps over low attacks. To cut his range shorter or to punch earlier, simply press the button again. You get a little invincibility when this is used on the ground but not in the air. Be careful how close you are to the edge before using this!


Damage 003
Total Damage 010
Combo 006
P1

Rising Uppercut (Up Special)

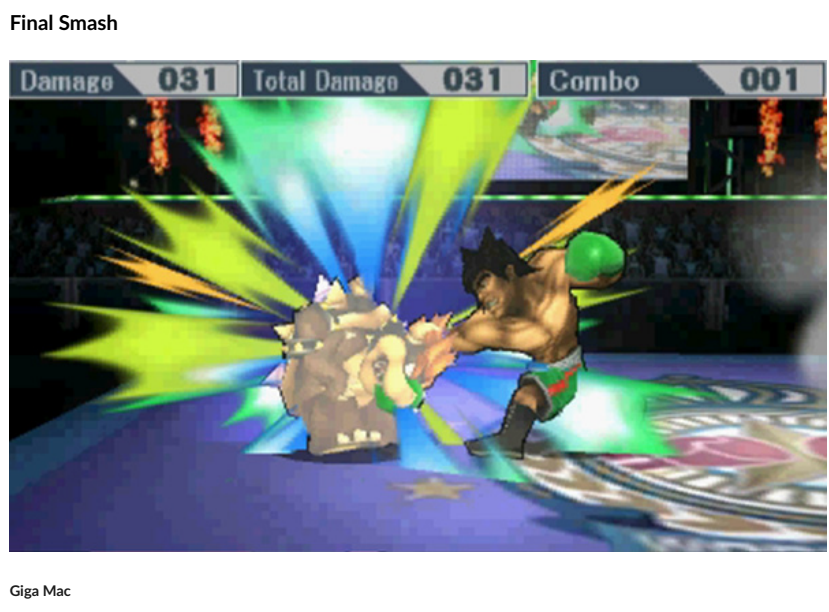
This spinning uppercut sends Little Mac spiraling upward while striking opponents multiple times. You can control it a bit to the left or right.


Damage 014
Total Damage 014
Combo 001

Slip Counter (Down Special)

Little Mac puts his guard up in anticipation of an enemy attack. If he catches an attack, he doesn't receive any damage and counters with an uppercut.

Final Smash

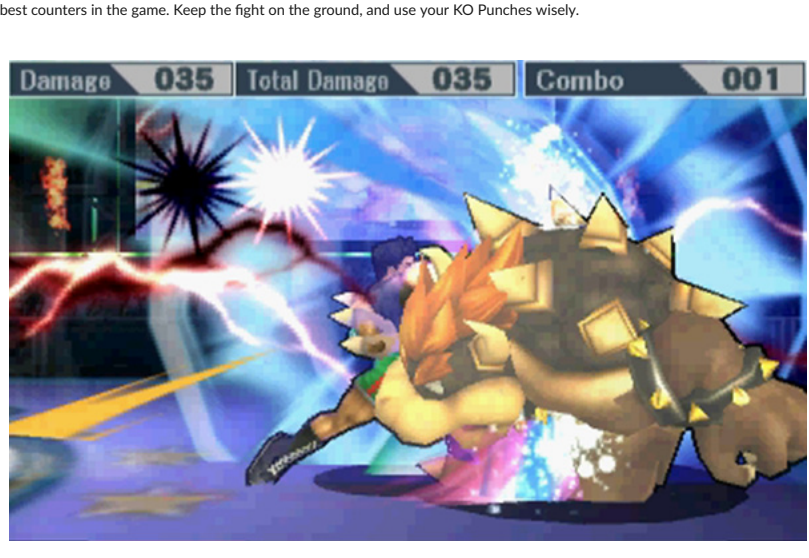

Damage 031
Total Damage 031
Combo 001

Giga Mac

Little Mac transforms into Giga Mac! In this form, he still has access to his same moves, including Smash attacks, tilts, throws, Specials, and aerials. The difference is that damage is increased, and he has increased range because of his size. Additionally, his Power Meter temporarily disappears while he is Giga Mac, so no KO Punch is available. His fully charged forward smash uppercut variation is a one-hit KO against most of the cast. Giga Mac still takes damage, but he doesn't flinch when getting hit. Use this to your advantage and as soon as they hit you, punish attacks with attacks of your own!

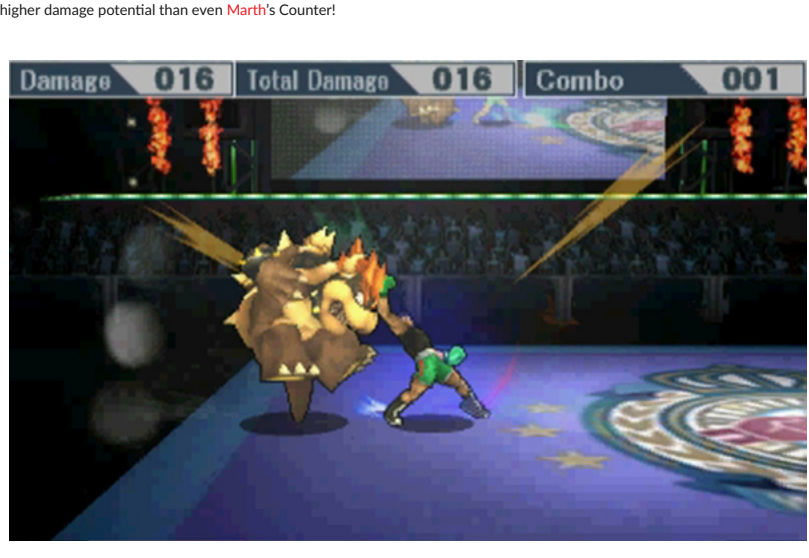
Strategy

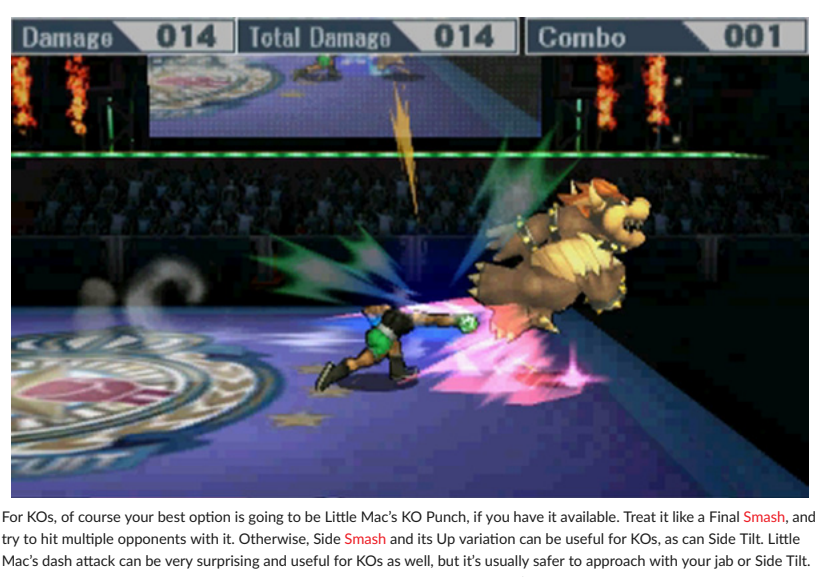
Ground-based combat is the name of the game for Little Mac. He has super armor on all of his Smash attacks, and his KO mechanic gives him an even stronger attack from the ground. Little Mac has very good ground speed, but he's also below average in terms of weight. Boxers aren't using to jumping while fighting, though, and Little Mac highlights this weakness with his poor jump height, aerial attack range, and damage. This is balanced by his impressive jab speed, KO Punch, and one of the best counters in the game. Keep the fight on the ground, and use your KO Punches wisely.


Damage 035
Total Damage 035
Combo 001

Damage 014
Total Damage 014
Combo 001

Little Mac's Power Meter is filled up whenever he receives or deals damage. When his Power Meter is full, you will see a KO symbol by health percentage. Wait for the right opening, then hit your Neutral Special attack to unleash the KO Punch, which has huge damage and launching potential. In general, Straight Lunge is a good way to close distance and deal a lot of damage, but opponents can see it charging from a mile away. Luckily, it has super armor, but since Little Mac is lighter than average, you have to make sure not to take too much damage! Jolt Haymaker takes some getting used to, as it travels ridiculously far. Practice shortening its range to hit opponents by hitting the Special button again early. Also, use it from the ground to take advantage of its invincibility that the air variation doesn't have. Rising Uppercut is useful against opponents jumping in; it has some invincibility, but you are in a fall state afterward. When opponents are being predictable or using slow attacks, be sure to use the Slip Counter. It's one of the best counters in the game—it has a faster startup, a longer window of opportunity, and higher damage potential than even Marth's Counter!

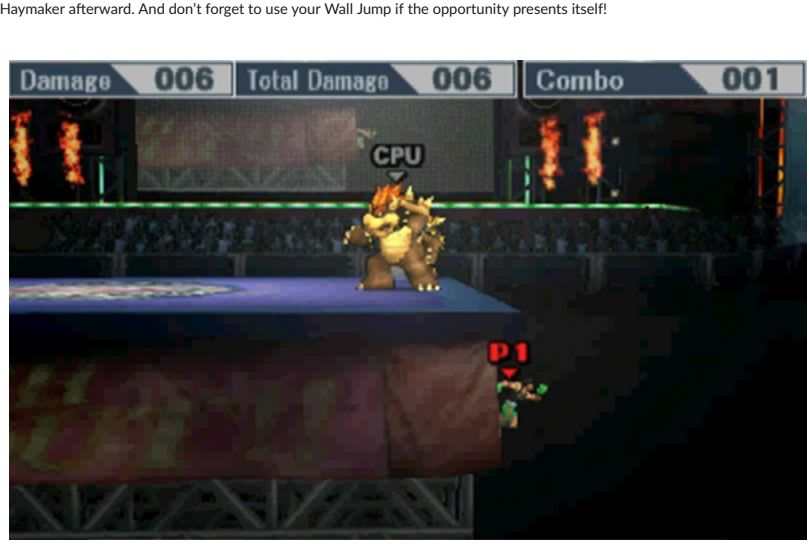

Damage 016
Total Damage 016
Combo 001

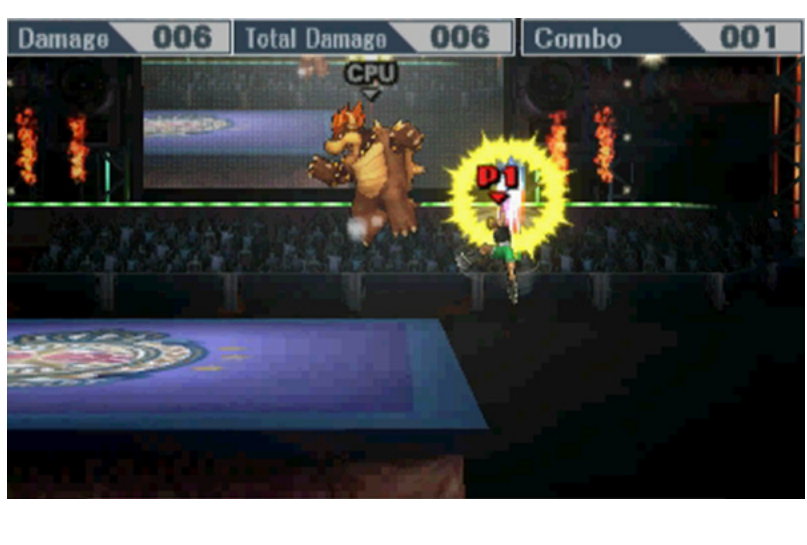

Damage 014
Total Damage 014
Combo 001

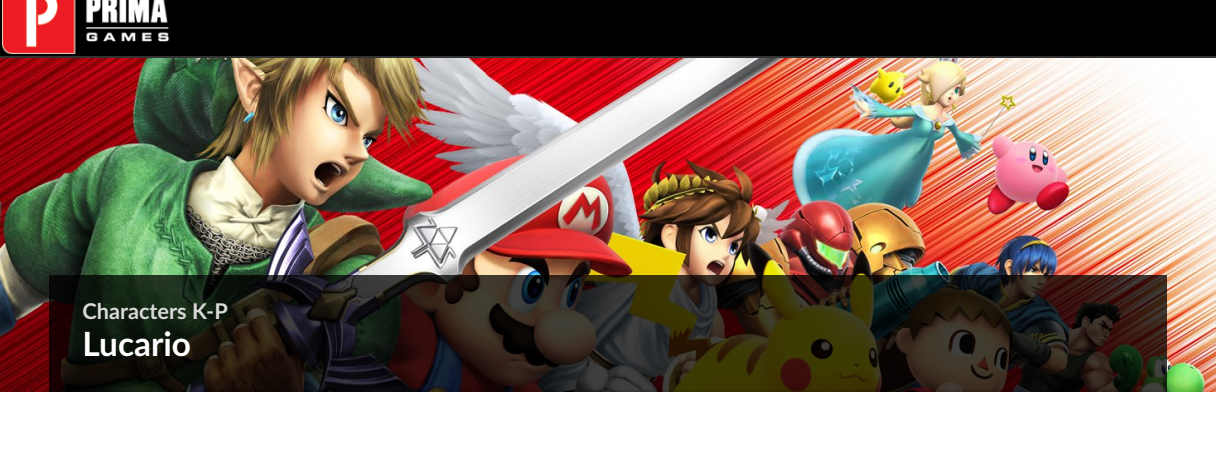
For KOs, of course your best option is going to be Little Mac's KO Punch, if you have it available. Treat it like a Final Smash, and try to hit multiple opponents with it. Otherwise, Side Smash and its Up variation can be useful for KOs, as can Side Tilt. Little Mac's dash attack can be very surprising and useful for KOs as well, but it's usually safer to approach with your jab or Side Tilt. In the air, your best KO option is to Down Air and get a meteor smash. Little Mac's Back Air has the best range out of all of his aerials, but it's still relatively weak, so focus on your ground game. Don't forget to mix your opponents up by using Little Mac's throws as well. When edge-guarding, stay on stage and use his Down Tilt, Side Smash, charged Straight Lunge, and Slip Counter.

Recovery

Little Mac's best vertical recovery option is his Rising Uppercut. This recovery gains a lot of vertical height but accepts very little directional influence left or right. It also leaves you in a fall state if it doesn't connect with the stage. For horizontal recovery, Little Mac has Jolt Haymaker, which sends him soaring through the air to attack. You can shorten the range of this attack by hitting the Special button again earlier. If you miss the stage, though, this also leaves you in a fall state. When approaching the stage from high above, use Slip Counter to slow your fall and still recover with Rising Uppercut or Jolt Haymaker afterward. And don't forget to use your Wall Jump if the opportunity presents itself!


Damage 006
Total Damage 006
Combo 001
CPU
P1


Damage 006
Total Damage 006
Combo 001
CPU
P1



Characters K-P

Lucario

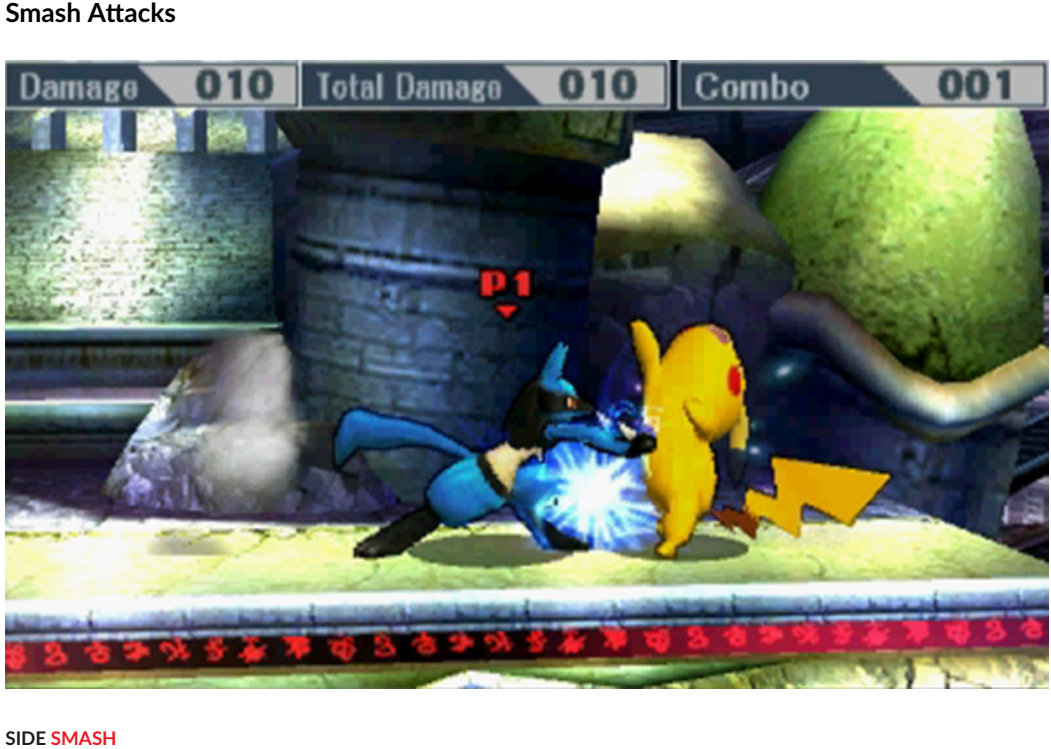
Trophy Description

A Fighting/Steel-type Pokémon that excels in combat through the reading and manipulation of Aura. As Lucario takes more damage, its attacks grow in strength. At maximum power, Lucario deals triple damage and its Aura Sphere is particularly devastating! Foes won't even know what hit them!

Statistics

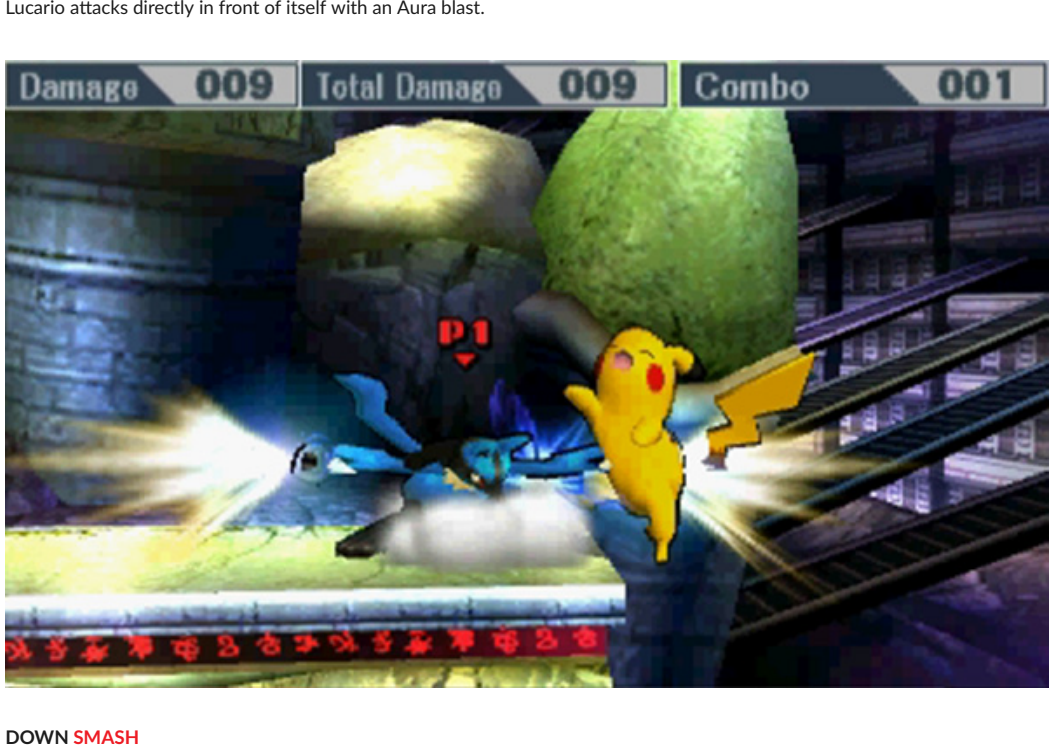
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: Yes
- **Can Crawl**: Yes

Smash Attacks


Damage 010
Total Damage 010
Combo 001
P1

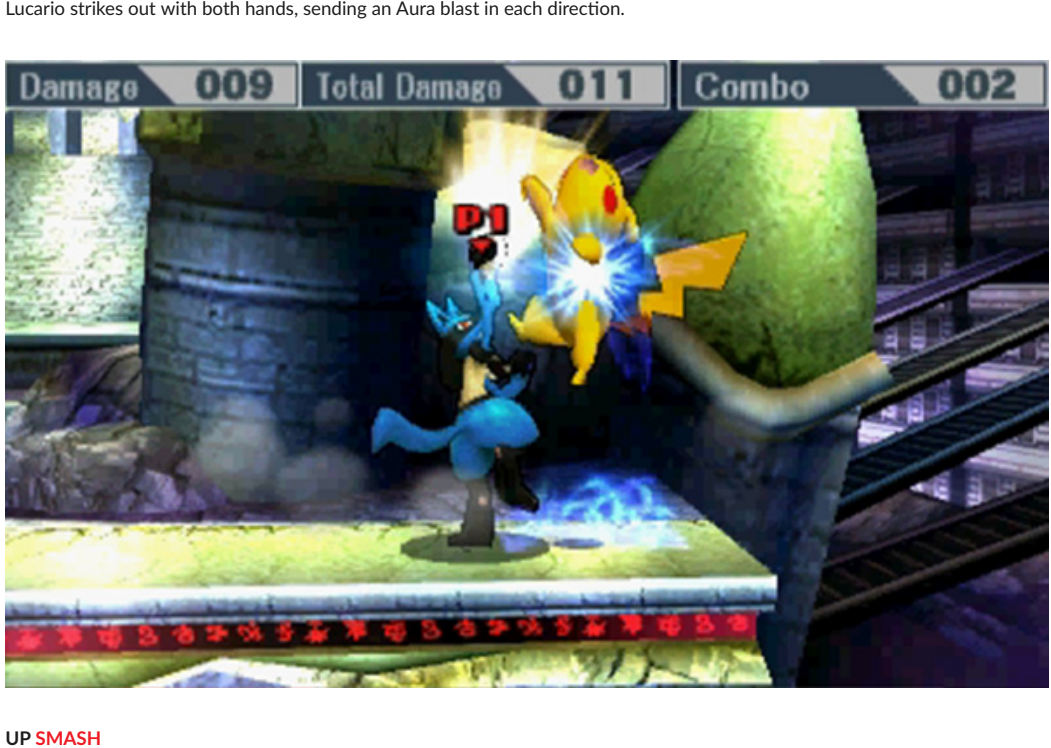
SIDE SMASH

Lucario attacks directly in front of itself with an Aura blast.


Damage 009
Total Damage 009
Combo 001
P1

DOWN SMASH

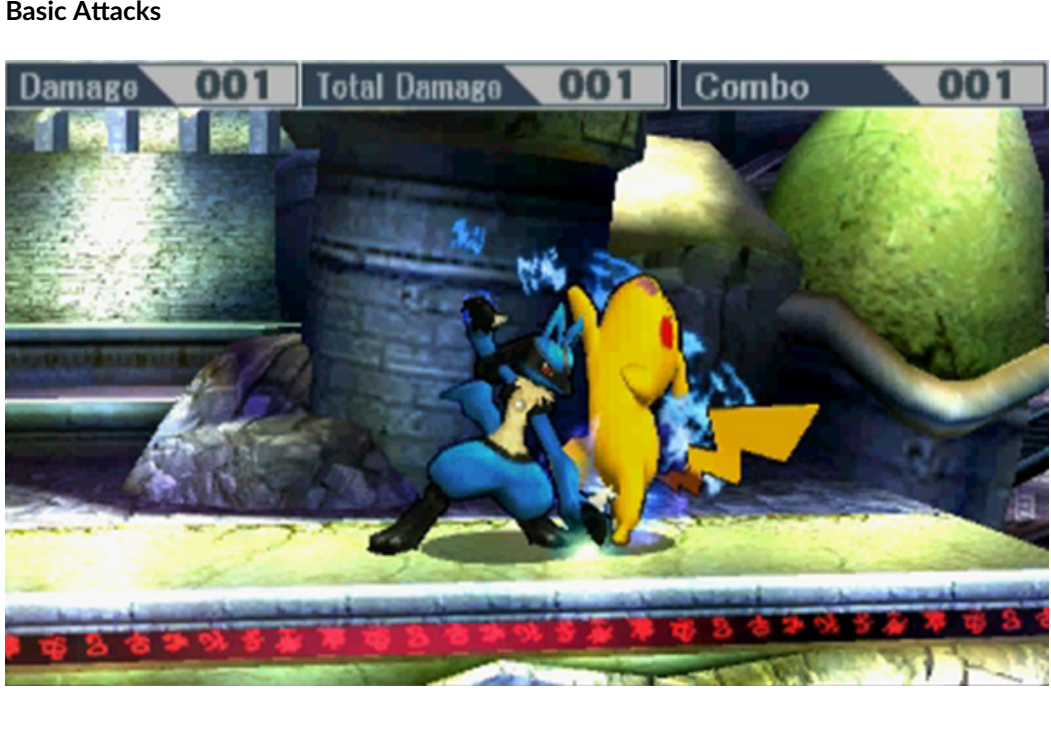
Lucario strikes out with both hands, sending an Aura blast in each direction.


Damage 009
Total Damage 011
Combo 002
P1

UP SMASH

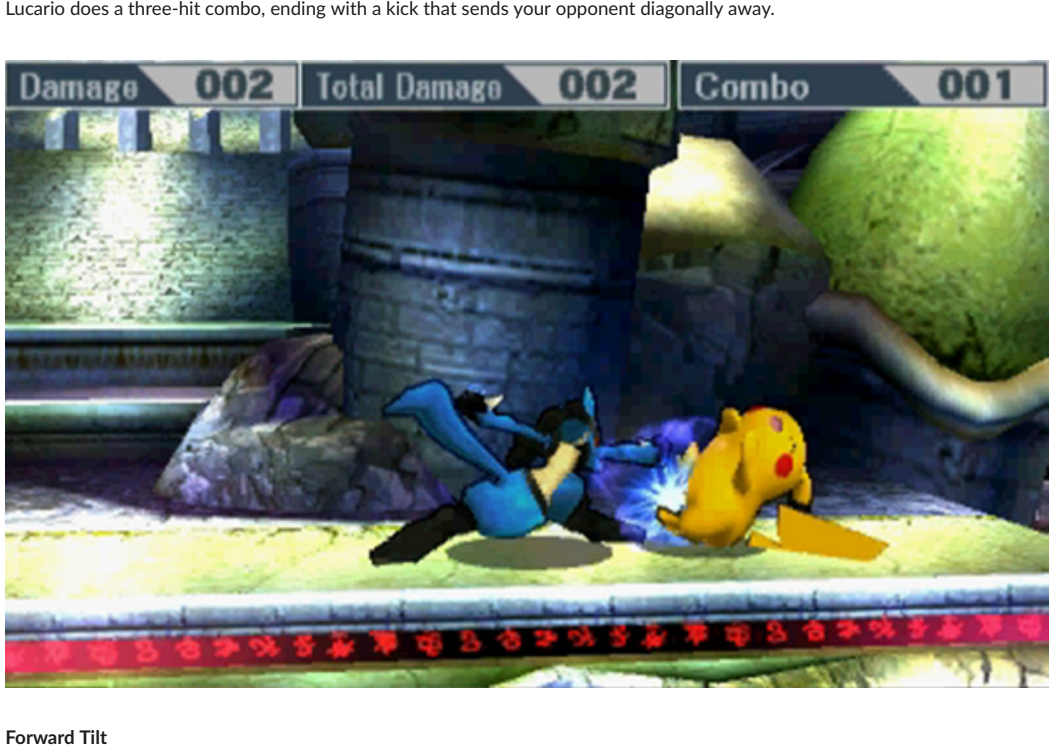
Lucario uses an Aura attack to lift your opponent directly in front of it.

Basic Attacks


Damage 001
Total Damage 001
Combo 001

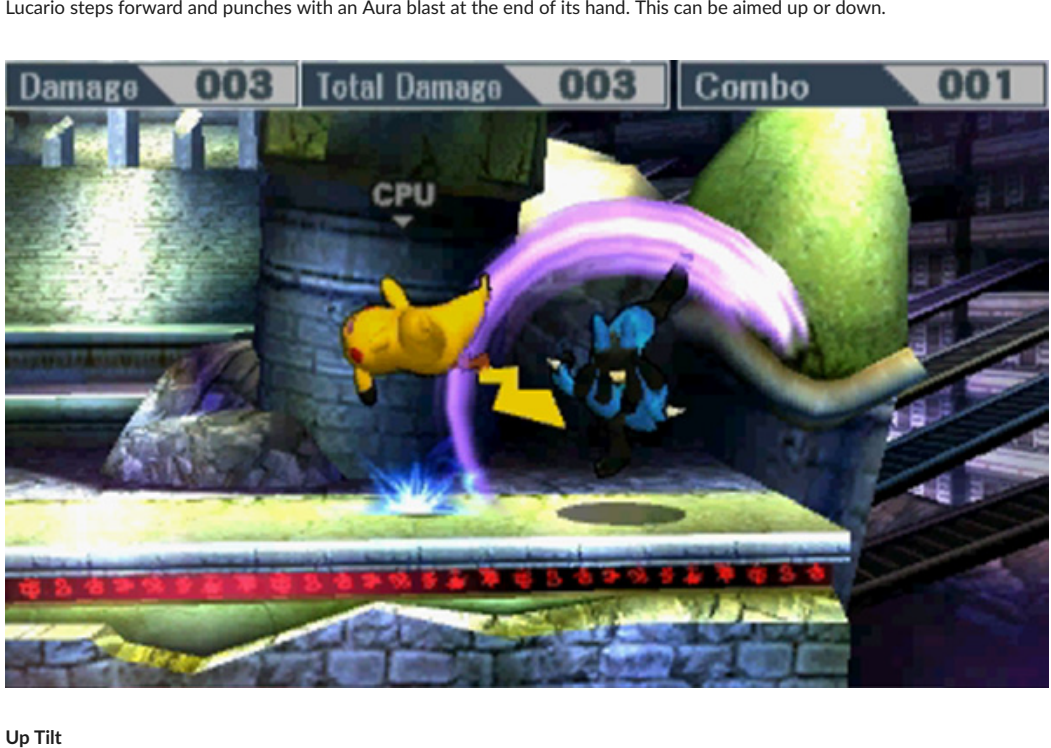
Standing Attack

Lucario does a three-hit combo, ending with a kick that sends your opponent diagonally away.


Damage 002
Total Damage 002
Combo 001

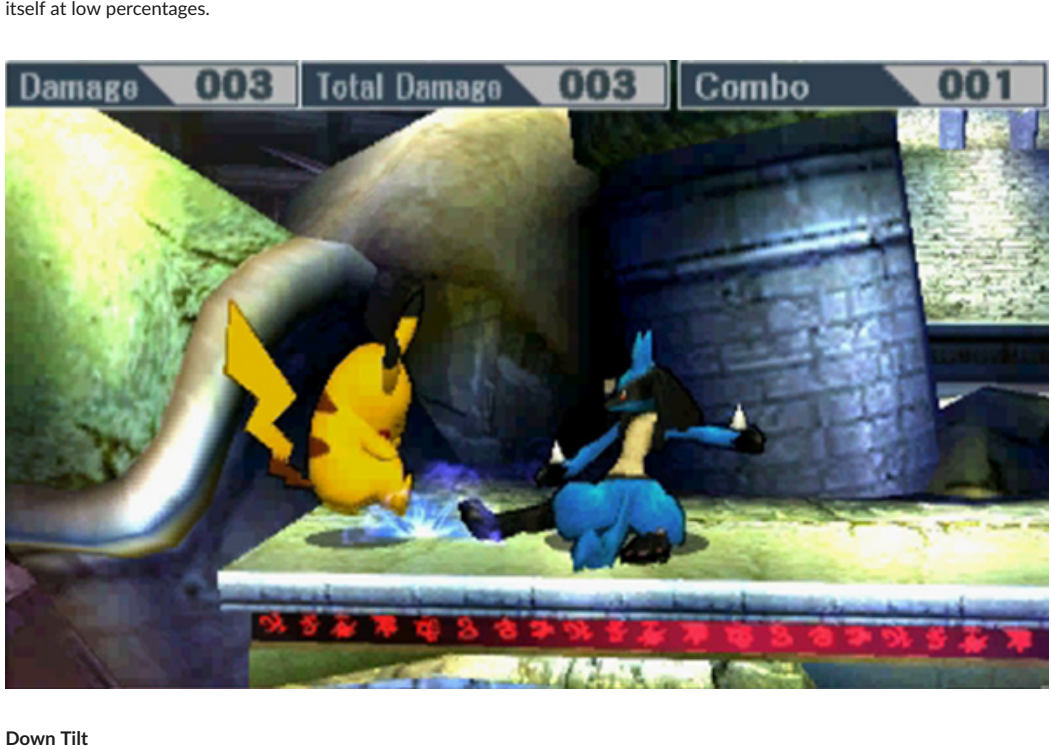
Forward Tilt

Lucario steps forward and punches with an Aura blast at the end of its hand. This can be aimed up or down.


Damage 003
Total Damage 003
Combo 001
CPU

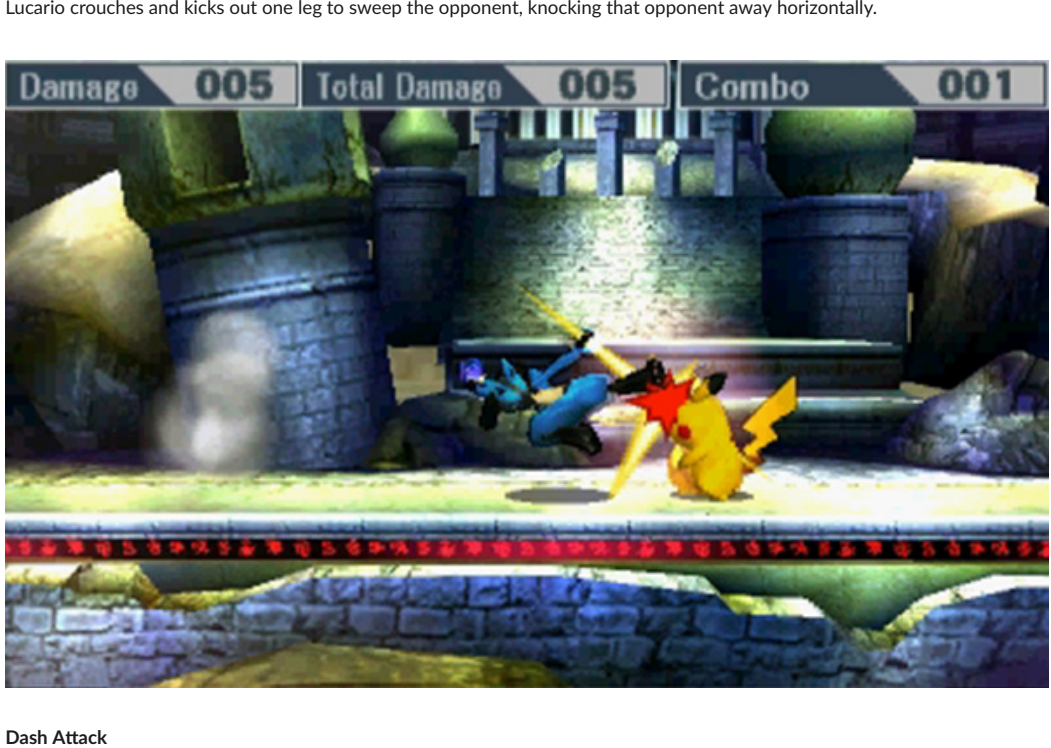
Up Tilt

Lucario swings its leg in a roundhouse kick that lands on the ground in front of it. Pops your opponent up and can combo into itself at low percentages.


Damage 003
Total Damage 003
Combo 001

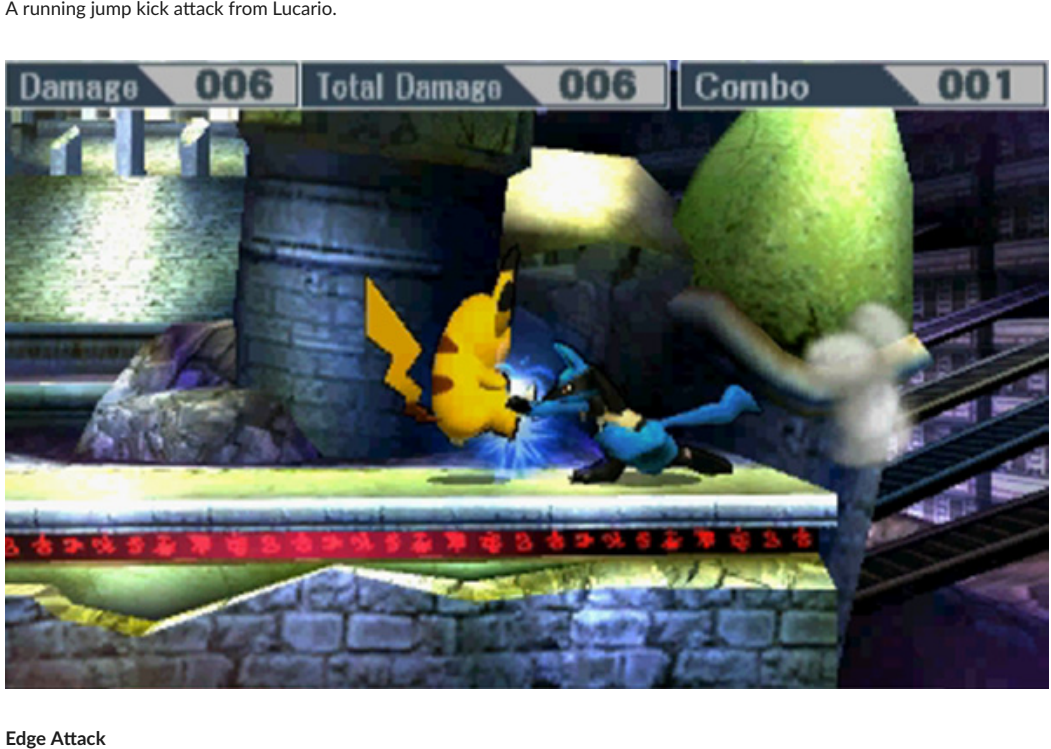
Down Tilt

Lucario crouches and kicks out one leg to sweep the opponent, knocking that opponent away horizontally.


Damage 005
Total Damage 005
Combo 001

Dash Attack

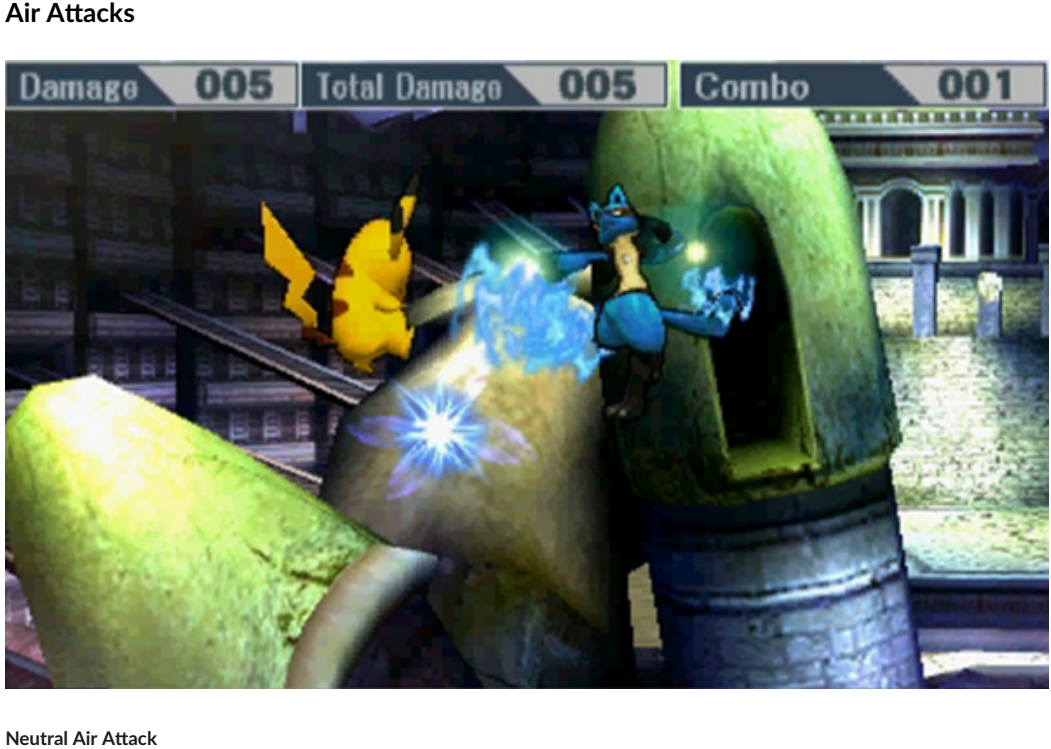
A running jump kick attack from Lucario.


Damage 006
Total Damage 006
Combo 001

Edge Attack

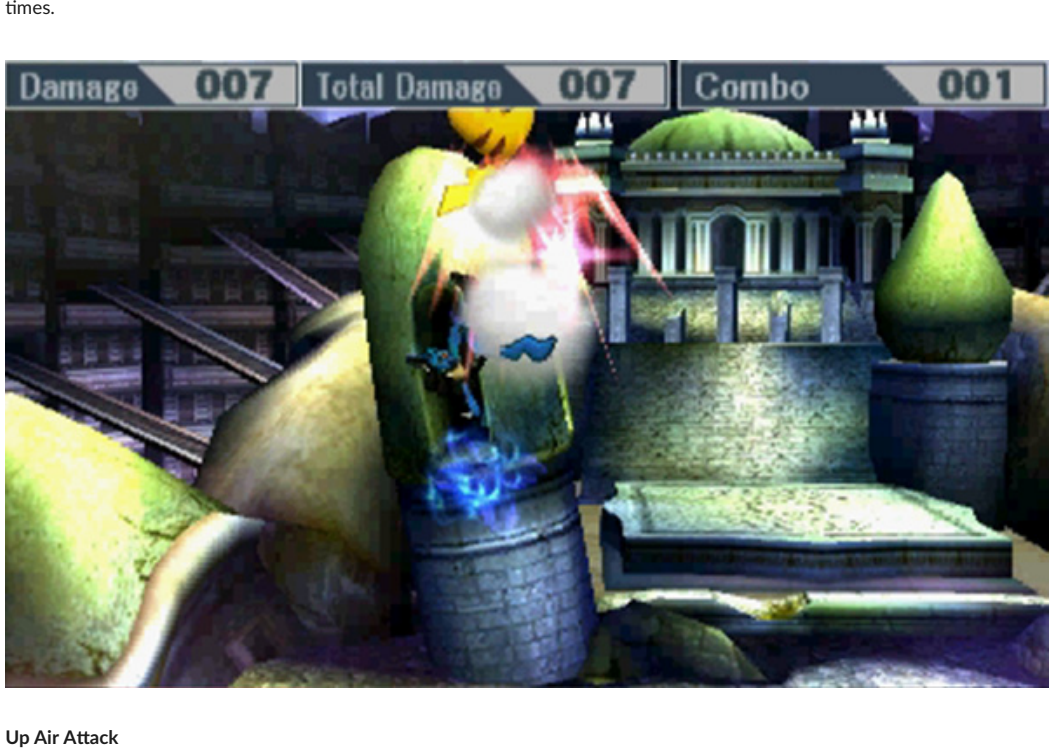
Lucario hops back onto the stage and blasts the opponent with Aura.

Air Attacks


Damage 005
Total Damage 005
Combo 001

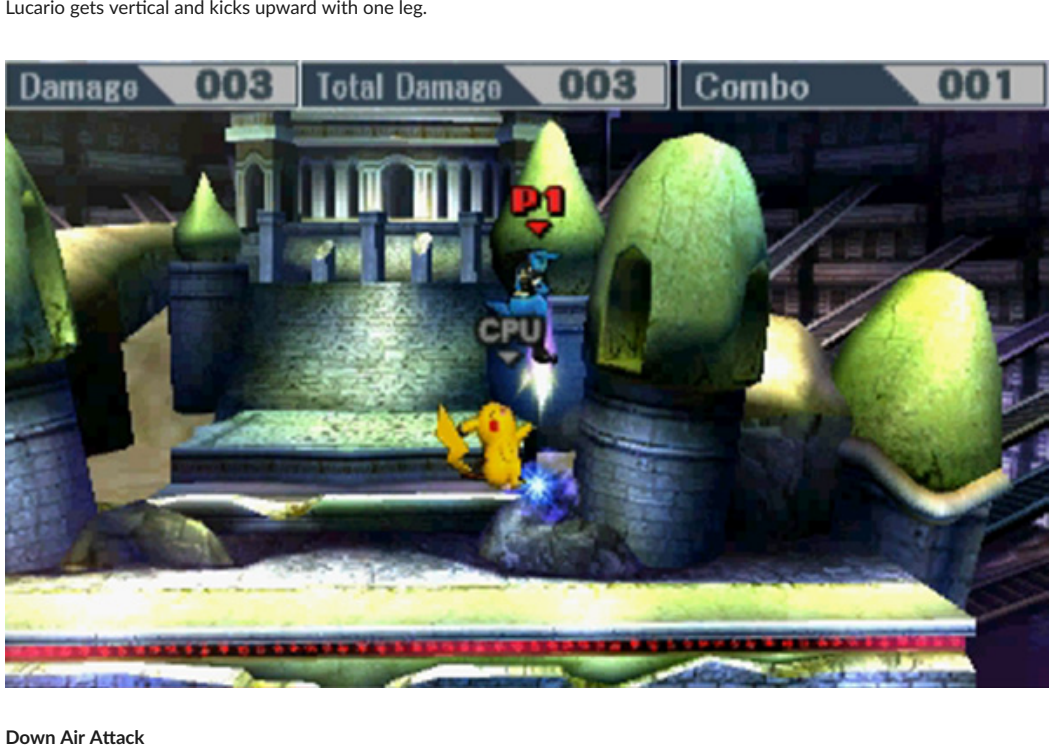
Neutral Air Attack

Lucario unleashes a spinning Aura attack in front of and behind itself that has surprisingly good range. This can hit multiple times.


Damage 007
Total Damage 007
Combo 001

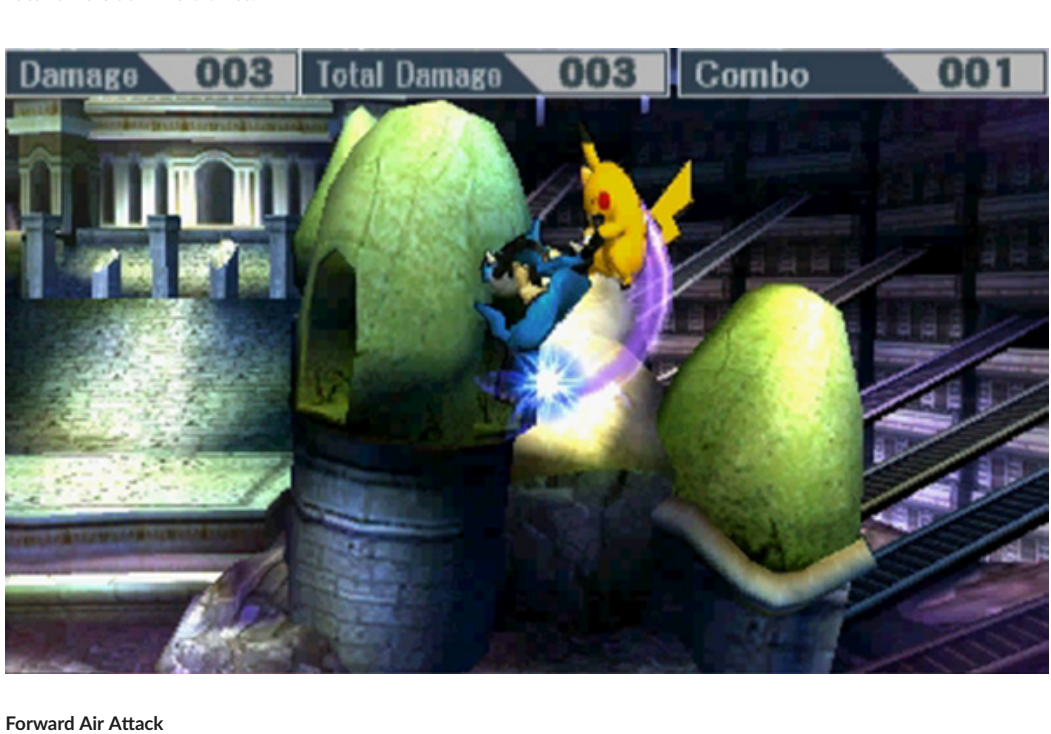
Up Air Attack

Lucario gets vertical and kicks upward with one leg.


Damage 003
Total Damage 003
Combo 001
P1
CPU

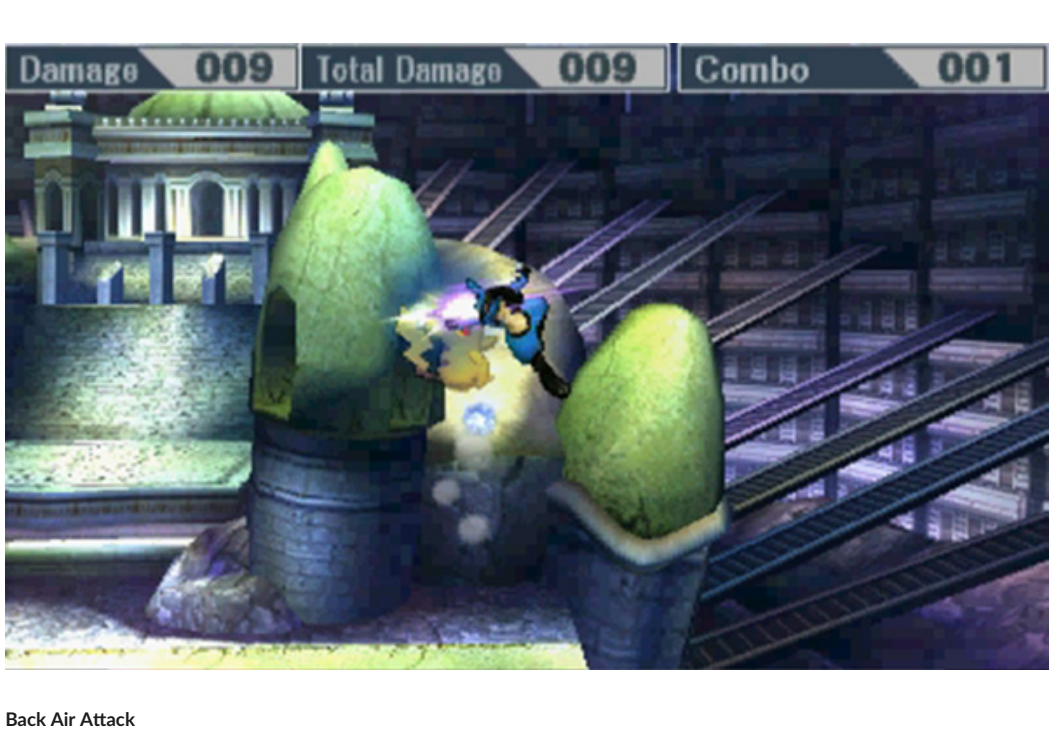
Down Air Attack

Lucario kicks downward twice.


Damage 003
Total Damage 003
Combo 001

Forward Air Attack

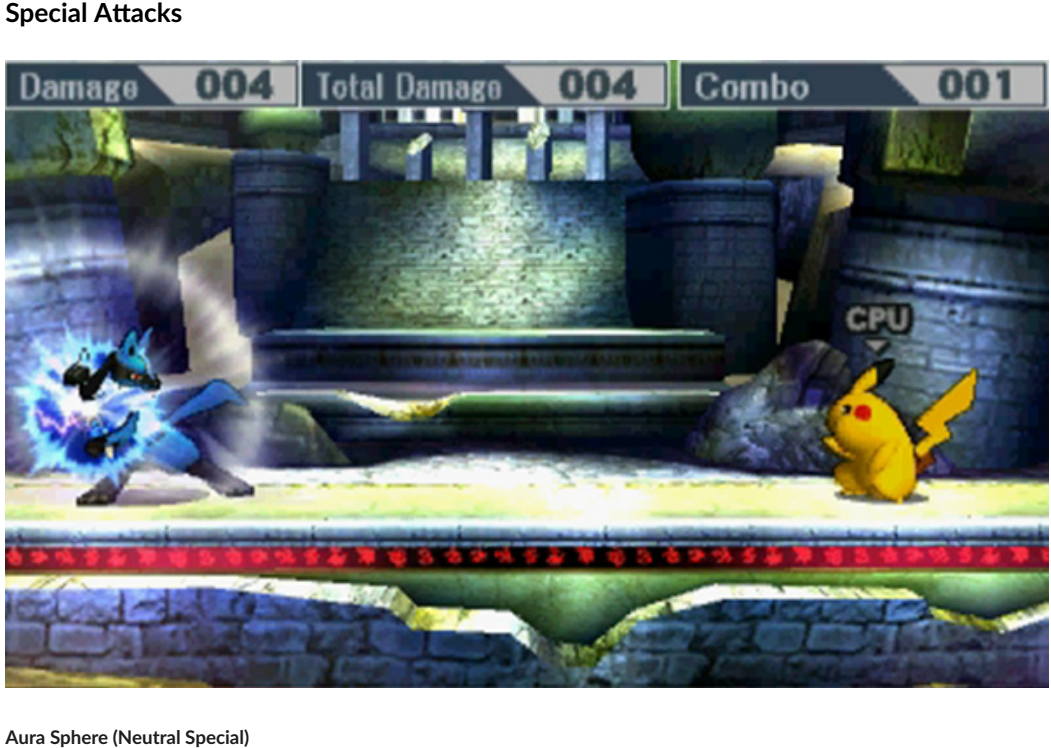
This high kick attack sends opponents diagonally upward.


Damage 009
Total Damage 009
Combo 001

Back Air Attack

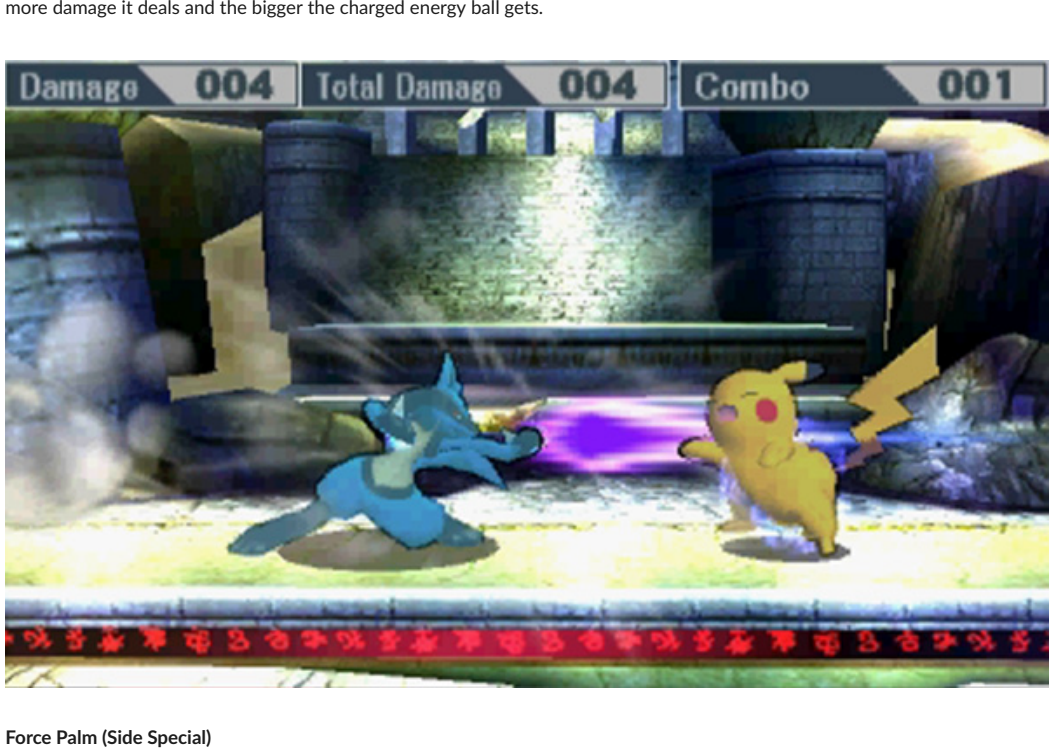
Lucario turns midair and strikes backward with one arm.

Special Attacks


Damage 004
Total Damage 004
Combo 001
CPU

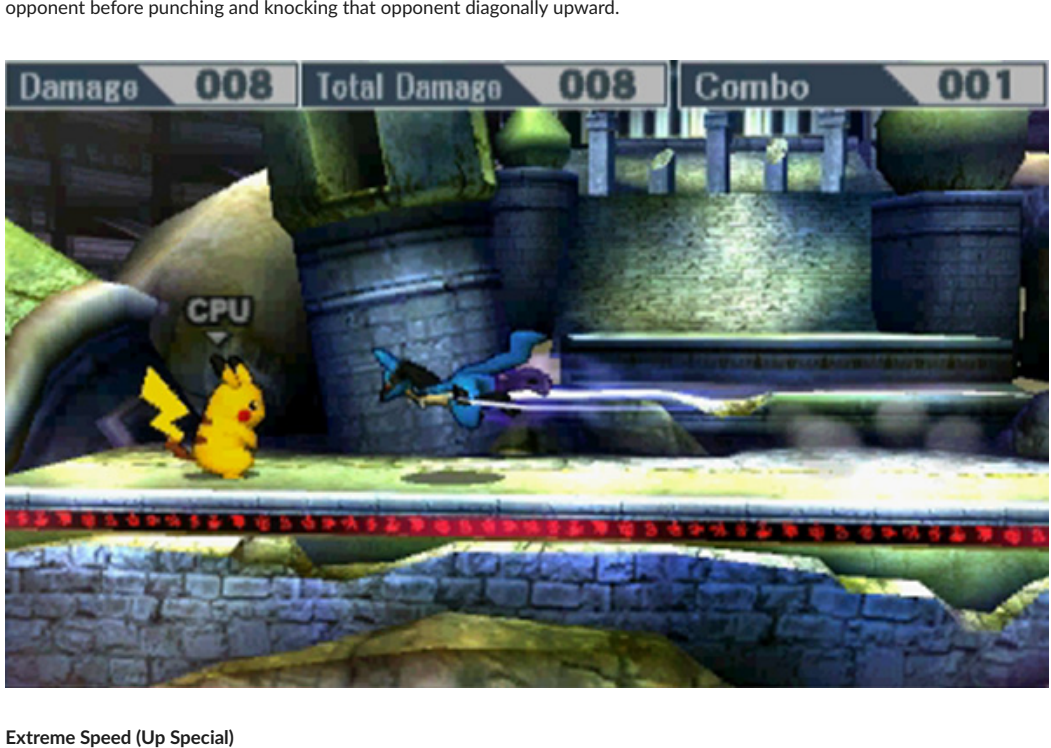
Aura Sphere (Neutral Special)

Charges a ball of energy that can cause damage even while it's charging. Store your charge by hitting Left or Right to use your evasive roll. Press the button again to launch it. Store your charge while airborne by air dodging. The higher your Aura, the more damage it deals and the bigger the charged energy ball gets.


Damage 004
Total Damage 004
Combo 001

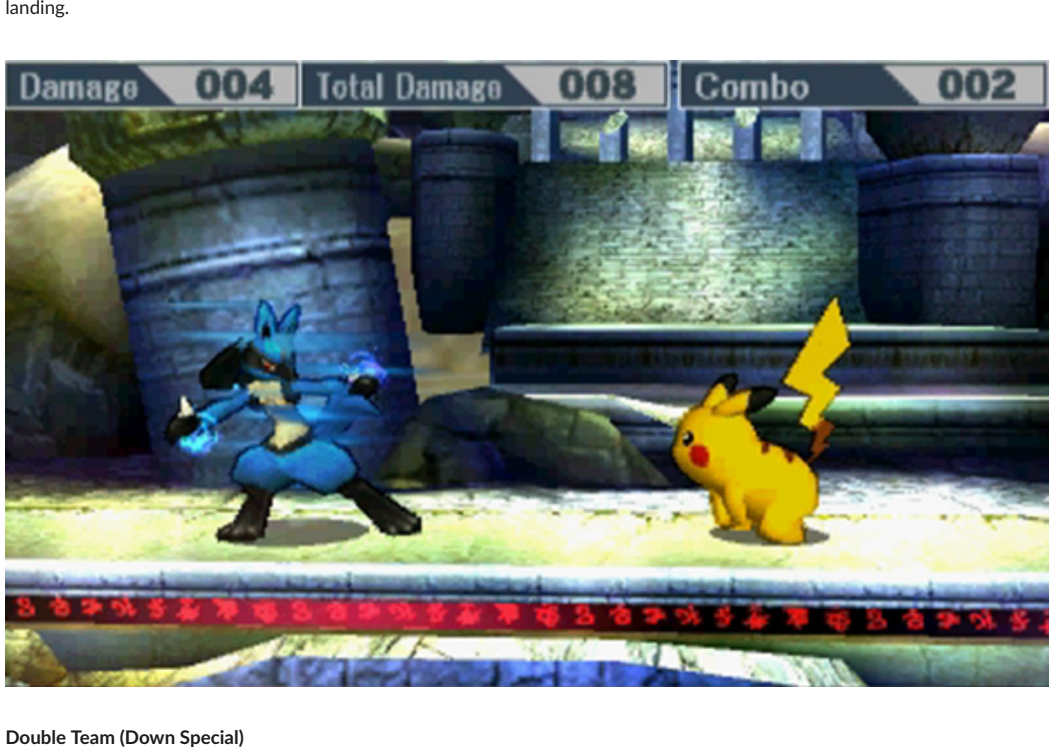
Force Palm (Side Special)

This punch uses Lucario's Aura for its range and damage to knock your opponent back. If used up close, Lucario will grab the opponent before punching and knocking that opponent diagonally upward.


Damage 008
Total Damage 008
Combo 001
CPU

Extreme Speed (Up Special)

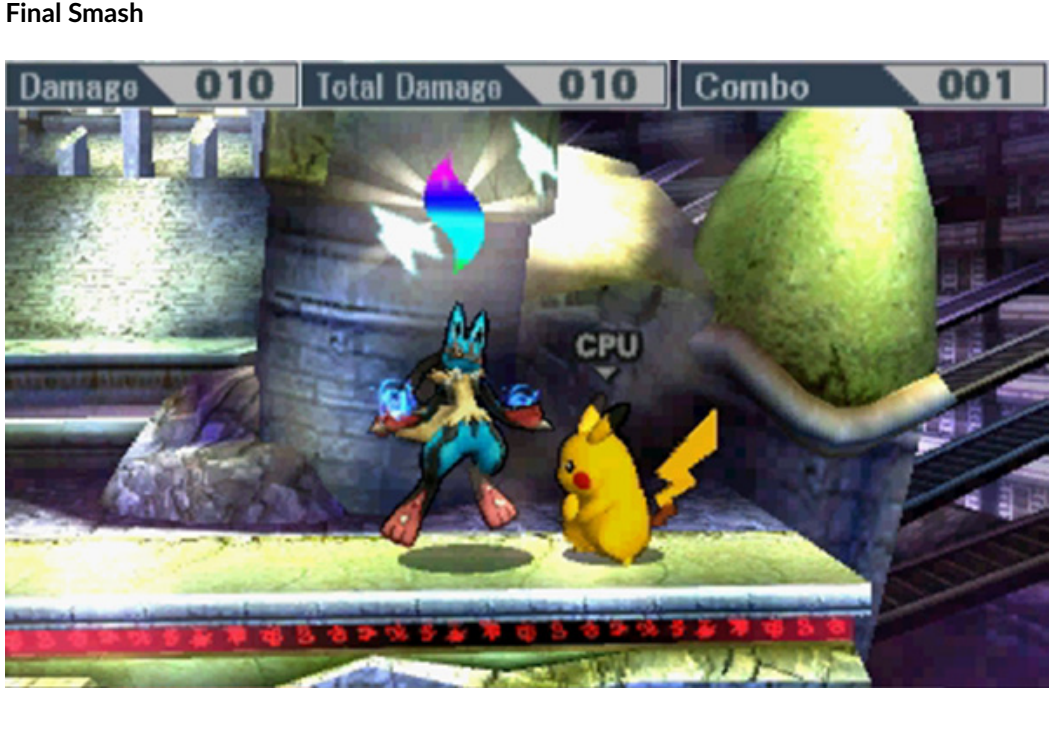
Lucario's Aura is used to blast Lucario through the air in the direction of your choosing. The higher your Aura, the farther you fly. You also have some control over Lucario's movement through the air. The move ends with a small kick attack upon landing.


Damage 004
Total Damage 008
Combo 002

Double Team (Down Special)

Lucario waves its hands around and prepares to counter your opponent's next strike. If successful, Lucario counters with a side kick.

Final Smash


Damage 010
Total Damage 010
Combo 001
CPU

Mega Evolution

Lucario transforms into Mega Lucario. Mega Lucario has super armor so doesn't flinch from being hit but still takes damage. In this form, Lucario's Aura will be at maximum level, regardless of Lucario's current damage. This means its Aura Sphere is larger and causes more damage. This also affects Lucario's Force Palm's range, damage, and knockback. Additionally, this give Lucario ridiculous recovery with Extreme Speed flying very far and very fast. Be careful with the Extreme Speed, though, because it can be a little hard to control.

Strategy

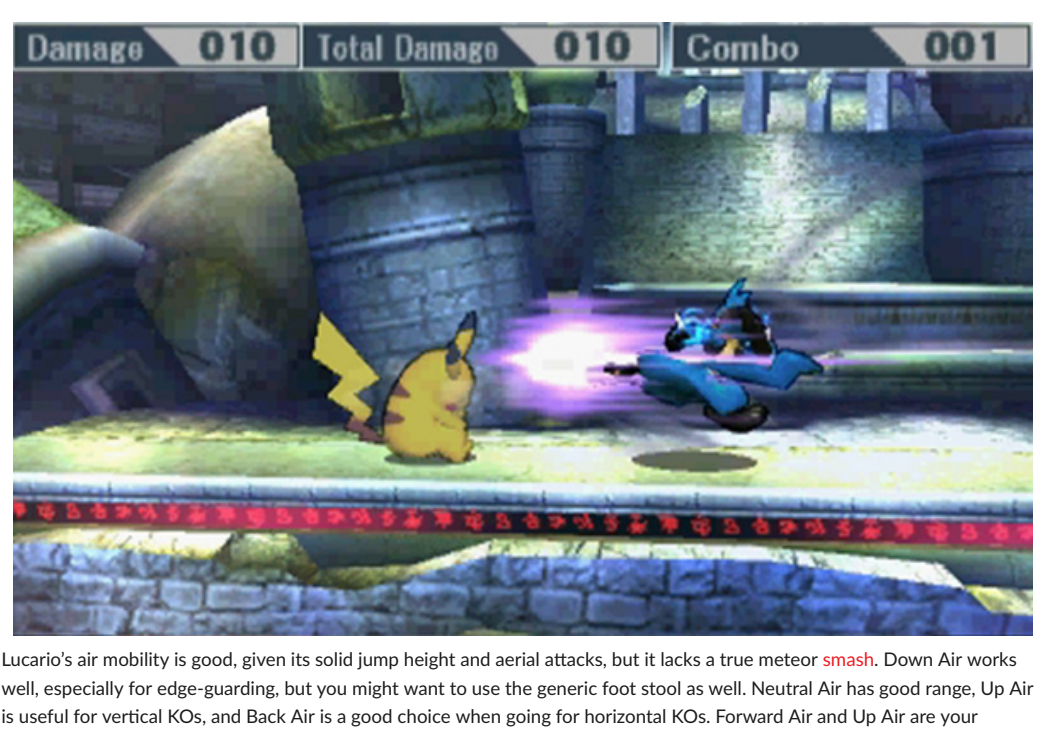
Lucario's defining aspect is its Aura mechanic. The more damage Lucario takes or the more behind in a match it is, the larger its Aura will be. When its Aura is larger, Lucario will deal more damage and some of its Special attacks are also affected in strength, size, or range. As Lucario is average weight with average ground speed and good air mobility, Aura requires a lot of risk and reward management. The risk comes from Lucario having to be close to KO'd or losing a match before becoming super effective! Your reward is easier come-from-behind victories because of Lucario's growing strength!

Damage 001
Total Damage 001
Combo 001
CPU

Damage 010
Total Damage 010
Combo 001
CPU

Aura Sphere is useful in multiple ways. First, use it completely uncharged to harass opponents. It's fairly fast and wobbles up and down a little when it's uncharged. When used in the air, it isn't affected by gravity, which is useful in zoning your opponents to limit their approach options. As you charge it up, Aura Sphere can actually damage opponents around it or wear down their shield. It charges fairly fast, making it useful as an attack, and once it's fully charged, it does a lot more damage and knockback. The higher your Aura, the larger the sphere gets and the more damage it does. Force Palm also extends Lucario's range and does extra damage when used up close, as it becomes a grab. This grab can also damage other opponents around its impact area because Lucario hits the grabbed opponent with an Aura blast that sends that opponent flying up and away. With higher Aura, Force Palm's range and damage increases, but the grab range up close remains the same. Lucario's Extreme Speed sends it blasting through the air and can end with a kick attack at the end of its animation. The higher your Aura, the farther Lucario flies through the air! Double Team is a quick counter that stays active a good amount of time and can be useful against slower opponents.

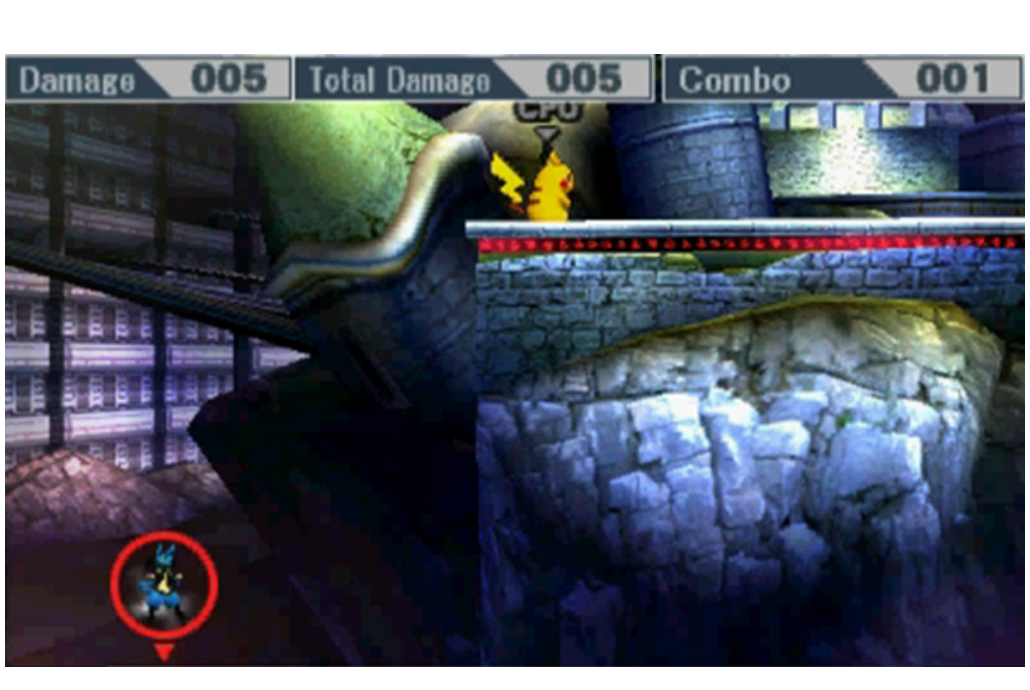
Damage 012
Total Damage 012
Combo 001

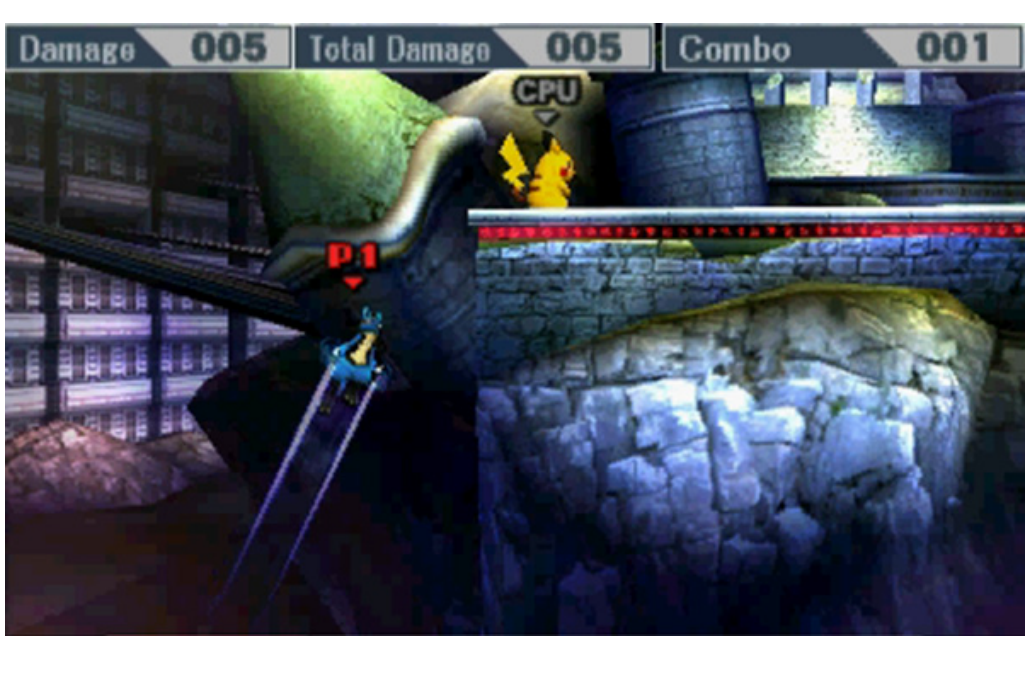

Damage 010
Total Damage 010
Combo 001

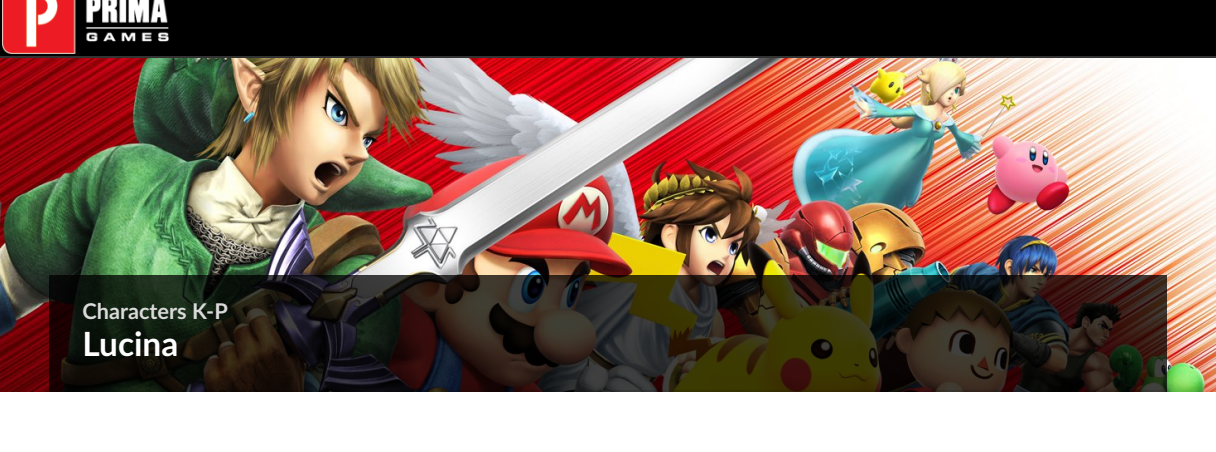
Lucario's air mobility is good, given its solid jump height and aerial attacks, but it lacks a true meteor smash. Down Air works well, especially for edge-guarding, but you might want to use the generic foot stool as well. Neutral Air has good range, Up Air is useful for vertical KOs, and Back Air is a good choice when going for horizontal KOs. Forward Air and Up Air are your popular choices for combos. On the ground, Lucario's Smash attacks are all fairly slow, and you need to have Lucario's Aura up before those attacks have any KO power. Use Lucario's jab, Side Tilt, and Up Tilt if you're forced to fight up close at low percentage. Lucario's throw range is decent and useful when trying to rack up damage. While higher Aura is important, don't let opponents damage you for free just to obtain a higher Aura level! Always deal damage, so when your Aura is higher, it's even easier to get a KO!

Recovery

Lucario's main recovery option is its Extreme Speed. With this attack, you can send Lucario blasting off both horizontally or vertically, but it will be in a fall state afterward. Additionally, once Lucario takes off, you can control it through the air, almost in a full circle. The more damage Lucario has taken, however, the further Lucario flies with this recovery. For instance, when you have Lucario's Final Smash active, this is at max distance, and you can even blast yourself off the stage to self-destruct! When returning to a stage from high above, use his Double Team to slow Lucario's fall while trying to counter. Also remember that Lucario is one of the few characters with both a wall cling and a wall jump. Use these to time your return to the stage better, especially when things are hectic above!


Damage 005
Total Damage 005
Combo 001
CPU


Damage 005
Total Damage 005
Combo 001
CPU
P1



Lucina

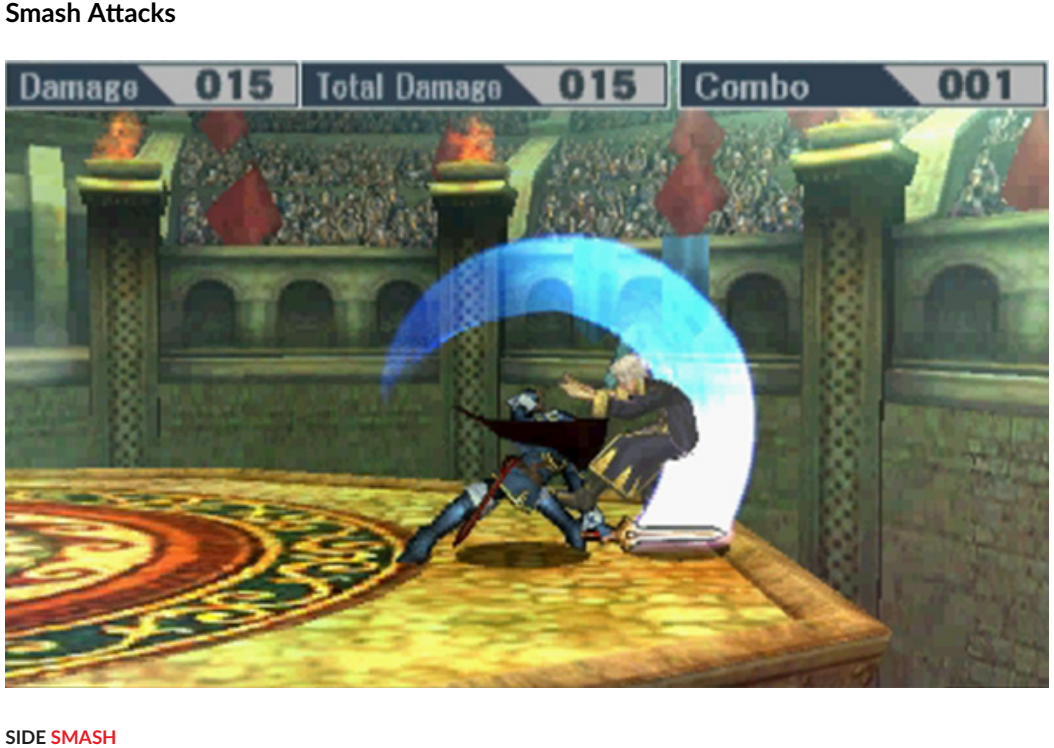
Trophy Description

Chrom's daughter and the future Princess of Ylisse. When she arrives from a doomed future seeking to prevent it from ever happening, she goes by the name Marth before her identity is revealed. She fights much like her adopted namesake, but more than just the tip of her sword is powerful.

Statistics

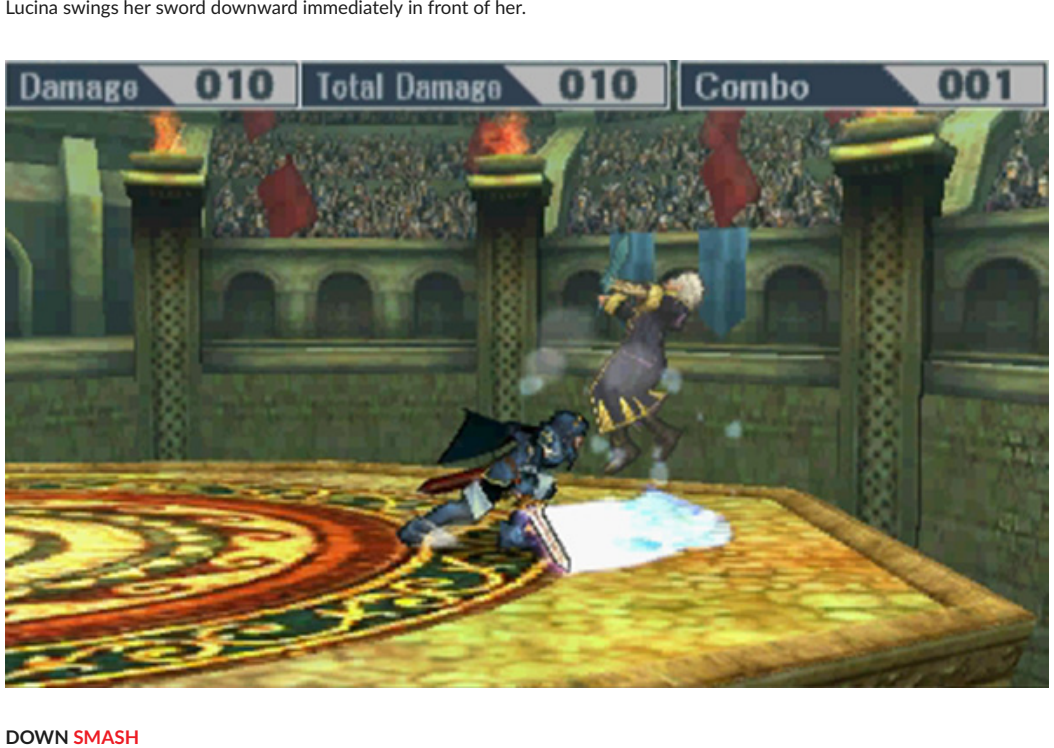
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 015
Total Damage 015
Combo 001

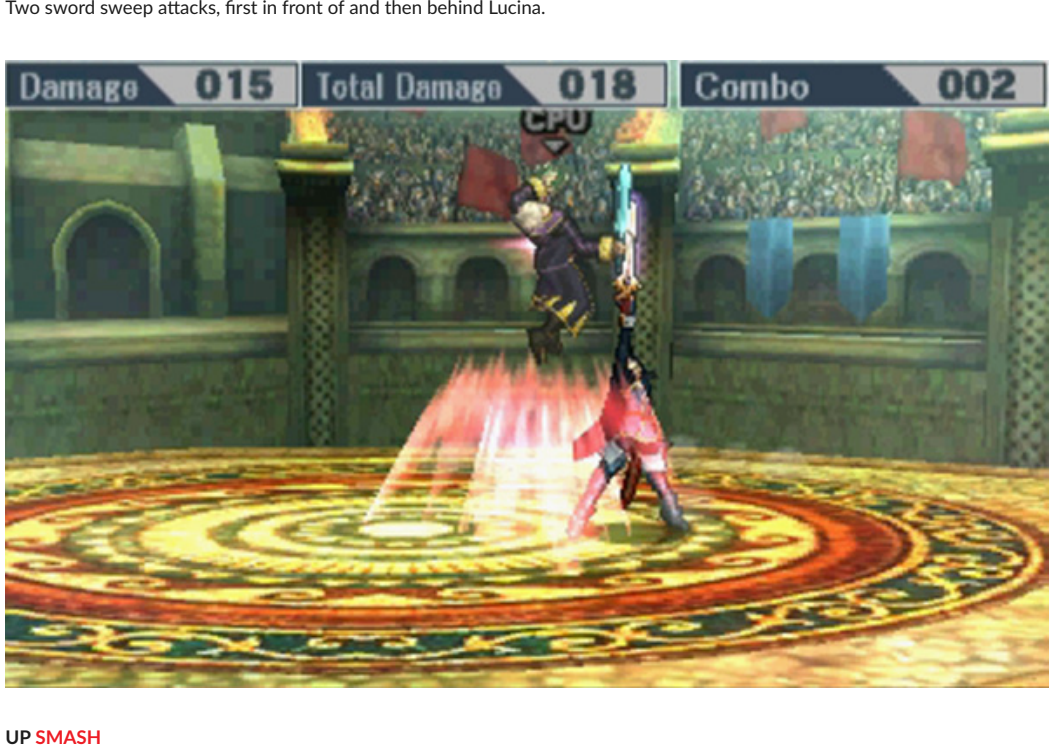
SIDE SMASH

Lucina swings her sword downward immediately in front of her.


Damage 010
Total Damage 010
Combo 001

DOWN SMASH

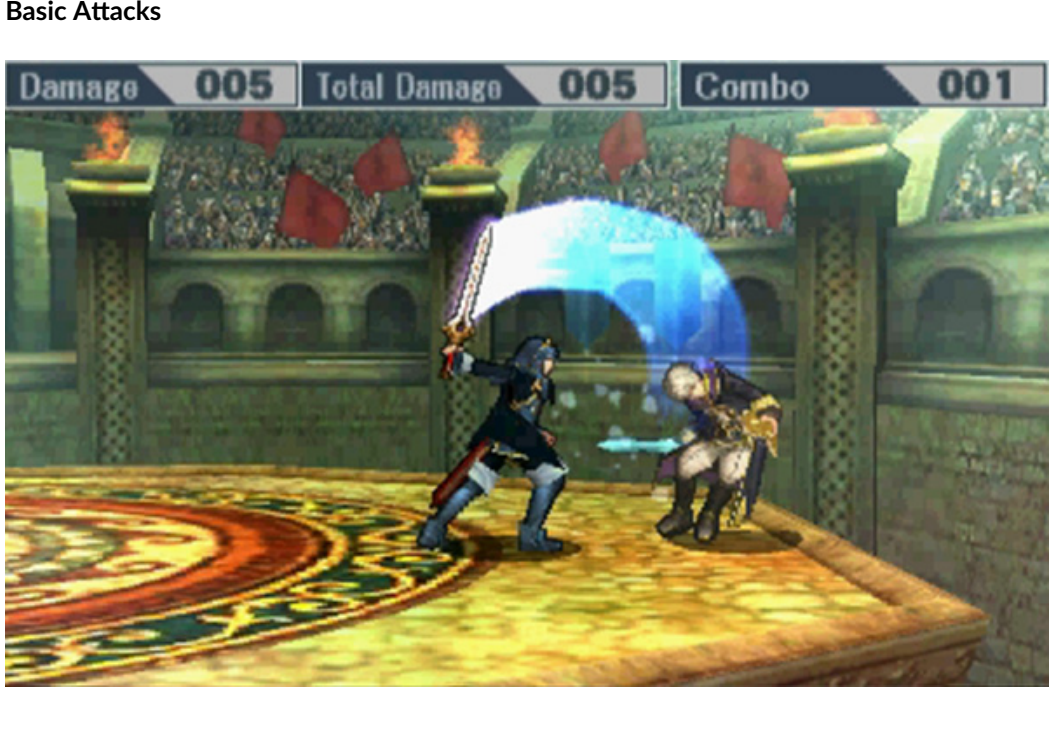
Two sword sweep attacks, first in front of and then behind Lucina.


Damage 015
Total Damage 018
Combo 002
CPU

UP SMASH

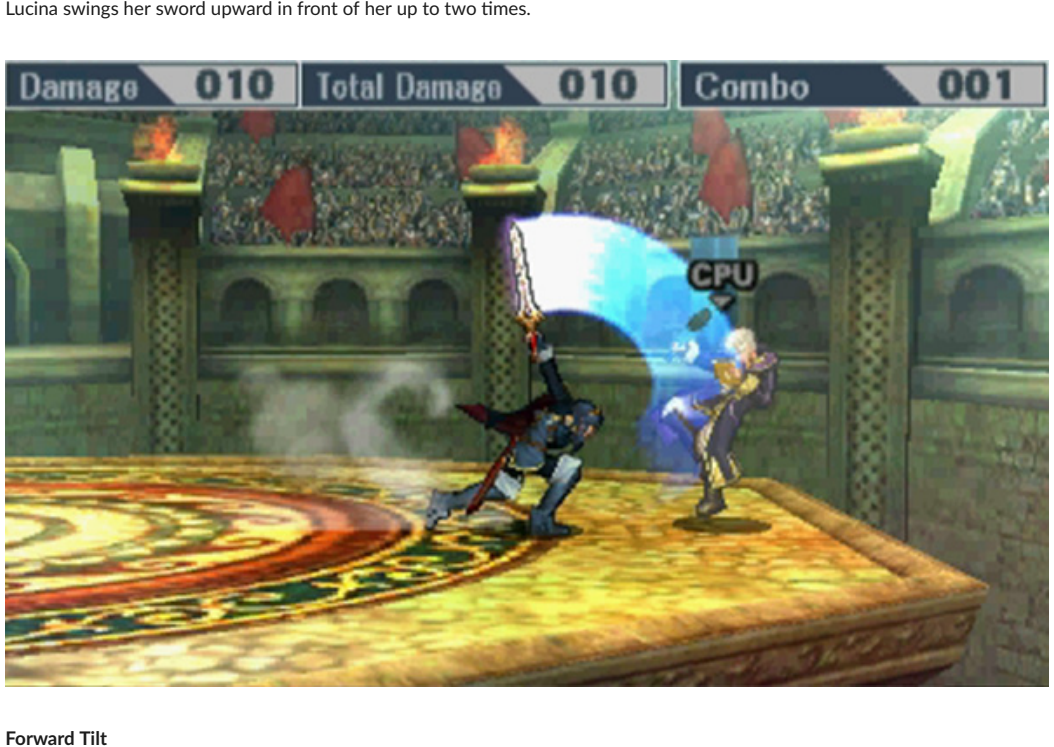
Lucina steps forward and thrusts her sword upward. This can hit grounded opponents in front of her as well as airborne opponents above her.

Basic Attacks


Damage 005
Total Damage 005
Combo 001

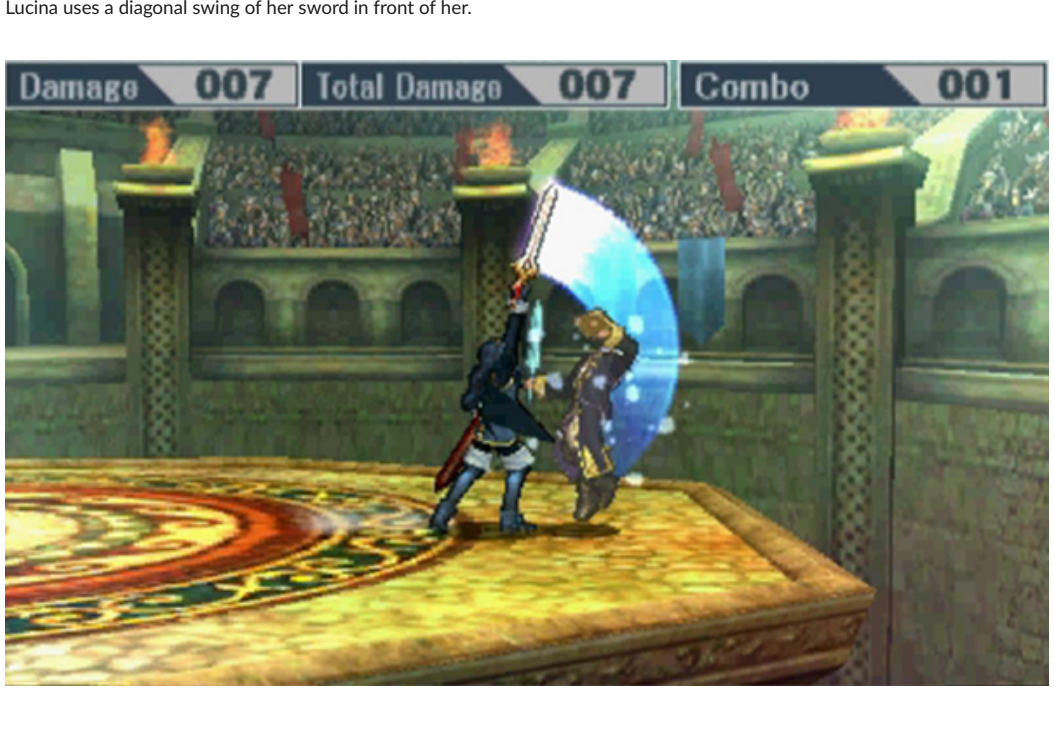
Standing Attack

Lucina swings her sword upward in front of her up to two times.


Damage 010
Total Damage 010
Combo 001
CPU

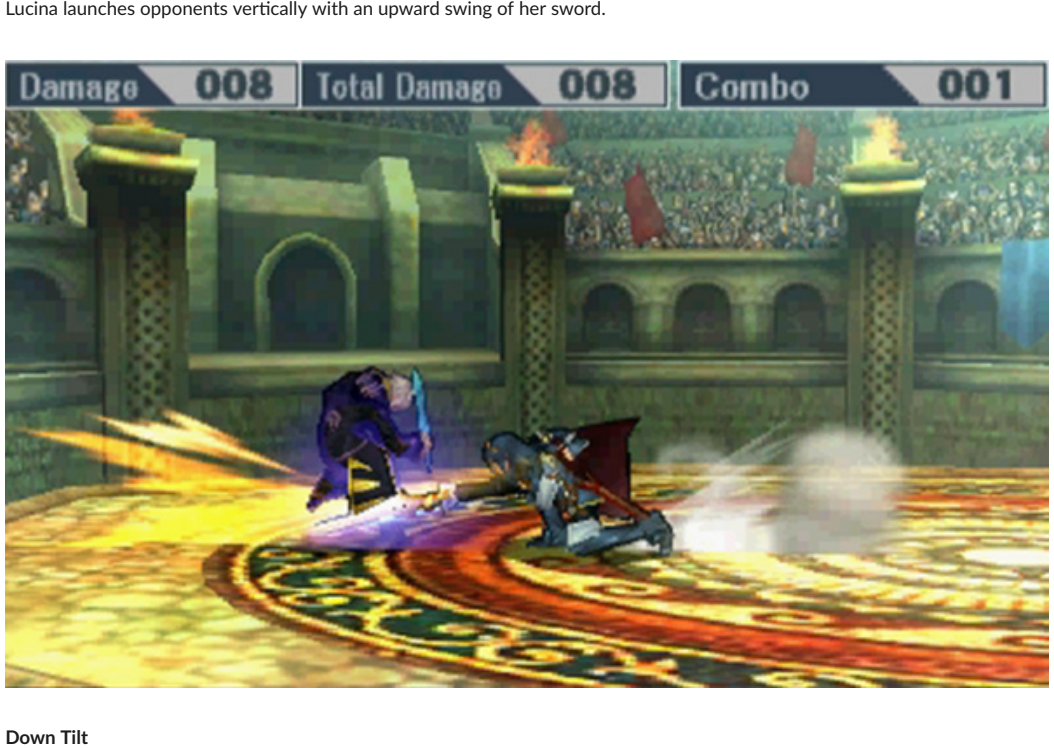
Forward Tilt

Lucina uses a diagonal swing of her sword in front of her.


Damage 007
Total Damage 007
Combo 001

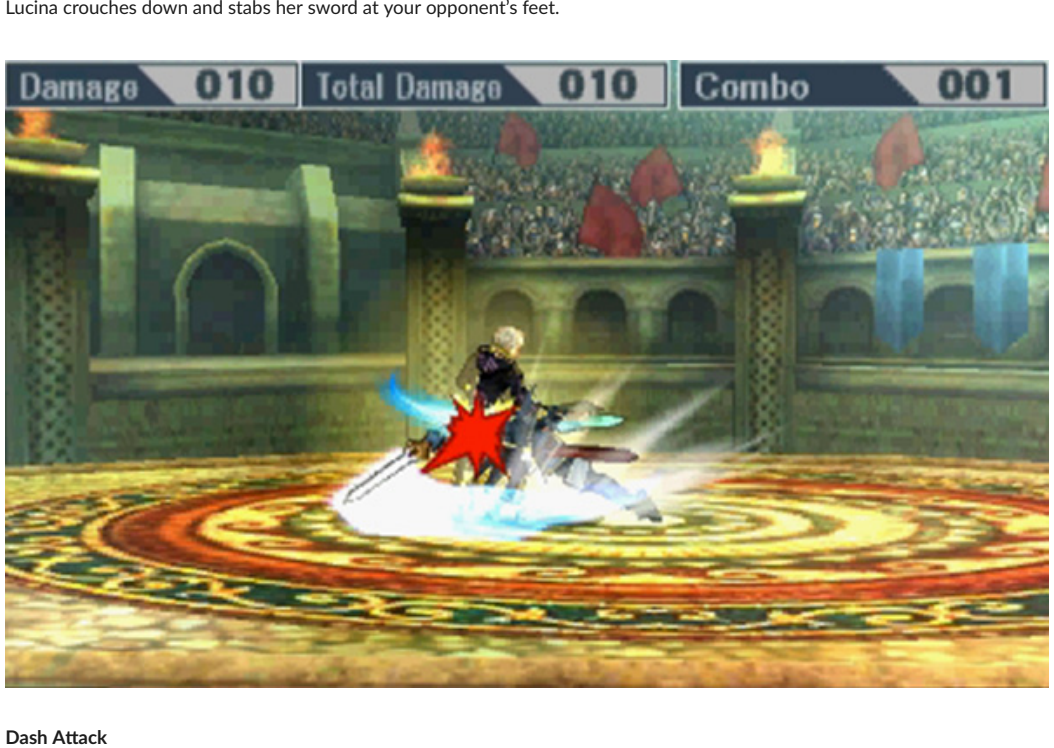
Up Tilt

Lucina launches opponents vertically with an upward swing of her sword.


Damage 008
Total Damage 008
Combo 001

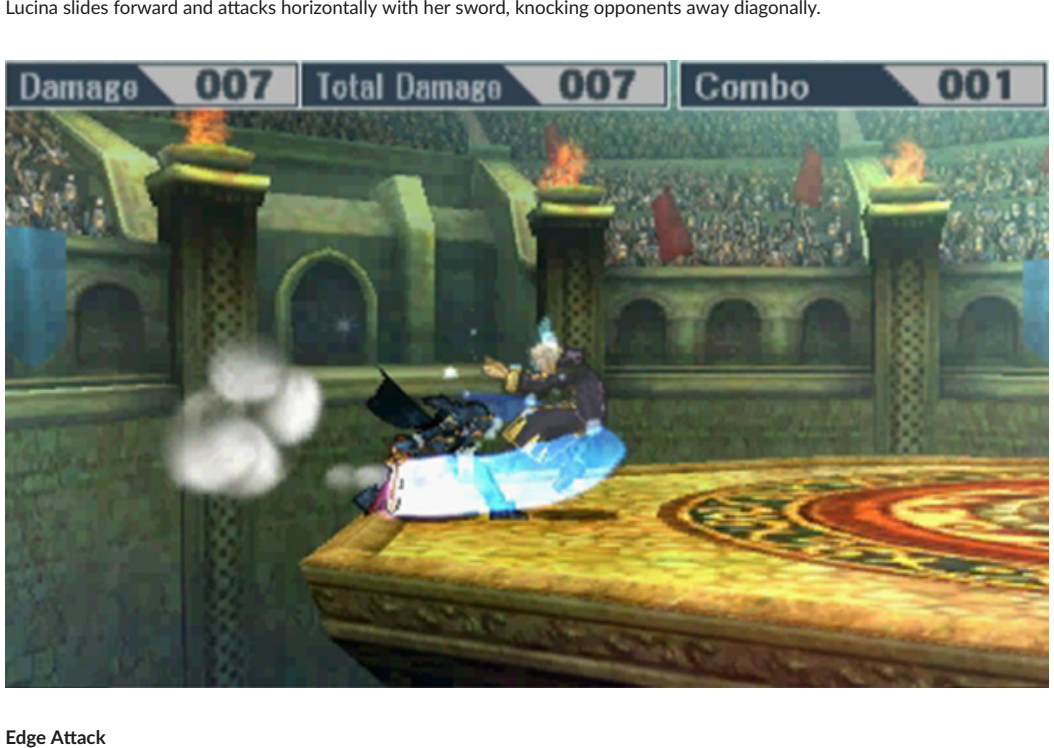
Down Tilt

Lucina crouches down and stabs her sword at your opponent's feet.


Damage 010
Total Damage 010
Combo 001

Dash Attack

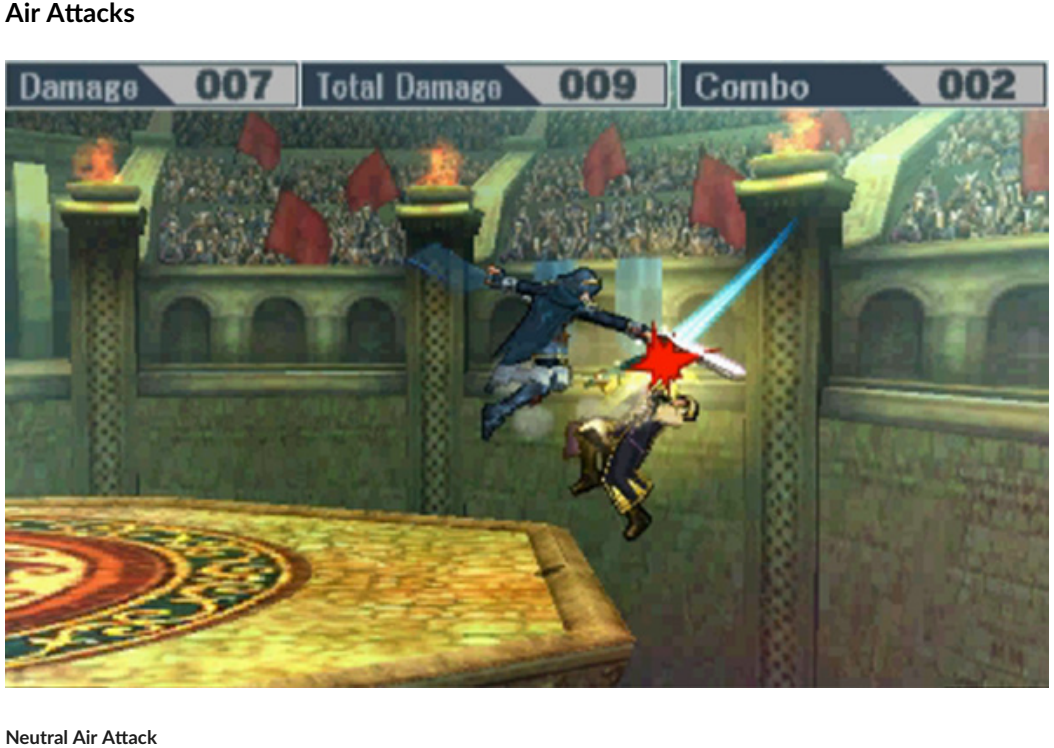
Lucina slides forward and attacks horizontally with her sword, knocking opponents away diagonally.


Damage 007
Total Damage 007
Combo 001

Edge Attack

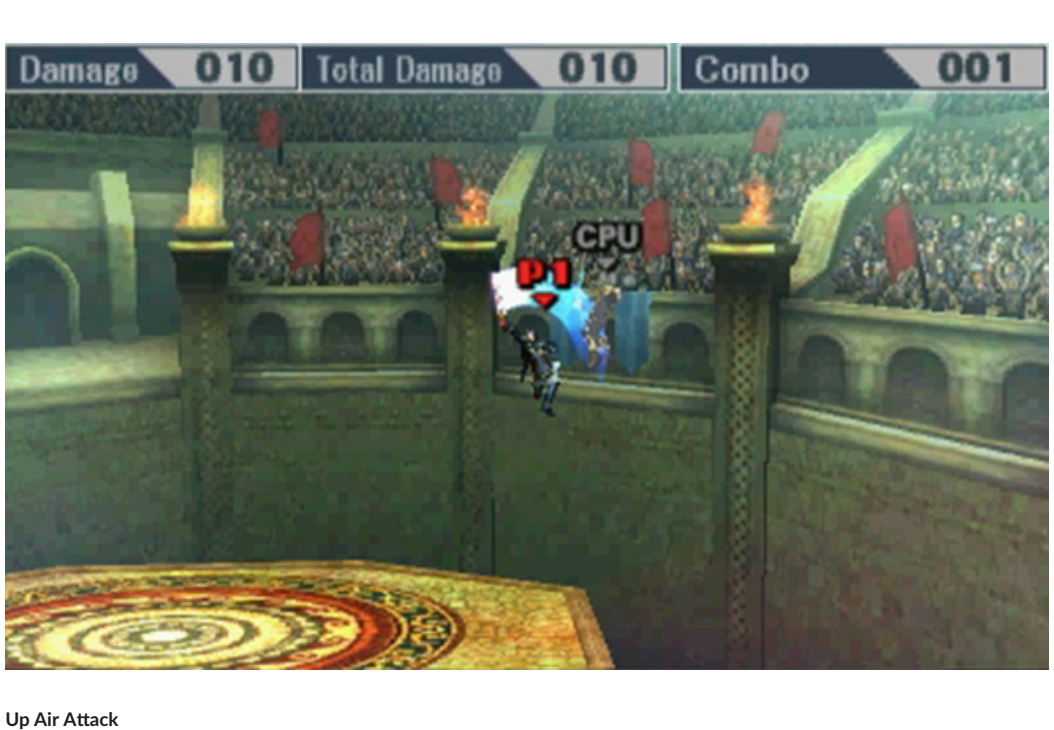
Lucina returns to the stage and quickly strikes toward your opponent's shins with her sword.

Air Attacks


Damage 007
Total Damage 009
Combo 002

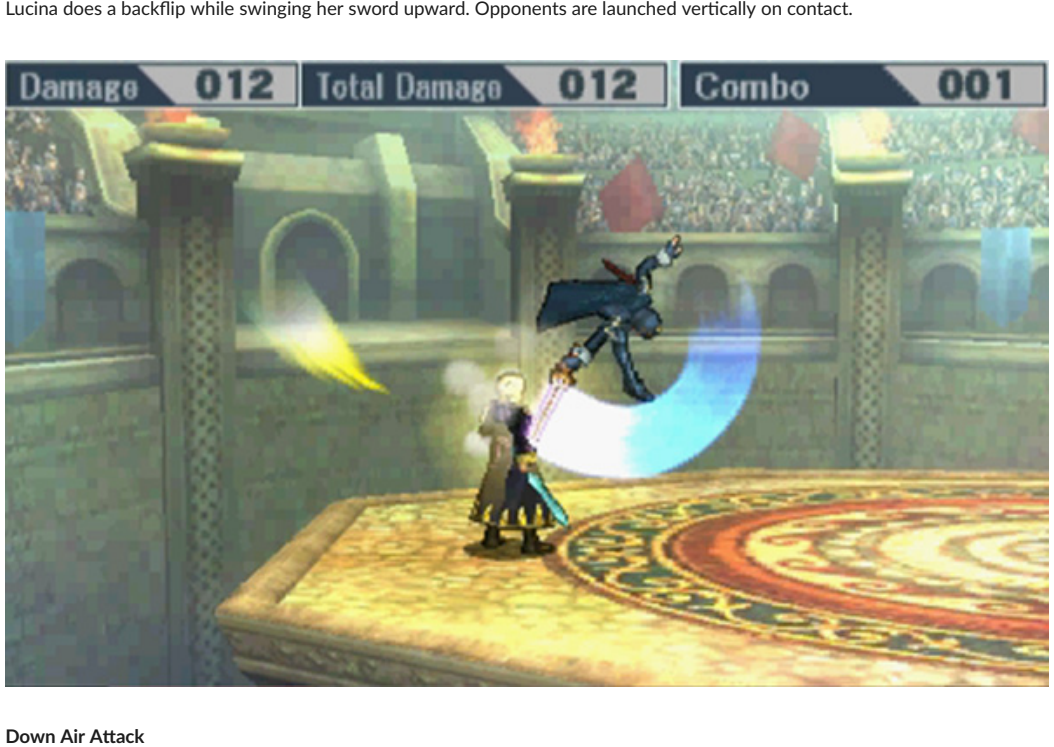
Neutral Air Attack

Lucina swings her sword twice horizontally. This can combo and is best utilized with her air mobility.


Damage 010
Total Damage 010
Combo 001
CPU
P1

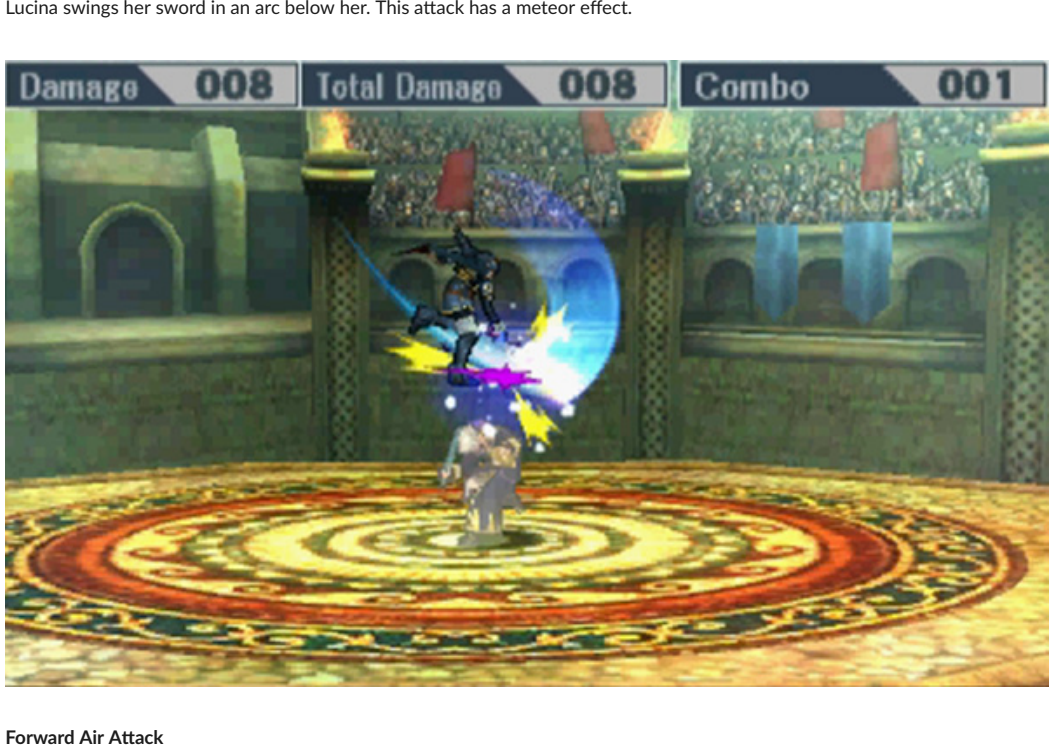
Up Air Attack

Lucina does a backflip while swinging her sword upward. Opponents are launched vertically on contact.


Damage 012
Total Damage 012
Combo 001

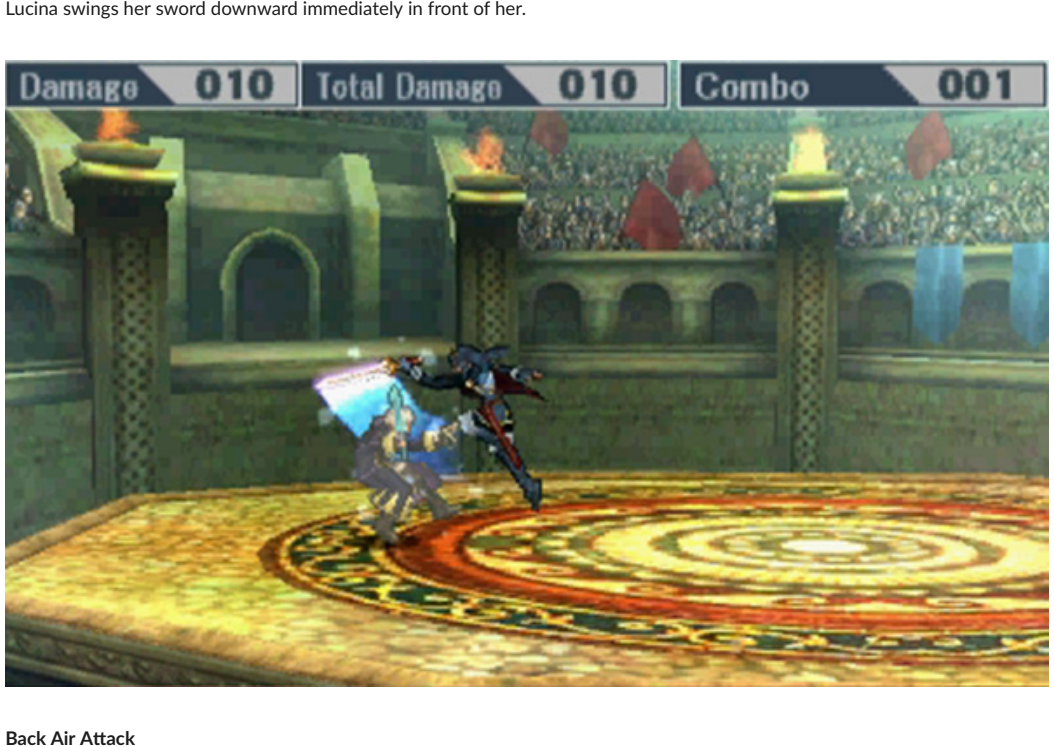
Down Air Attack

Lucina swings her sword in an arc below her. This attack has a meteor effect.


Damage 008
Total Damage 008
Combo 001

Forward Air Attack

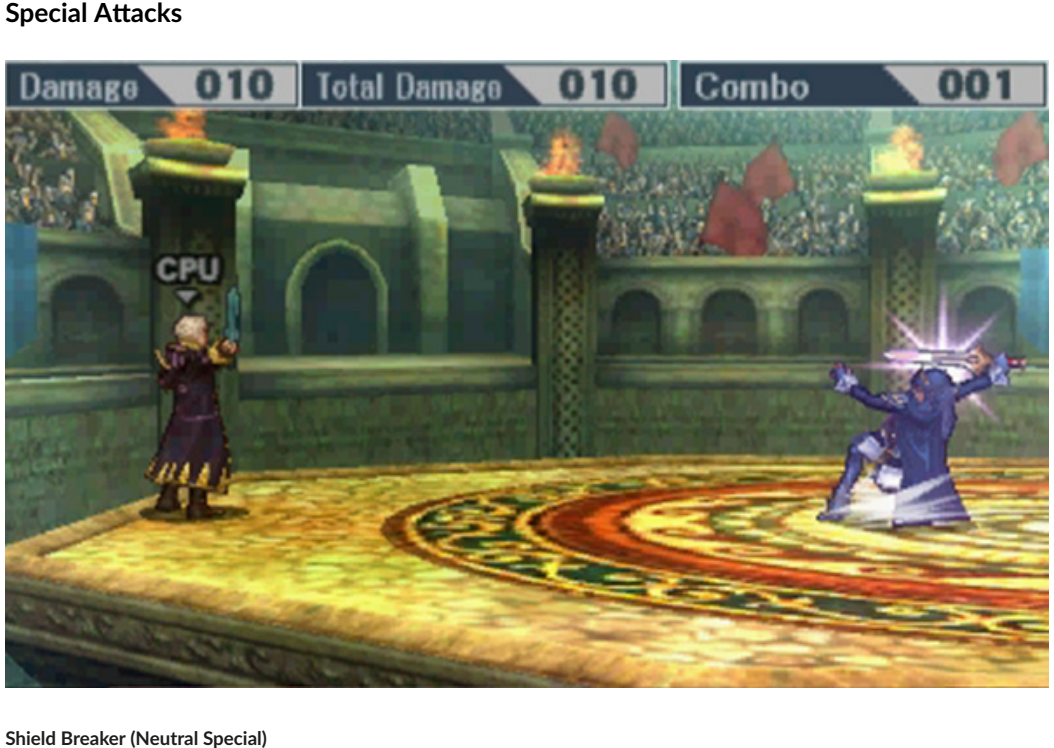
Lucina swings her sword downward immediately in front of her.


Damage 010
Total Damage 010
Combo 001

Back Air Attack

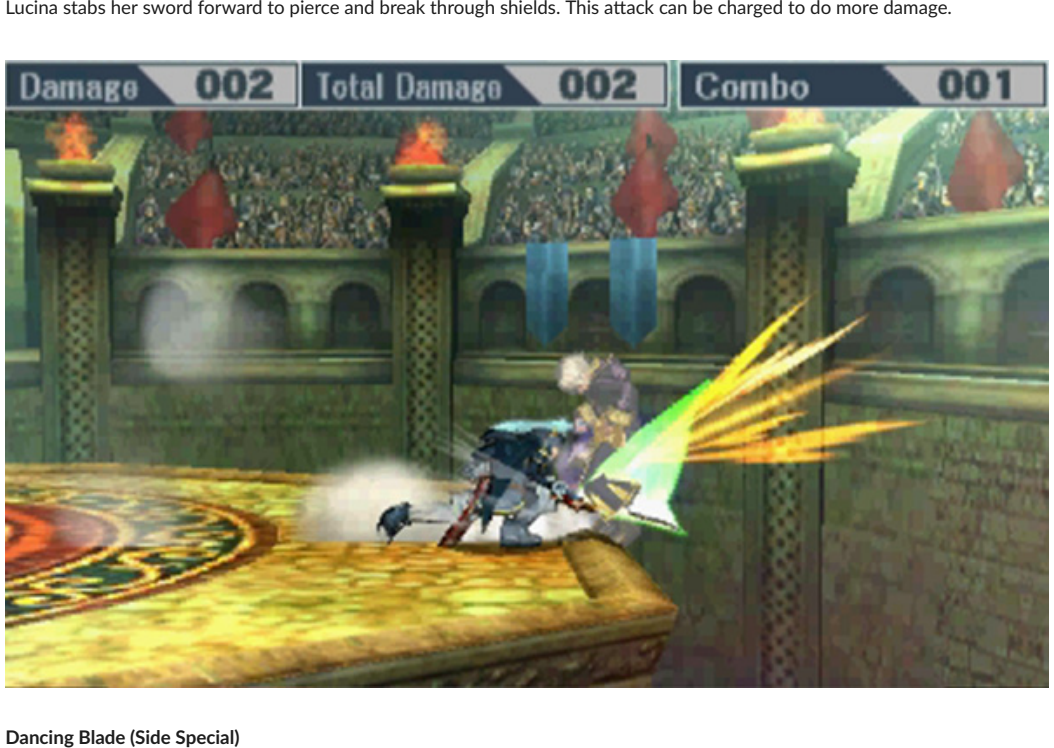
Lucina swings her sword behind her as she spins to face the same direction.

Special Attacks


Damage 010
Total Damage 010
Combo 001
CPU

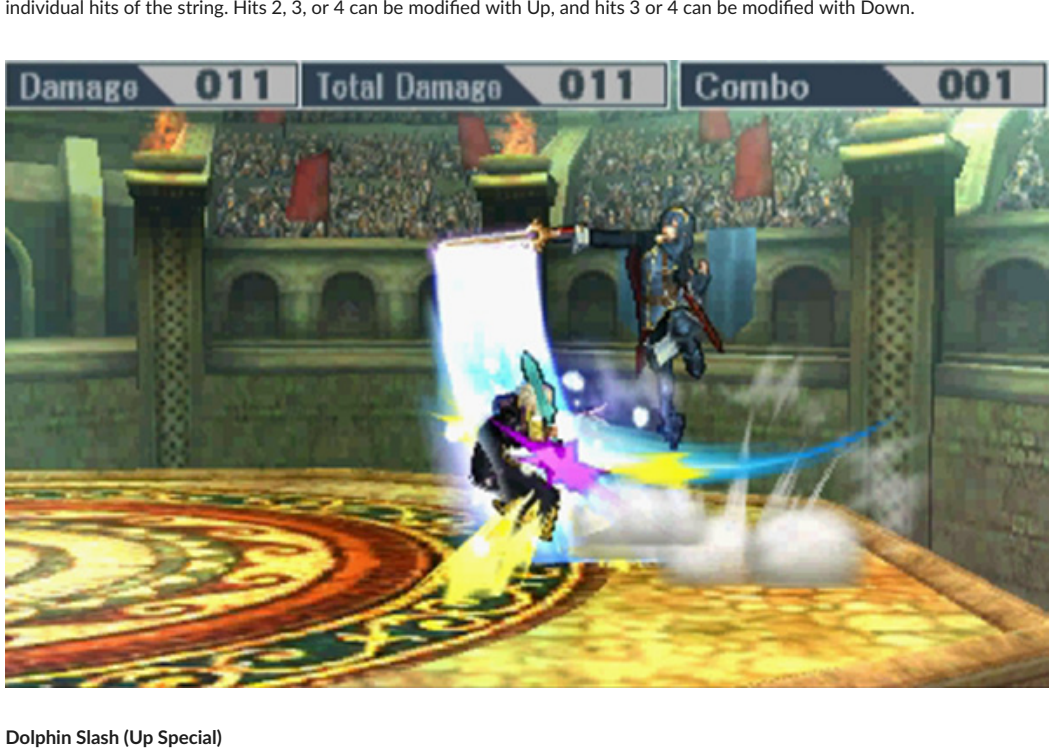
Shield Breaker (Neutral Special)

Lucina stabs her sword forward to pierce and break through shields. This attack can be charged to do more damage.


Damage 002
Total Damage 002
Combo 001

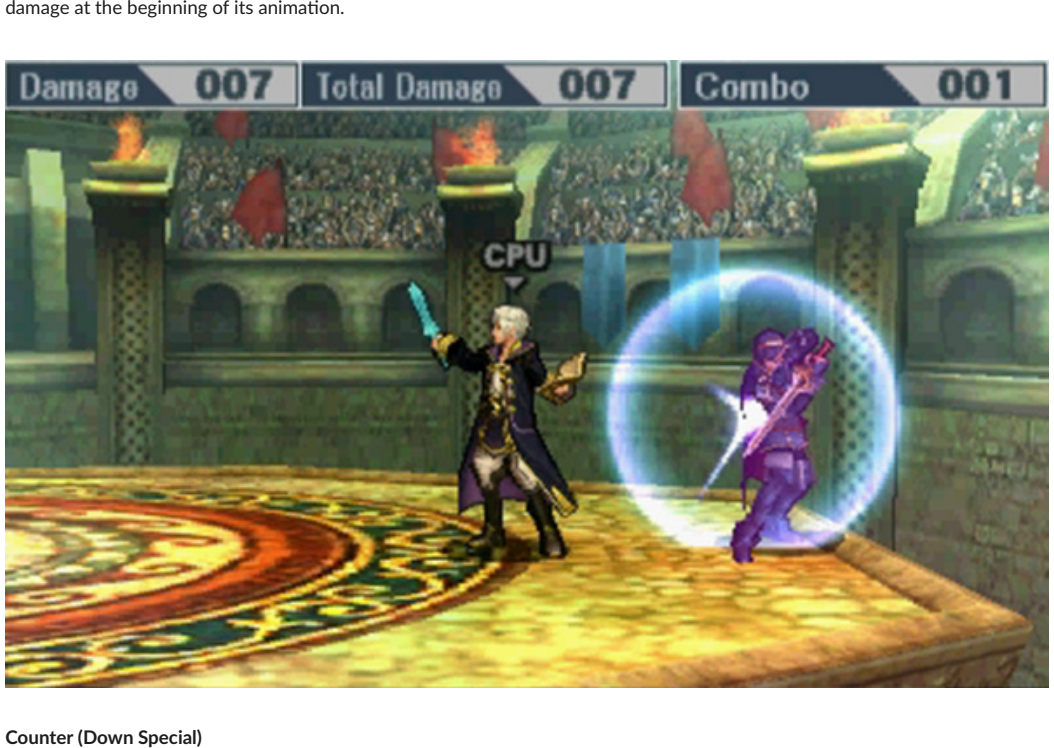
Dancing Blade (Side Special)

This is a four-hit sword string. Keep hitting the button to continue the string. You can hit Up or Down to vary the hit range on individual hits of the string. Hits 2, 3, or 4 can be modified with Up, and hits 3 or 4 can be modified with Down.


Damage 011
Total Damage 011
Combo 001

Dolphin Slash (Up Special)

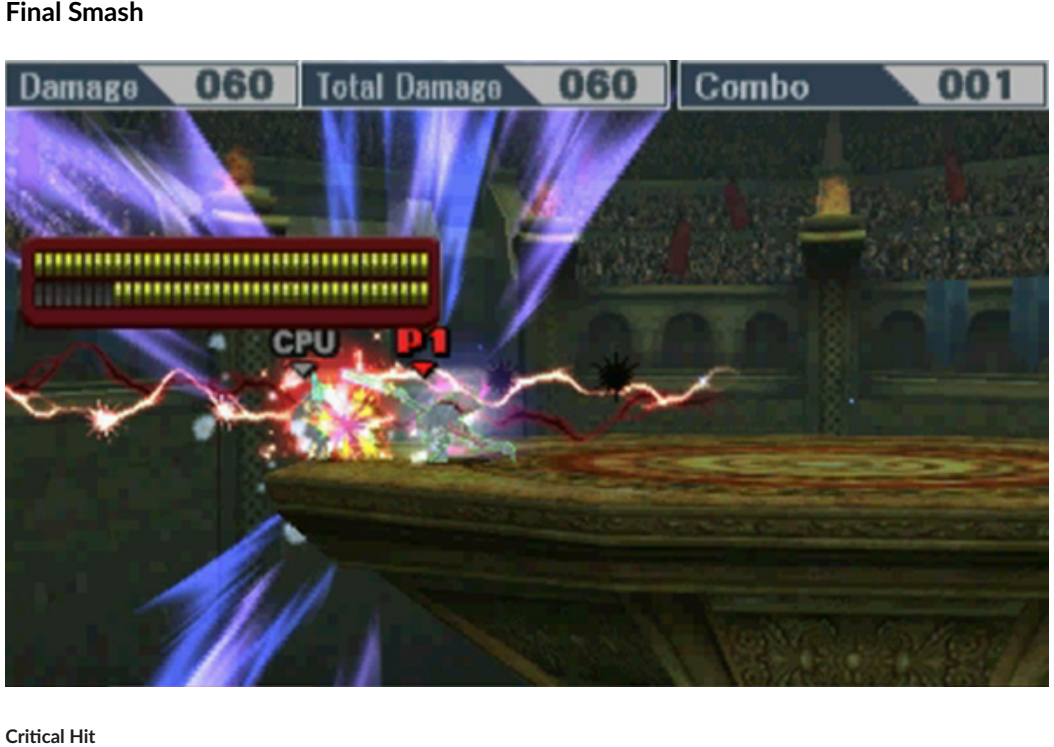
Lucina swings her sword upward as she rises through the air. This can be angled slightly to the left or right during the input of the attack but not after. So, to rise to the left, enter the attack as Up + Left with the Special button. This attack does more damage at the beginning of its animation.


Damage 007
Total Damage 007
Combo 001
CPU

Counter (Down Special)

Lucina readies her sword to counter an incoming attack. The strength of the counter depends on the attack being countered. Lucina can counter while her back is to the opponent!

Final Smash


Damage 060
Total Damage 060
Combo 001
CPU
P1

Critical Hit

Lucina dashes incredibly far across the screen to deliver a critical blow to the first opponent she runs into. Any enemies caught nearby will also be hit. This move has enough knockback to take out the heaviest opponents, even at 0%! You can cancel this attack by hitting any attack button. This can be useful to stop yourself from flying too far off-stage and save you from a self-destruct.

Strategy

Lucina is a lightweight sword fighter who relies on up-close combat to be most effective. Sharing the same moveset as Marth, Lucina's play style is very similar. The one factor truly separating them, however, is that Lucina does not rely on hitting with the tip of her sword to maximize damage output. Across the board, her attacks deal less damage than Marth's tip versions but deal more damage than Marth's non-tip versions. Essentially, this means Marth has more potential but requires much more precision. While this means Lucina should theoretically have an easier time—as KOing heavier characters may be an issue—she may have to battle longer to get the KOs, so this isn't clearly an advantage. If you're interested in learning Marth, though, Lucina is a good way to start.

Damage 008
Total Damage 008
Combo 001

Damage 016
Total Damage 016
Combo 001
CPU

Similar to Marth, Lucina has to use her mobility and range to get in on opponents. Against projectile-heavy characters, focus on shielding, dodging, and rolling to make your way in. Use short hop with Forward Air and Neutral Air to pressure opponents. Additionally, poke them with Side Tilt and Down Tilt. When they are pressured by your offense and you notice them shielding a lot, this is your time to throw! Shield Breaker can deal significant amounts of damage when fully charged, and as its name implies, it can even completely break weaker shields in a single full charge! If you break a shield, either fully charge another Shield Breaker as an attack or follow up with a charged Side Smash that will hit at the tip. Dancing Blade is a multi-hit attack you can use to keep your opponents on their toes or to choose how you want to launch an opponent. Ending with Forward sends opponents horizontally while ending with Up can get you a KO at high percentages. More important, because Dancing Blade counts as multiple hits, it's a good way to refresh your stronger KO options! Dolphin Slash is extremely fast and high for an attack, but it leaves you in a fall state. You have some invincibility at the start of this move, though, so it's particularly useful to beat out incoming attacks. This is much better used in a one-on-one situation where landing the attack won't leave you vulnerable to other opponents during your fall state. As for Counter, Lucina shares Marth's fast counter startup speed and increased damage return.

Damage 014
Total Damage 014
Combo 001

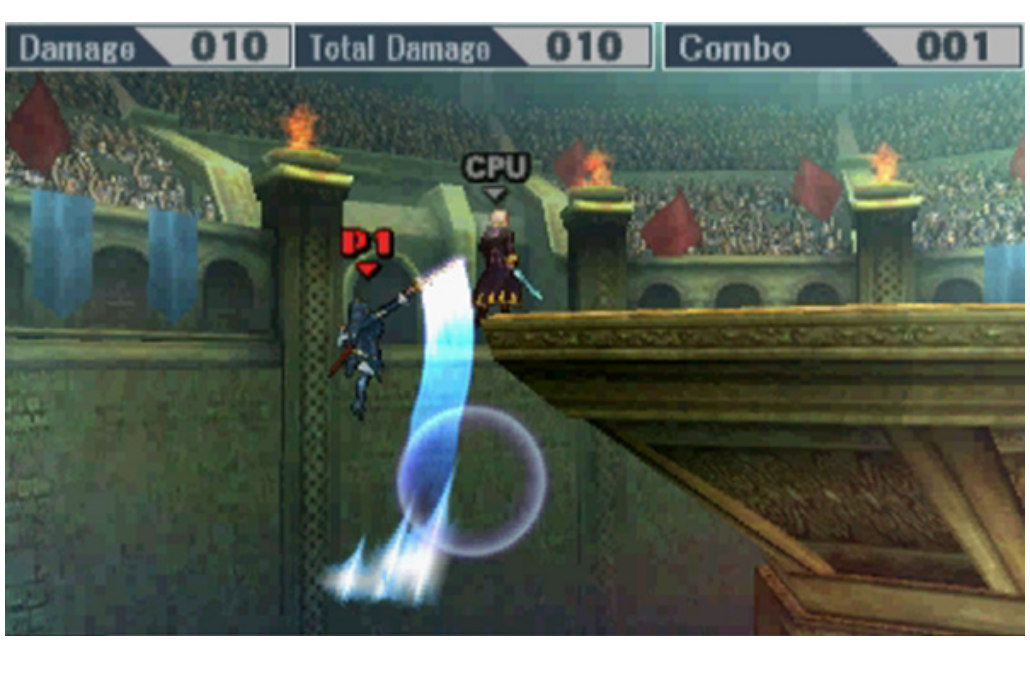
Damage 007
Total Damage 009
Combo 002
CPU

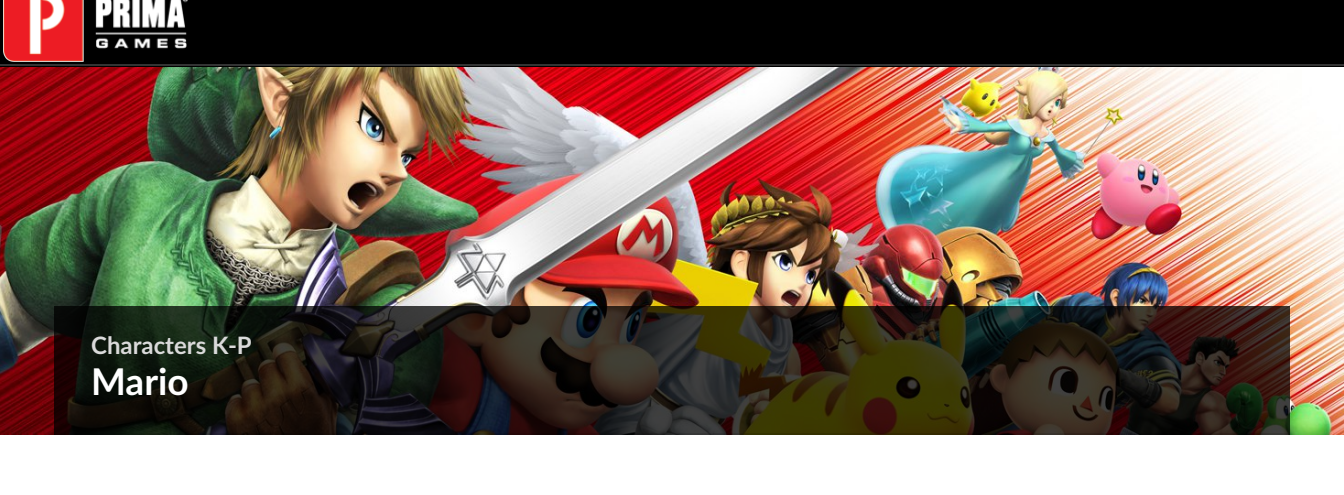
When using Smash attacks for KOs, Up Smash and Side Smash are your best bets. Up Smash is Lucina's one attack that actually does more damage than Marth's version when both hits connect. From the air, finish with Forward Air and Neutral Air for KOs or Down Air for meteor smashes. KOing heavier characters may be difficult, so maximize your edge-guarding potential. Try to meet opponents off-stage with Neutral Air or Forward Air, and Counter if they attack their way back to the stage. Since you don't have to use the tip, Down Tilt at the edge can also be very annoying for opponents returning to the stage. For projectile characters focus on shielding, dodging, and rolling to make your way in.

Recovery

Lucina's recovery tools are fairly straightforward. Her primary recovery tool is Dolphin Slash. This reaches extremely high, but you have to aim it accurately to reach the edge, plus it leaves you in a fall state. For horizontal recovery, Lucina really doesn't have a good fast option, though uncharged Shield Breakers do move her slightly forward. A fully charged Shield Breaker in the air launches you horizontally, though it takes a while to charge up. If knocked away very high, follow up a fully charged Shield Breaker with Dolphin Slash for best results! Finally, to stall in the air a little, use the first hit of Dancing Blade.

Damage 010
Total Damage 010
Combo 001
CPU
P1


Damage 010
Total Damage 010
Combo 001
CPU
P1



Mario

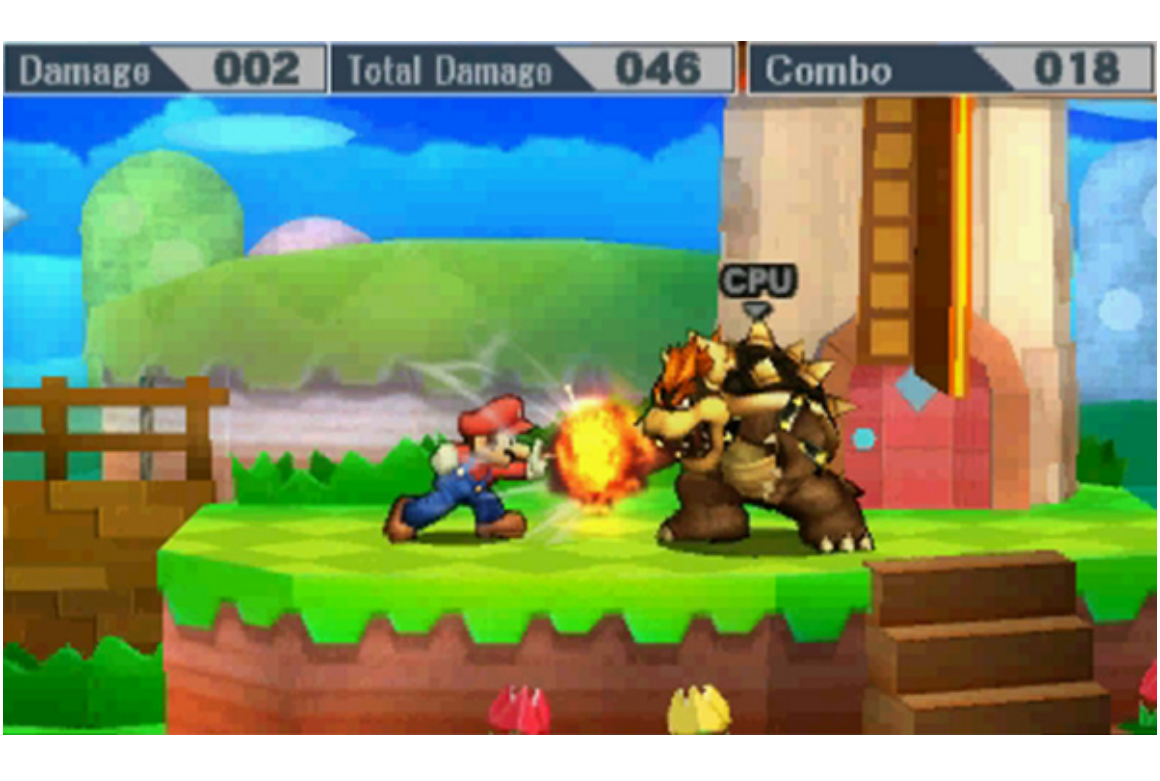
Trophy Description

As iconic as iconic gets, this gaming celebrity is known for saving the world from Bowser. He's got amazing jumping skills and makes use of a wide range of transformations. In his free time, he plays too many sports to count. In *Smash Bros.*, he's a well-rounded fighter you can rely on. Say it with me: "It's-a me, Mario!"

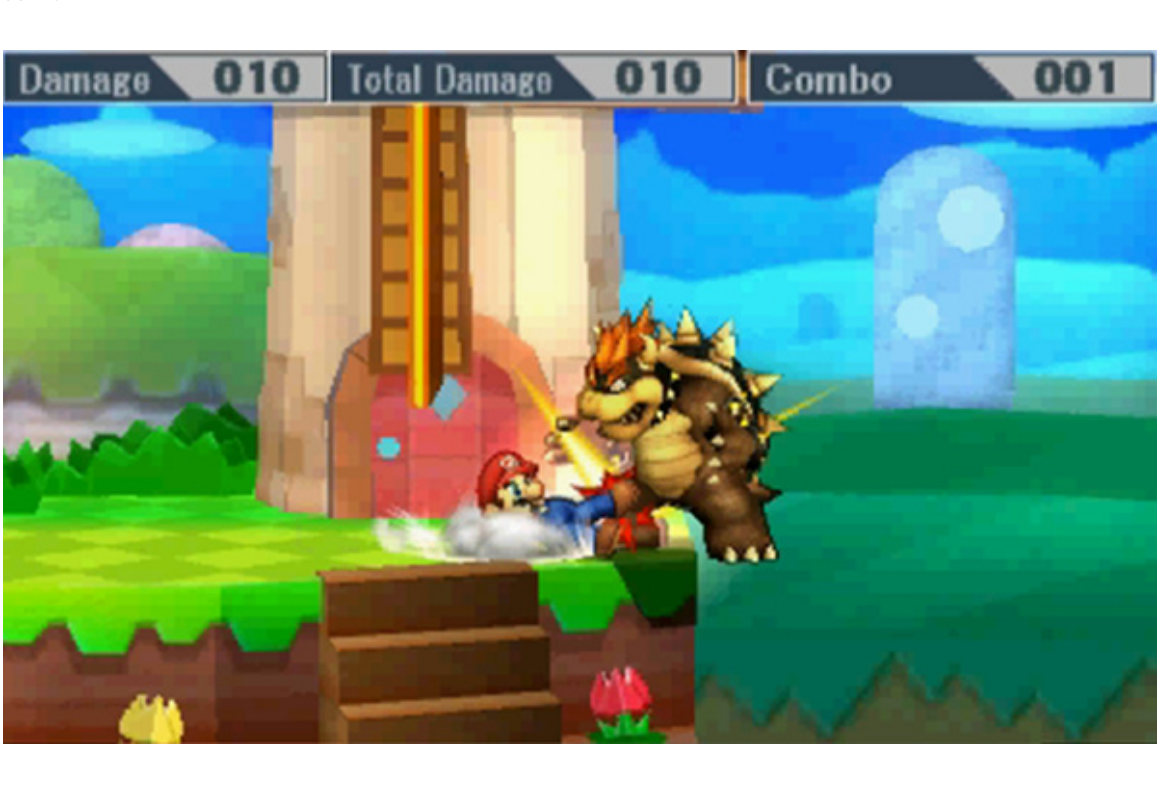
Statistics

- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

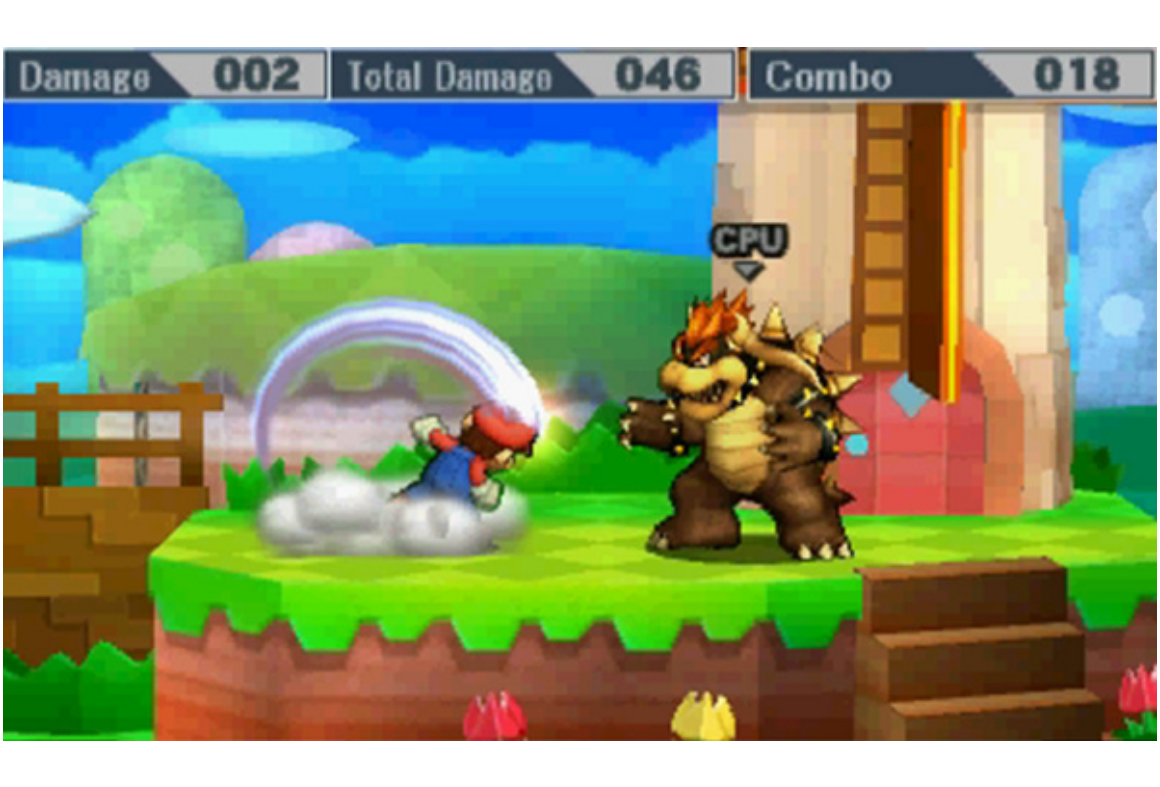
Smash Attacks


Damage 002
Total Damage 046
Combo 018
CPU

SIDE SMASH—Mario unleashes an explosive blast immediately in front or behind him. You can guide this slightly up or down.

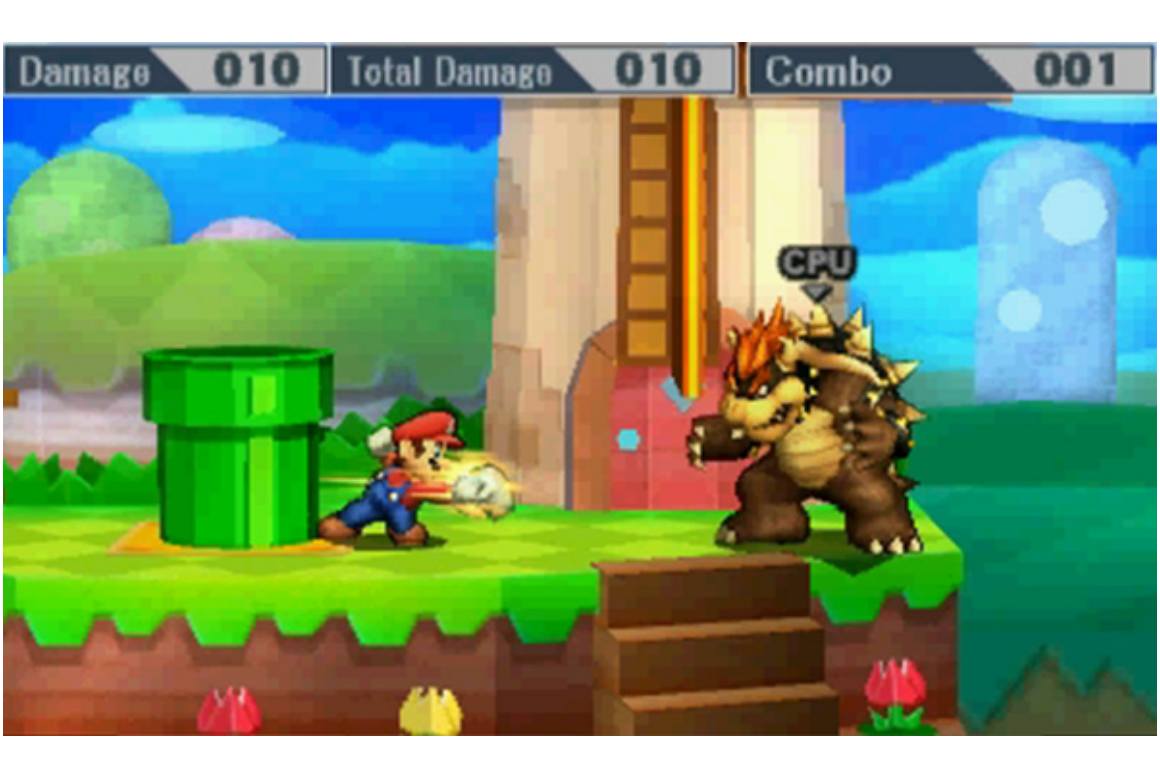

Damage 010
Total Damage 010
Combo 001

DOWN SMASH—Mario swings both legs around in a double-leg sweep attack that sends your opponent to the side. This can be useful when your opponent is trying to grab onto the edge or when you want to catch opponents rolling behind you.

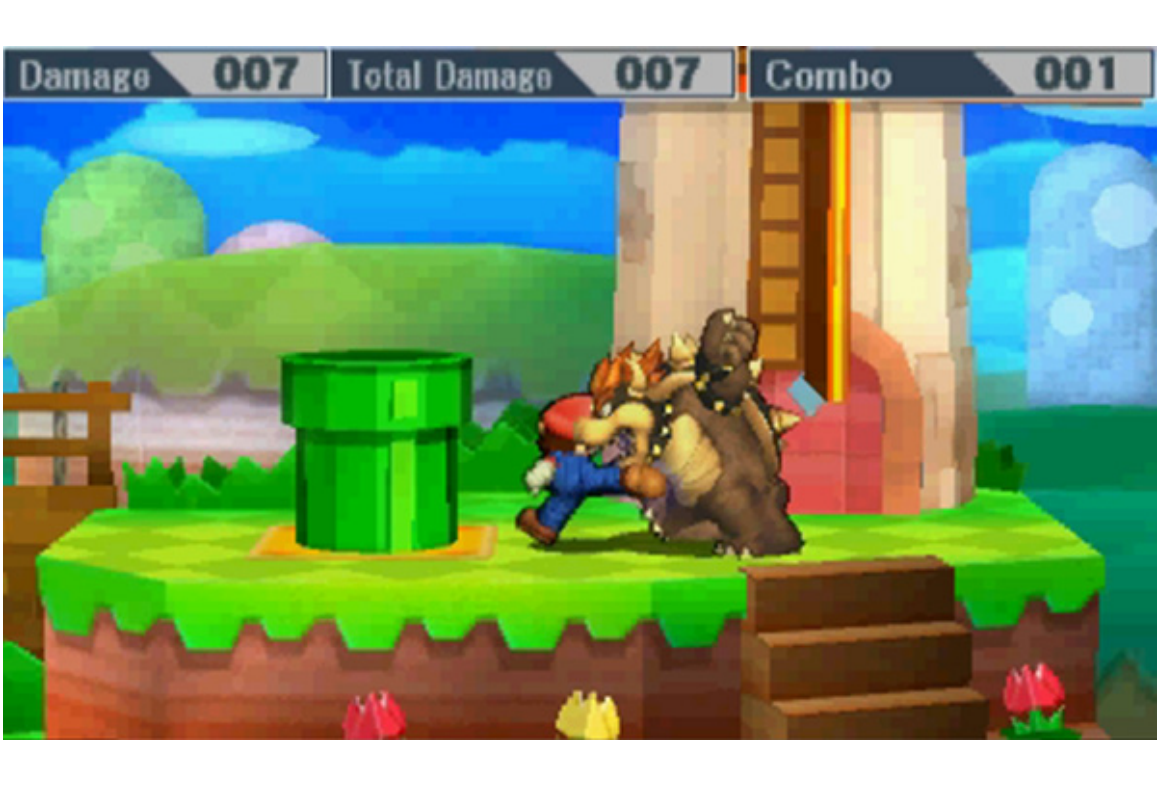

Damage 002
Total Damage 046
Combo 018
CPU

UP SMASH—This overhead smash is best used to catch opponents falling directly above you. Mario's head is invulnerable during this attack, making it the perfect choice to use against airborne opponents. On a hit, this sends your opponent upward.

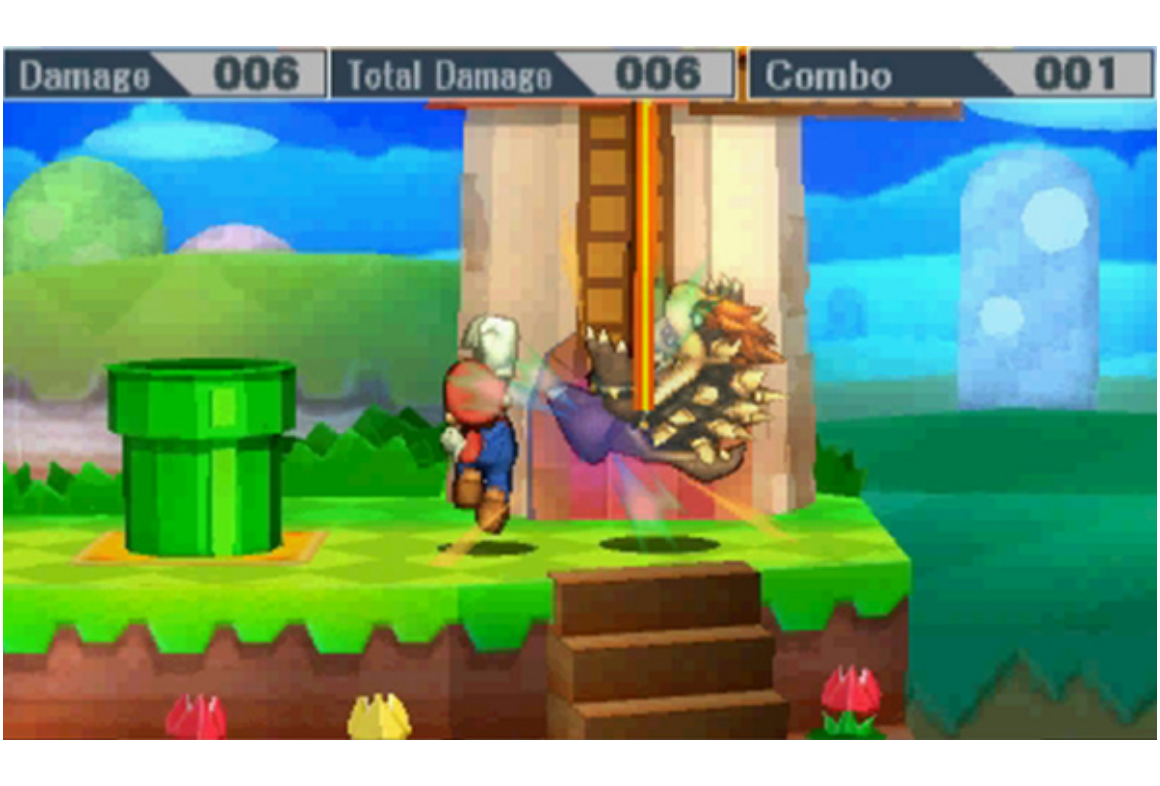
Basic Attacks


Damage 010
Total Damage 010
Combo 001
CPU

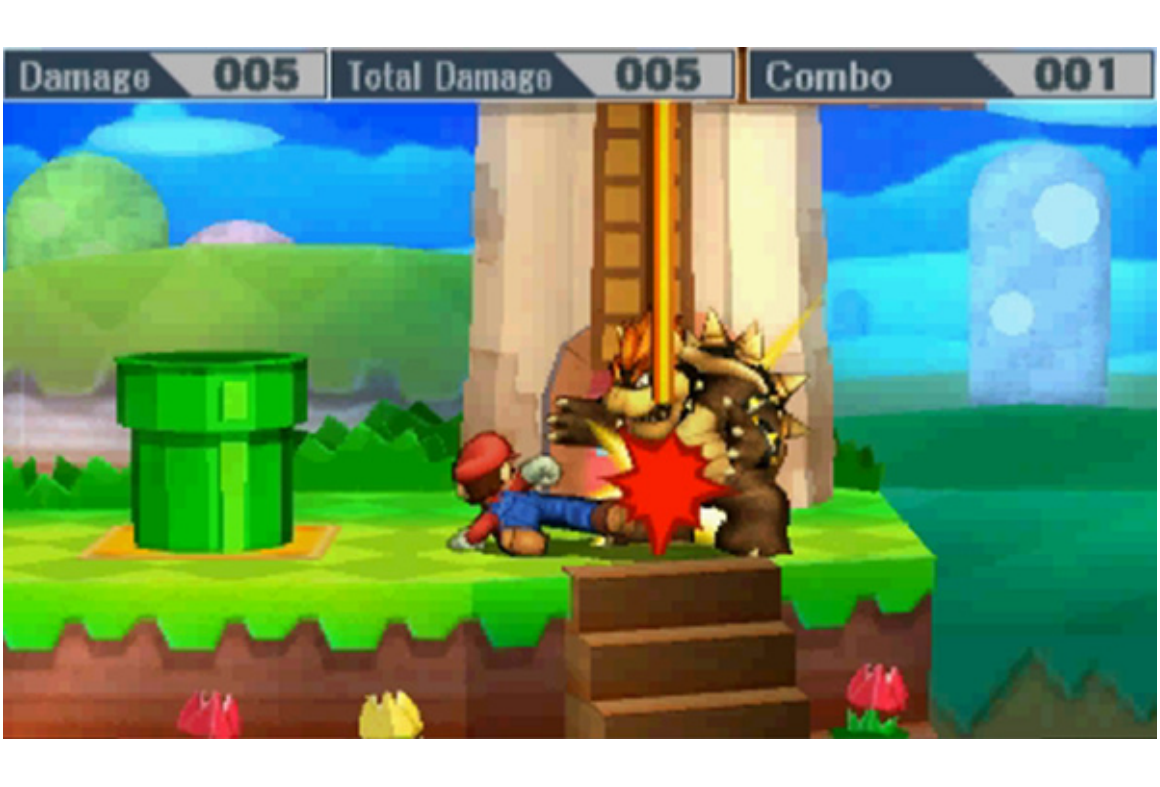
Standing Attack—Mario's standard attack can be used repeatedly and goes into a three-hit attack string. The third hit pops your opponent up.


Damage 007
Total Damage 007
Combo 001

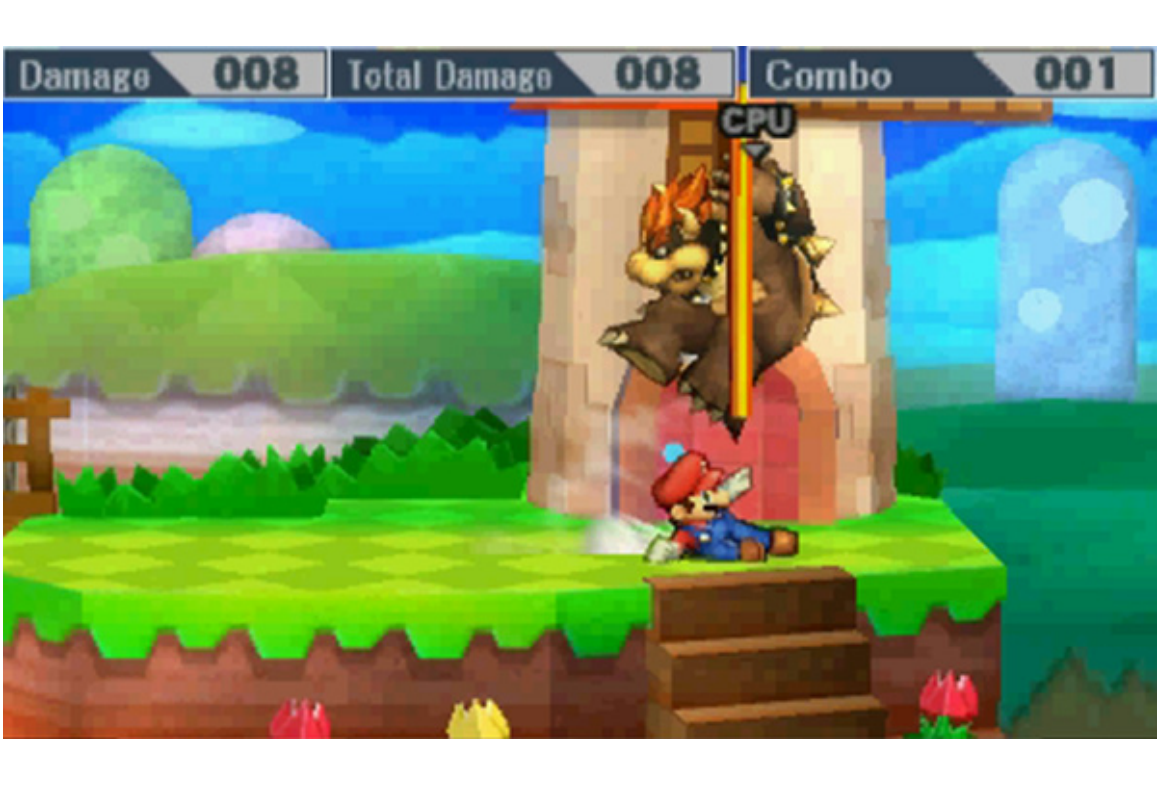
Forward Tilt—Mario kicks forward. You can guide this slightly upward or downward. Try to connect using this after knocking your opponent into the air!


Damage 006
Total Damage 006
Combo 001

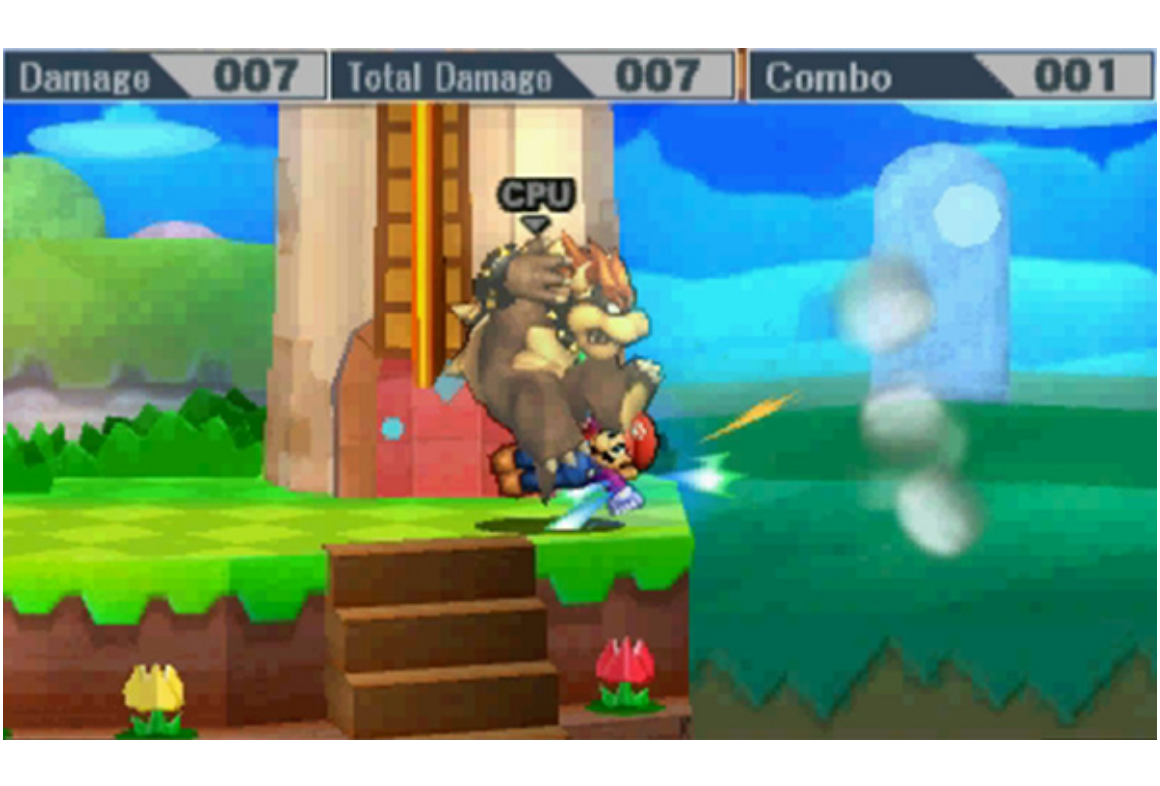
Up Tilt—This jumping spinning uppercut does decent damage and knocks your opponent into the air, allowing for further follow-ups! Use this when your opponent is jumping at you or if your opponent is on a ledge above you.


Damage 005
Total Damage 005
Combo 001

Down Tilt—Here Mario performs a sweep attack with decent range. This also pops the opponent up into the air.

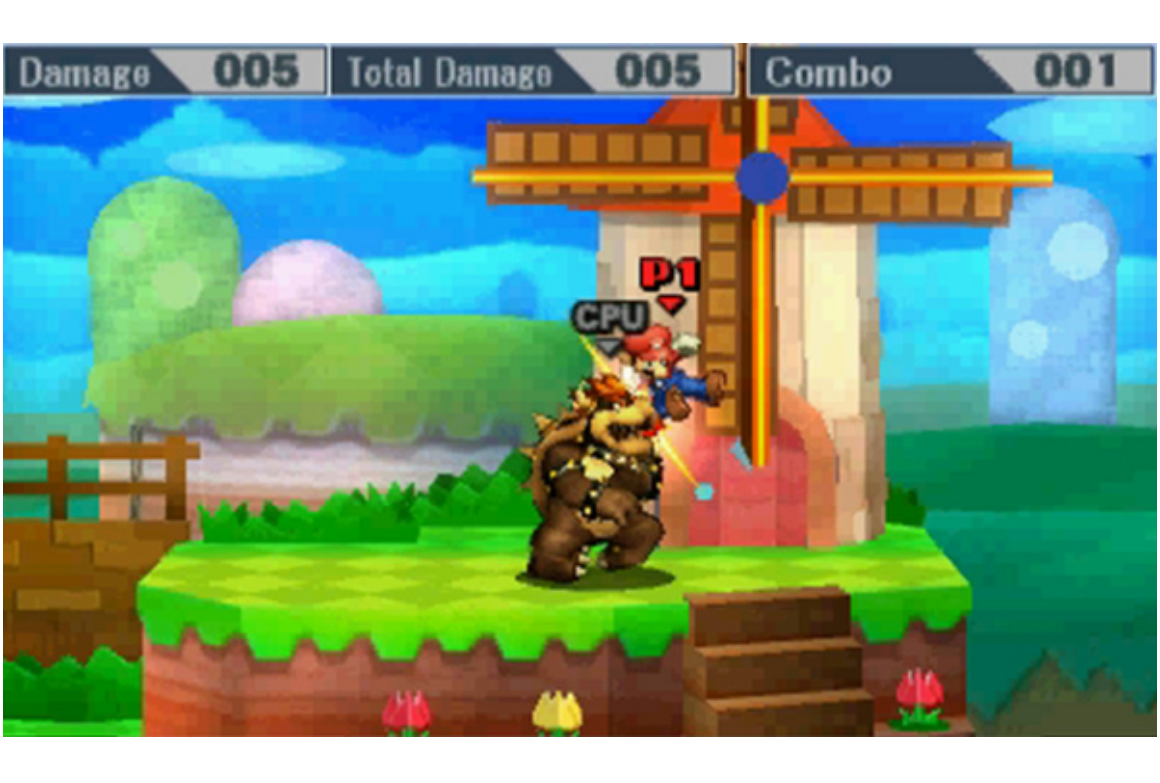

Damage 008
Total Damage 008
Combo 001
CPU

Dash Attack—During Mario's running animation, this attack does a running slide. This move has a lot of recovery, however, so try to use it only in situations where it is guaranteed to succeed.

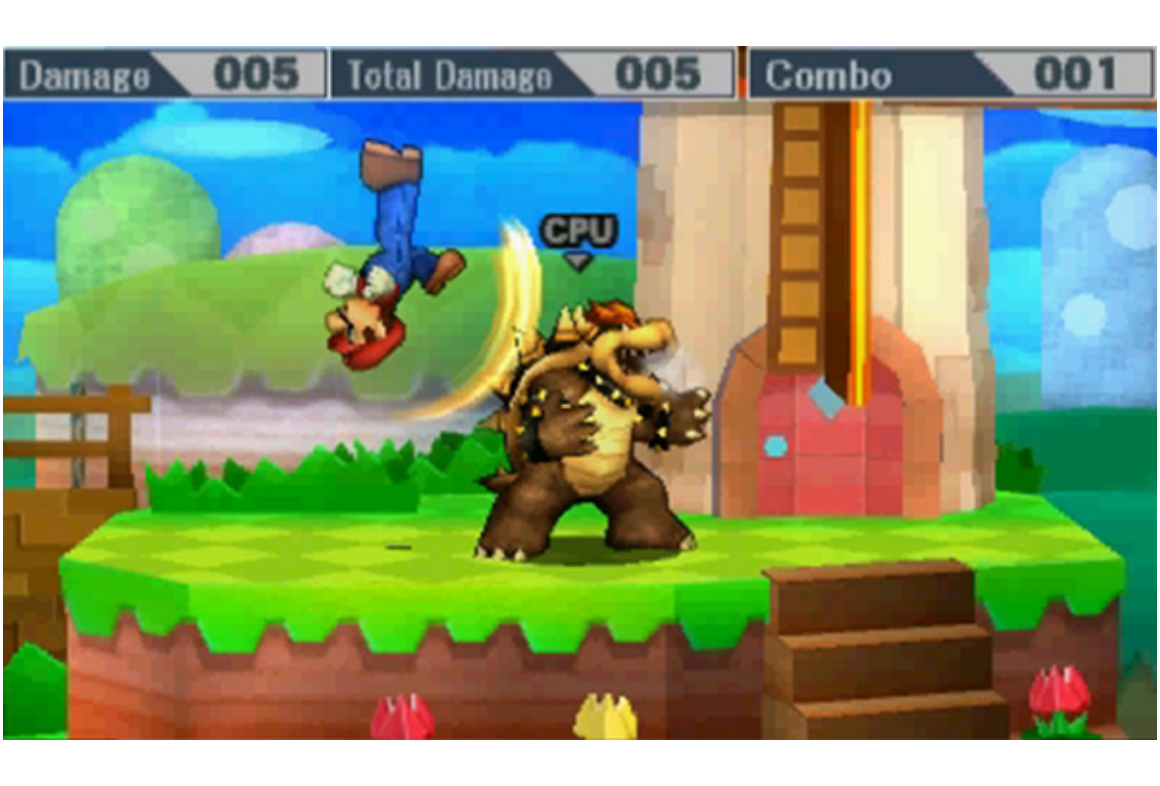

Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack—Mario swings himself back up to the ledge with his arms and kicks at your opponent's feet. Use the invincibility from your first edge grab to make this move more effective.

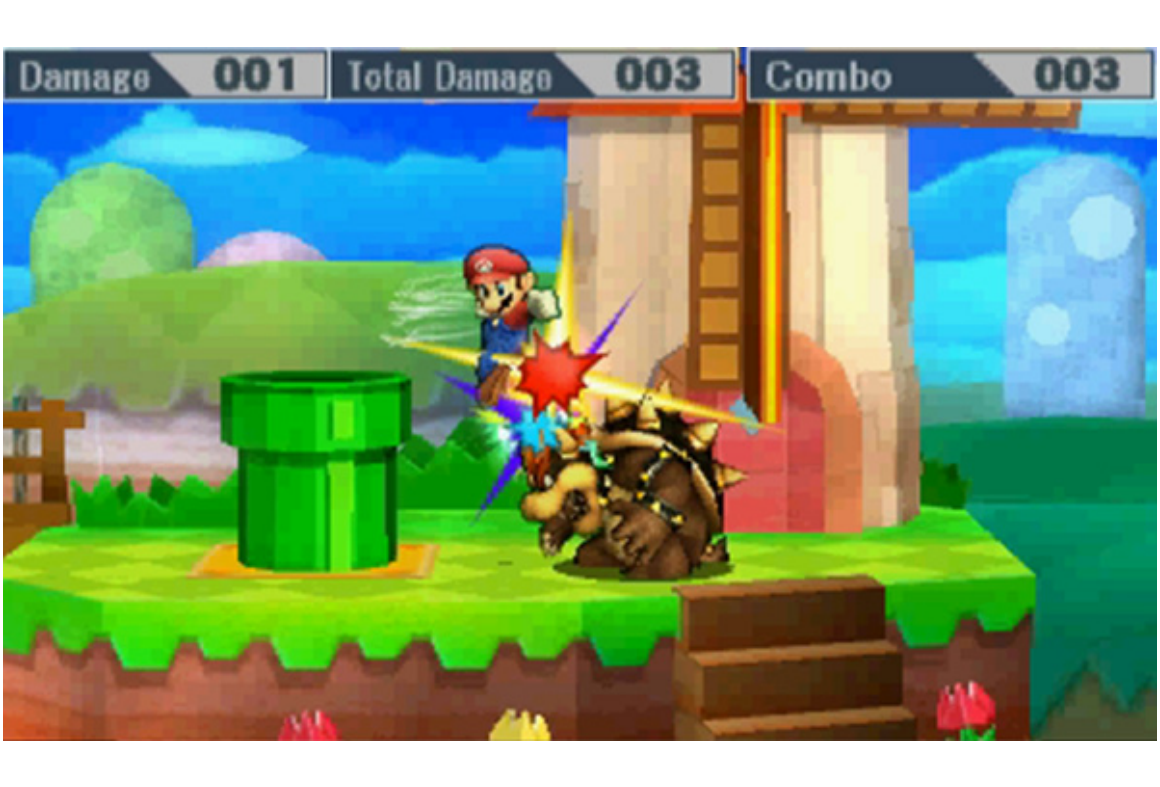
Air Attacks


Damage 005
Total Damage 005
Combo 001
P1
CPU

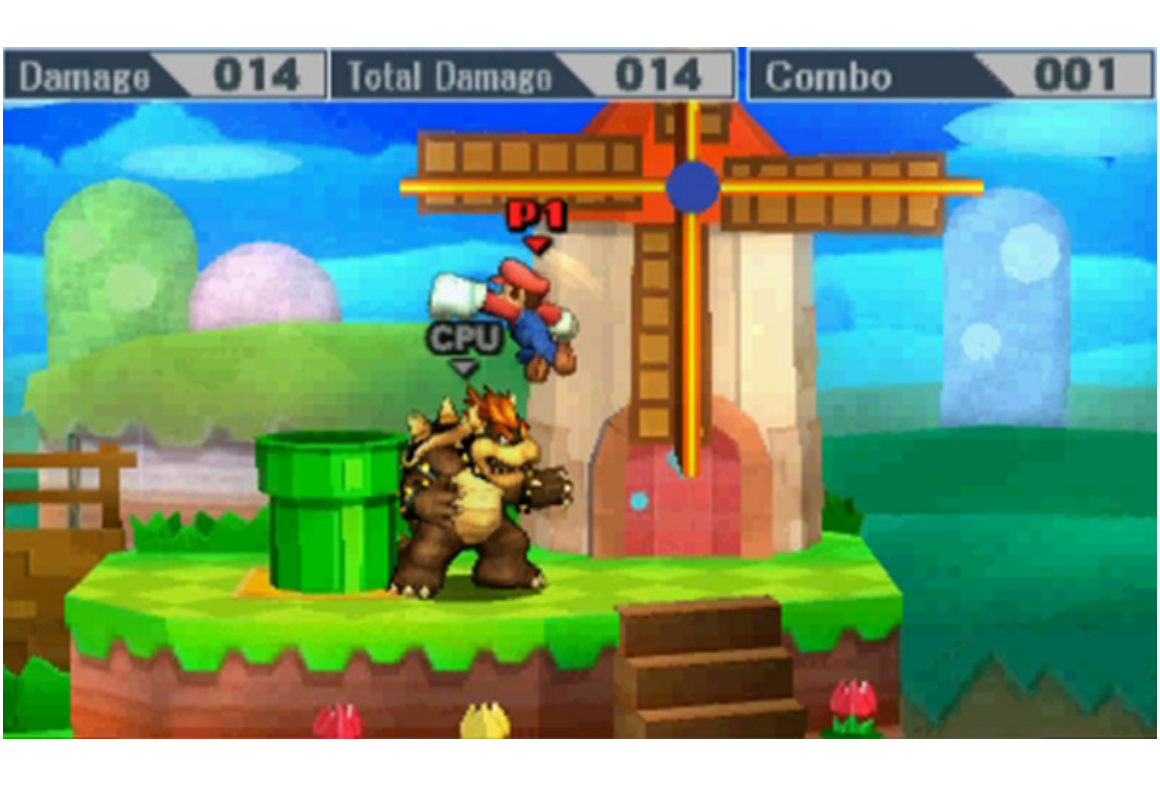
Neutral Air Attack—Mario performs a jump kick attack. This is especially useful out of a short hop rather than a full jump.


Damage 005
Total Damage 005
Combo 001
CPU

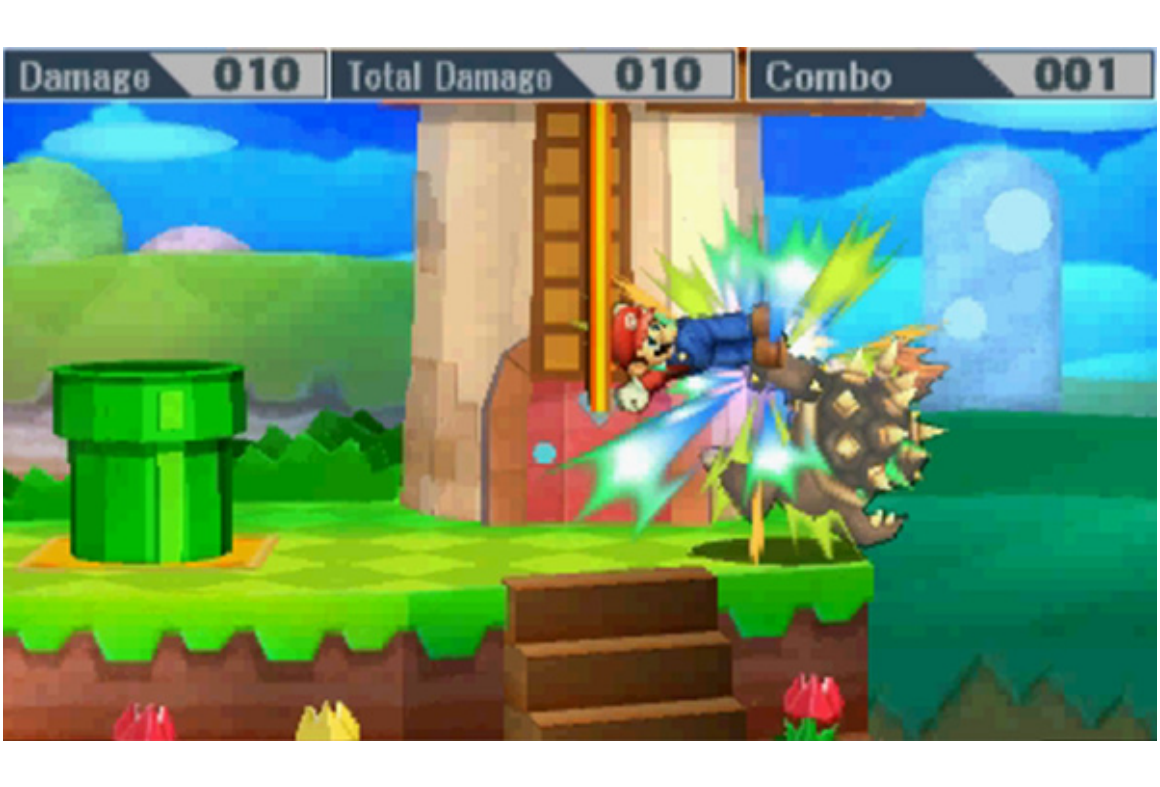
Up Air Attack—Mario performs a flip kick. Be sure to use this only when you are facing your opponent!


Damage 001
Total Damage 003
Combo 003

Down Air Attack—Mario stretches out both arms and performs a multi-hitting spinning attack. This move follows Mario's jump momentum, so it works well in both the rise and the fall of his jump arc. You can also move Mario horizontally while he is performing this attack. Note this attack can hit a maximum of seven times and passes through some projectiles.

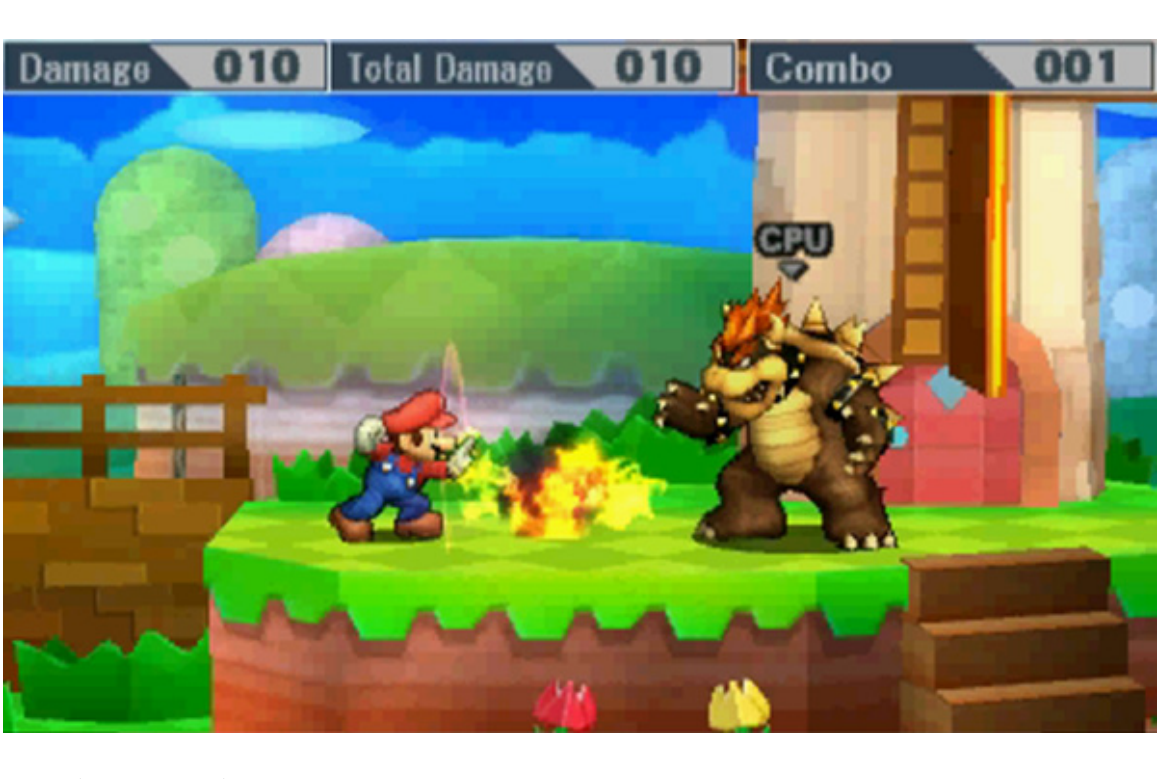

Damage 014
Total Damage 014
Combo 001
P1
CPU

Forward Air Attack—This overhead punch knocks opponents downward on impact. This can be very useful when used on airborne opponents trying to get back to the stage as it gives a meteor effect.

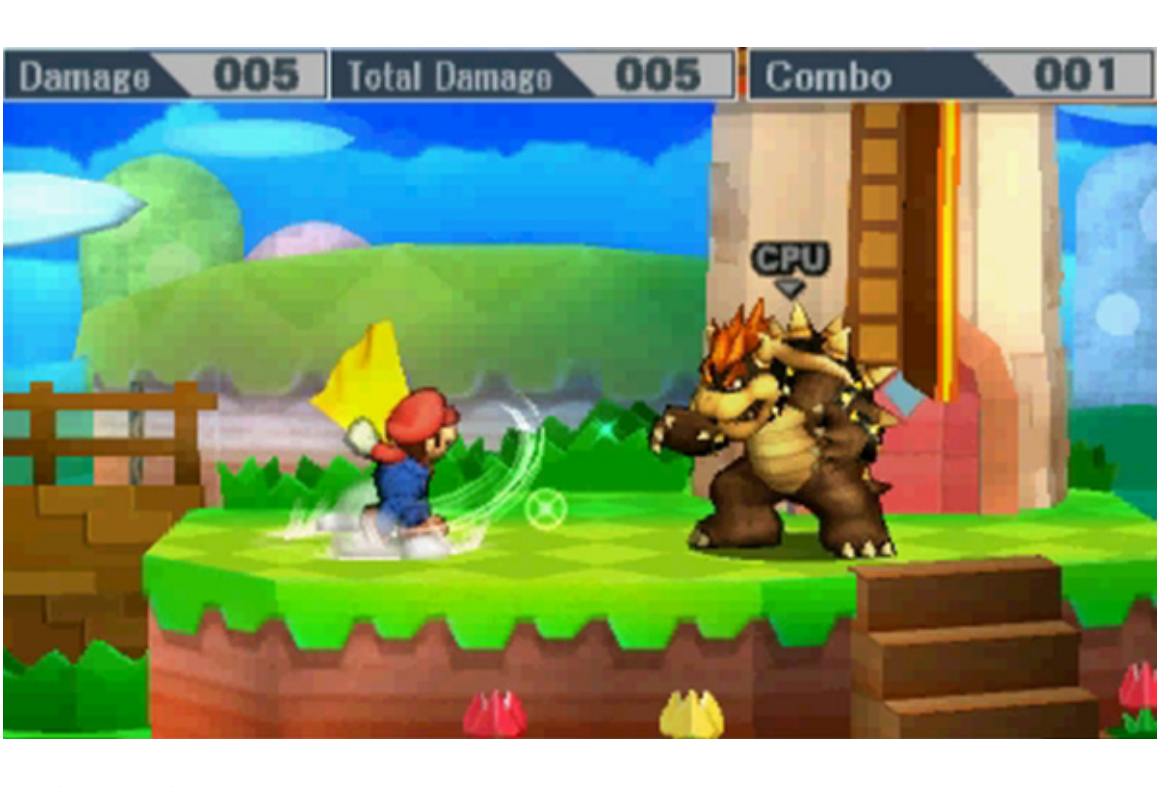

Damage 010
Total Damage 010
Combo 001

Back Air Attack—This reverse dropkick can be very useful to keep opponents away. It also recovers fairly quickly, so you can perform more attacks while airborne. Overall, this is one of Mario's better air-to-air attacks.

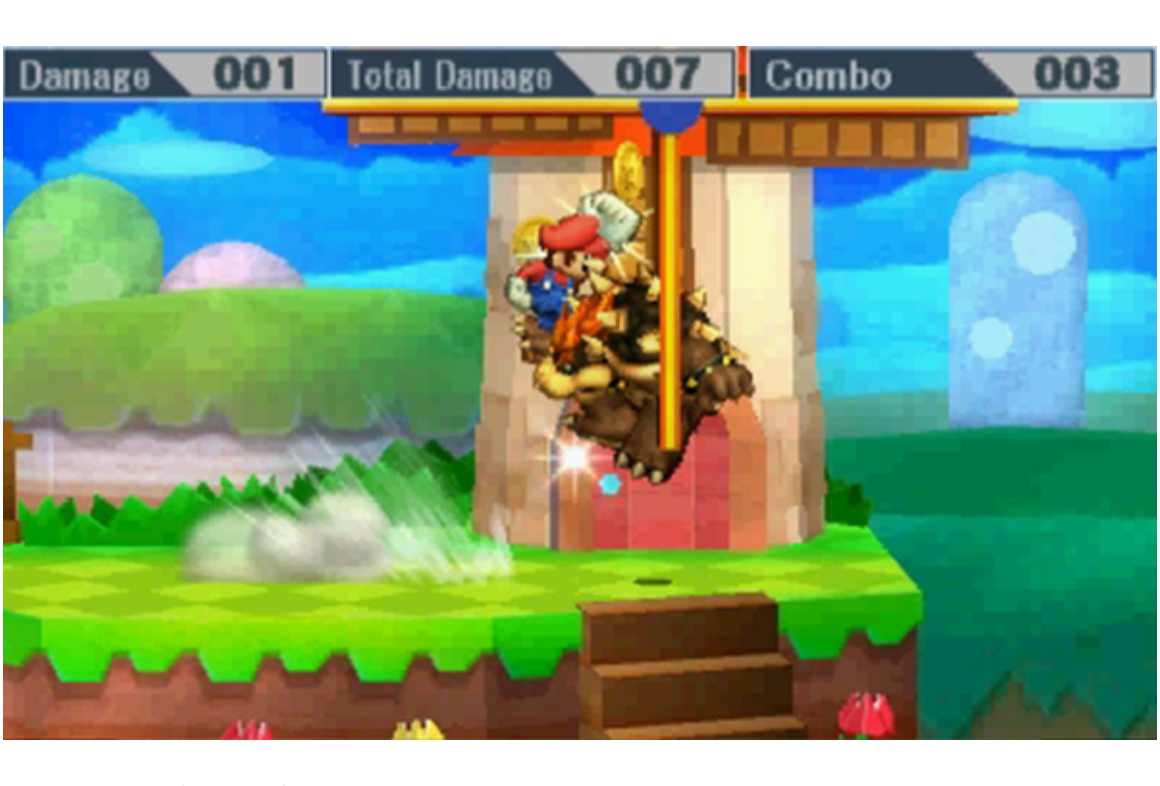
Special Attacks


Damage 010
Total Damage 010
Combo 001
CPU

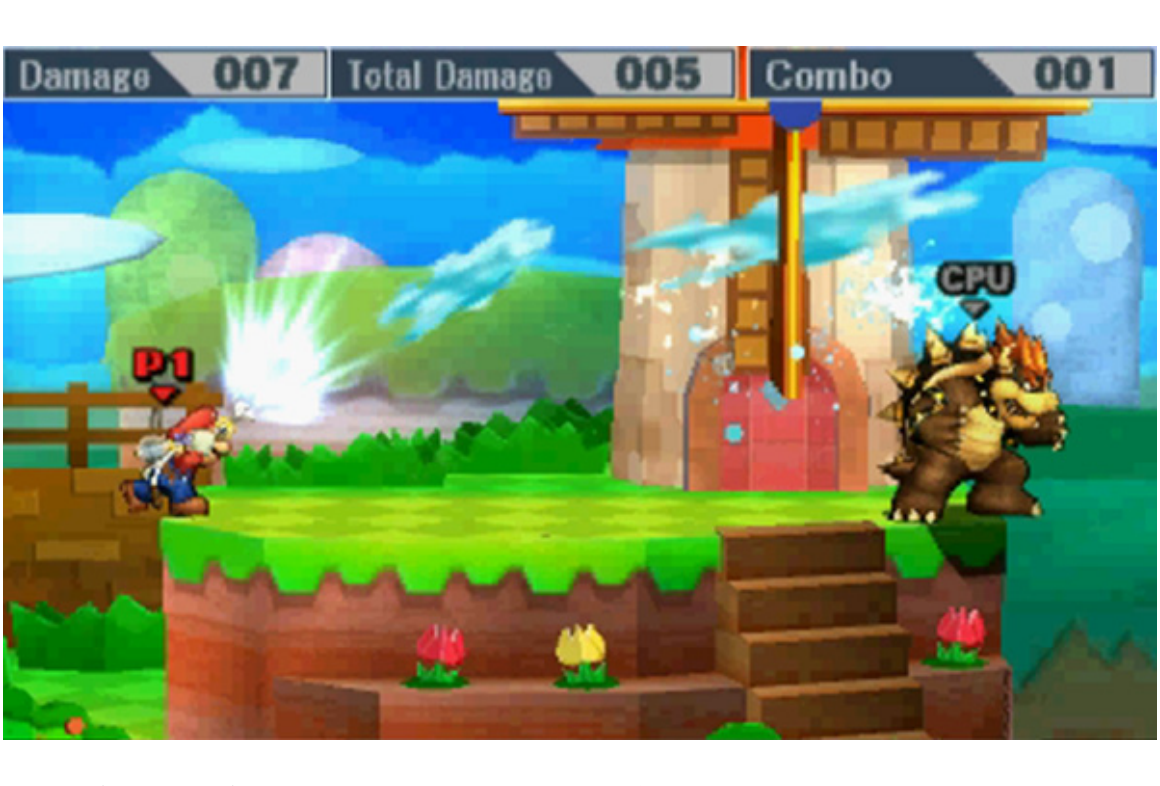
Fireball (Neutral Special)—This is Mario's primary projectile attack. It deals 5 damage per hit and bounces twice before fizzling out. Note that each Fireball is affected by gravity and requires a floor to bounce.


Damage 005
Total Damage 005
Combo 001
CPU

Cape (Side Special)—Mario swings his cape to attack your opponent and spin that opponent around! With proper timing, this attack can also be used to reflect projectiles. Additionally, you can use this attack to slightly stall while airborne and throw off your opponent's timing.


Damage 001
Total Damage 007
Combo 003

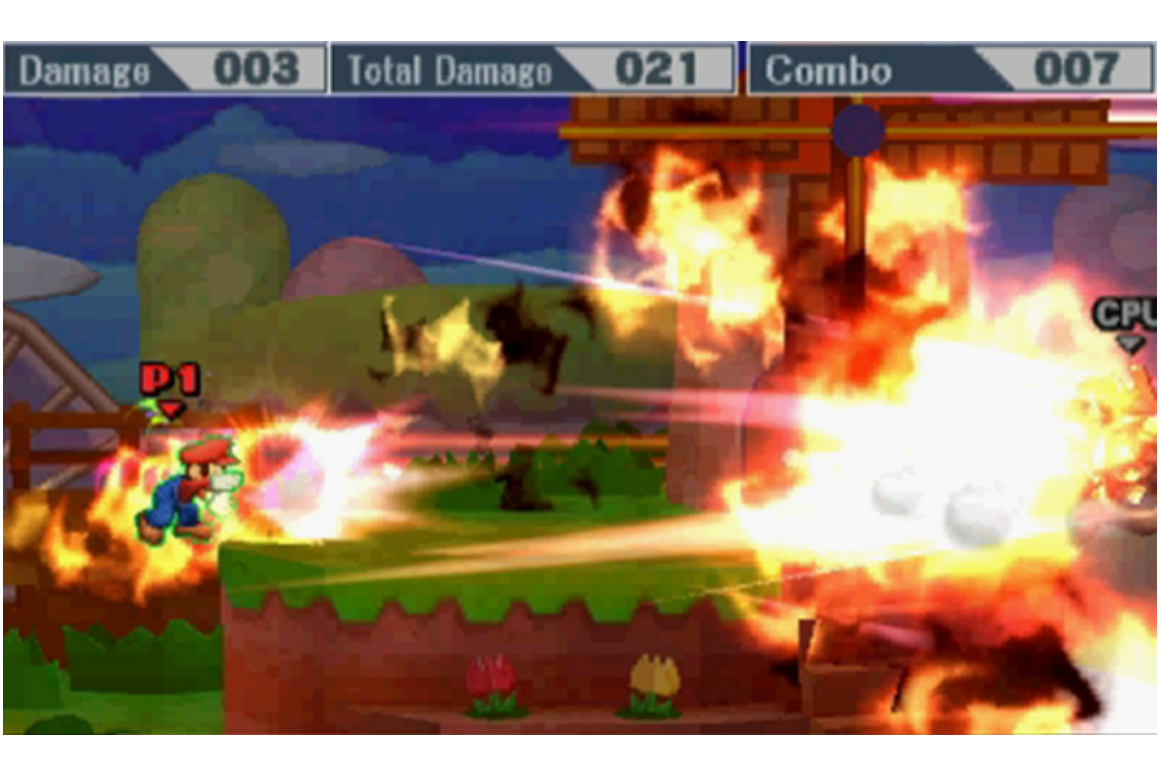
Super Jump Punch (Up Special)—This jumping uppercut is Mario's main recovery move to get back to the ledge when he's below the stage. It is also a multi-hitting attack that knocks coins out of your opponent, so the earlier it strikes the opponent, the more damage it inflicts.


Damage 007
Total Damage 005
Combo 001
P1
CPU

F.L.U.D.D. (Down Special)—The Flash Liquidizer Ultra Dousing Device (better known as F.L.U.D.D.)! This move inflicts no damage, but it can be used to push your opponents away or off the stage. Press once to begin charging up the F.L.U.D.D.—the longer you charge it up, the farther it shoots! Because you are vulnerable while charging the F.L.U.D.D., you have to be decide carefully when to charge it. Additionally, you can hit Left or Right to roll out of charging; you can hit Block to cancel charging as well. To unleash the F.L.U.D.D., hit the Special button again while charging!

> **Note**
>
> [While the F.L.U.D.D. is firing, you can aim it up and down—this can be very useful when fighting multiple opponents! Additionally, F.L.U.D.D. can also cancel out a variety of projectiles if you don't want to risk trying to time your Cape attack!]

Final Smash


Damage 003
Total Damage 021
Combo 007
P1
CPU

Mario Finale—Mario releases a flurry of fireballs horizontally at everyone in his path. Because the vertical range on this is limited, however, you want to line up directly beside your opponent(s) for the best results. The closer you are horizontally, the more hits you'll be able to land as well. The best time to use this is when you can catch an opponent already off stage—the farther to the side, the better!

Strategy

Mario is a mix of a gunner and a brawler—he has some decent projectiles as well as some fair up-close fighting abilities. His toolset allows him to be most effective with a defensive play style, but that requires a lot of patience. Use his Fireball attacks to add damage from a distance to your opponent. If you use it during the descent of your jump, you can dash to follow the Fireball. If your opponent blocks the Fireball, you can mix that opponent up with a grab or any other attacks. Be sure to charge up your F.L.U.D.D. whenever you can so it will be completely ready when you need it. This is particularly useful in free-for-all battles where you can push multiple opponents with it. In general, though, you'll want to use it for edge guarding.

Damage 010
Total Damage 010
Combo 001

Damage 007
Total Damage 005
Combo 001
CPU

Mario's main weaknesses are that his attacks don't have a lot of range and that he is an average-weight character, so once he racks up damage, his knockback increases quickly. So, if you have an opponent using a lot of projectiles against you, be sure to use Mario's Cape to reflect them. The Cape is also good for doing damage, for turning your opponent around, and for helping with Mario's ranged weakness, as it counters longer-ranged attacks. Additionally, his Cape can be especially useful for edge guarding when used alongside F.L.U.D.D.! So, yes, definitely use the Cape! Fireball is also a great tool when edge guarding and can open up more opportunities for F.L.U.D.D. and the Cape.

Damage 003
Total Damage 012
Combo 006

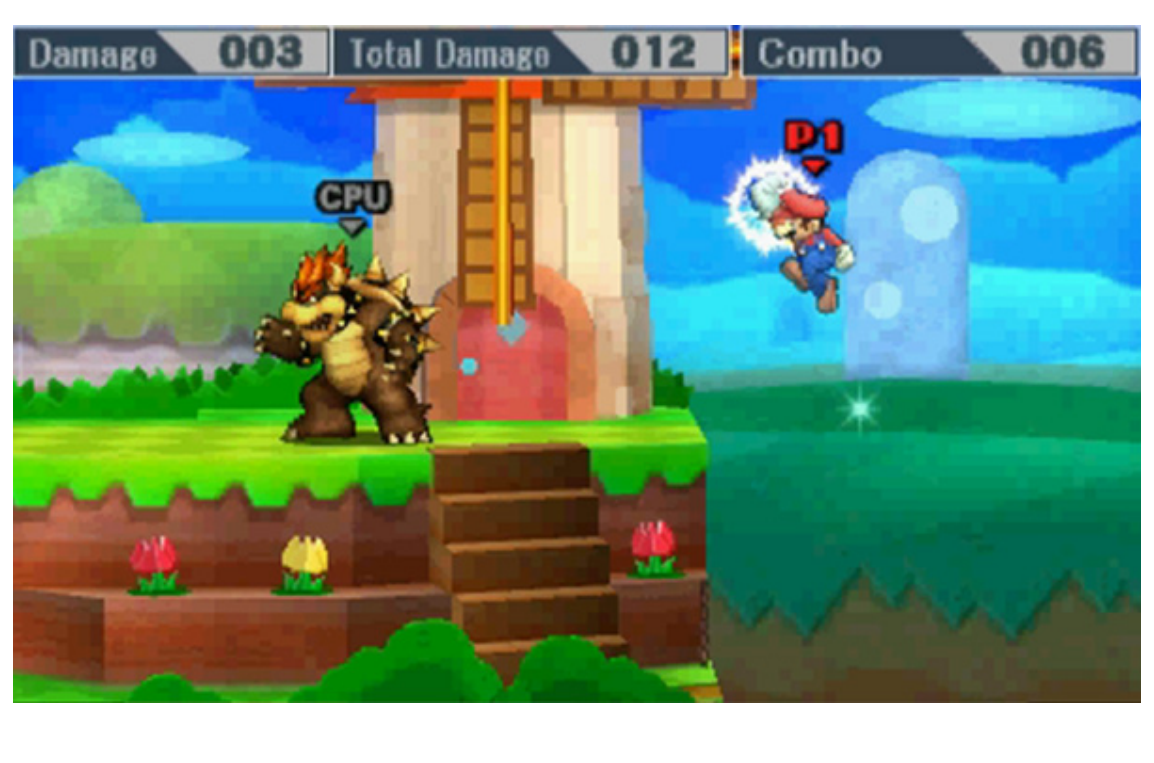
Damage 011
Total Damage 011
Combo 001

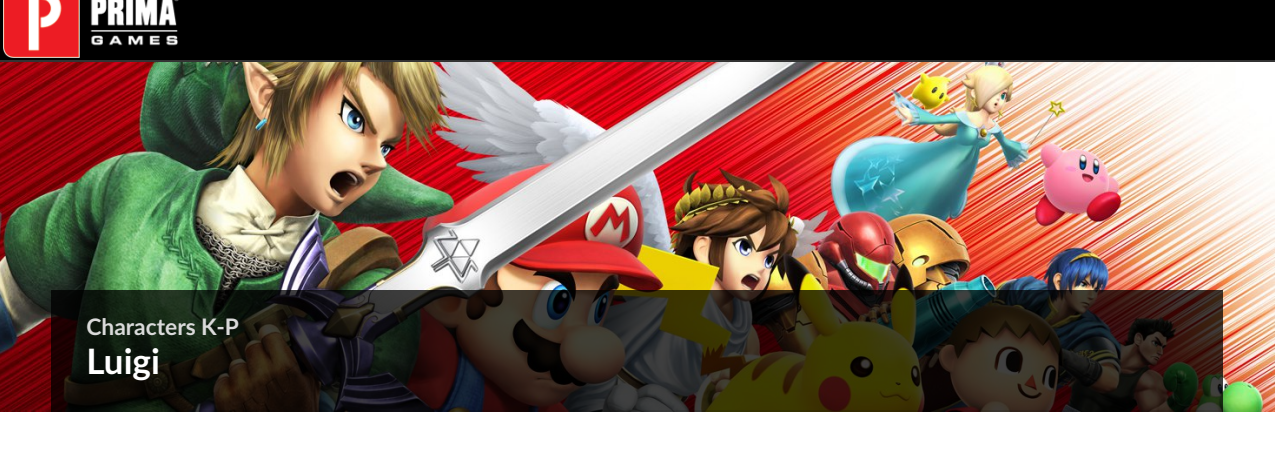
When opponents are above you, use your Up Tilt attack or UP SMASH attack for its invincibility. In general, you want to stay away from Mario's Super Jump Punch here because of its bad recovery, but this attack does have invincibility on start-up as well and deals solid damage. Still, try to save your Super Jump Punch to punish out of shield instead. When approaching enemies air to air, use Mario's Down Air or Back Air attacks. Down Air is also useful for shield pressure, especially if your opponents are shielding a lot of your Fireballs. Mario's Forward Air is a meteor attack, so use this to spike your opponents when they are no longer over the stage. And when approaching enemies on the ground, stick to Mario's short hop neutral attack with fast fall and mix your opponent up with a grab or another short hop neutral attack! Finally, with fresh opponents, throwing an opponent downward can often combo into multiple Up Tilt attacks!

Recovery

When it comes to recovering from being off the stage, Mario has very few options. His main attack is going to be his Super Jump Punch, which launches him upward. Aiming slightly to the left or right with the Super Jump Punch sends Mario in that direction, so be sure to aim accurately for the edge. Additionally, Mario can use his Cape attack to slow down his fall and move him forward a little. Use this so you aren't predictable about when you are coming back to the ledge. Mario's Down Air attack can also be used to gain some horizontal recovery.

Damage 003
Total Damage 012
Combo 006
CPU
P1


Damage 003
Total Damage 012
Combo 006
P1
CPU



Luigi

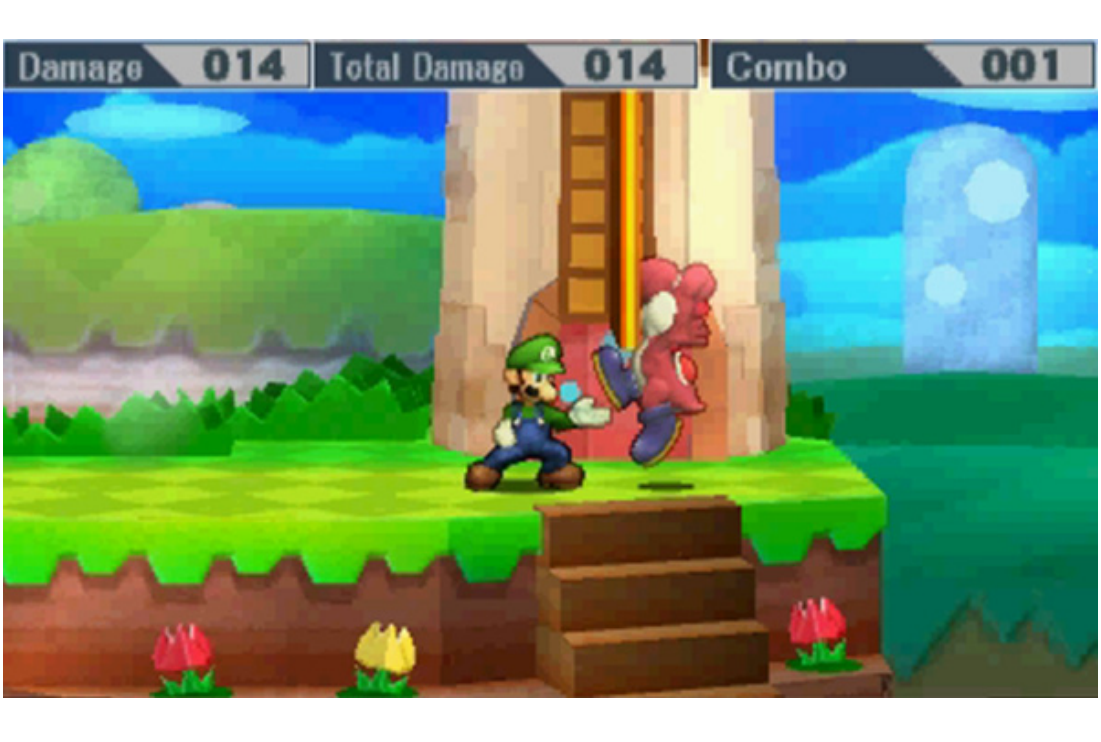
Trophy Description

Luigi recently celebrated his 30th anniversary with the Year of Luigi, but all that attention just made him even more shy and awkward. In *Smash Bros.*, Luigi takes a lot of cues from his brother for fighting style, adding flair moves like Super Jump Punch. His taunts, however, are truly unique.

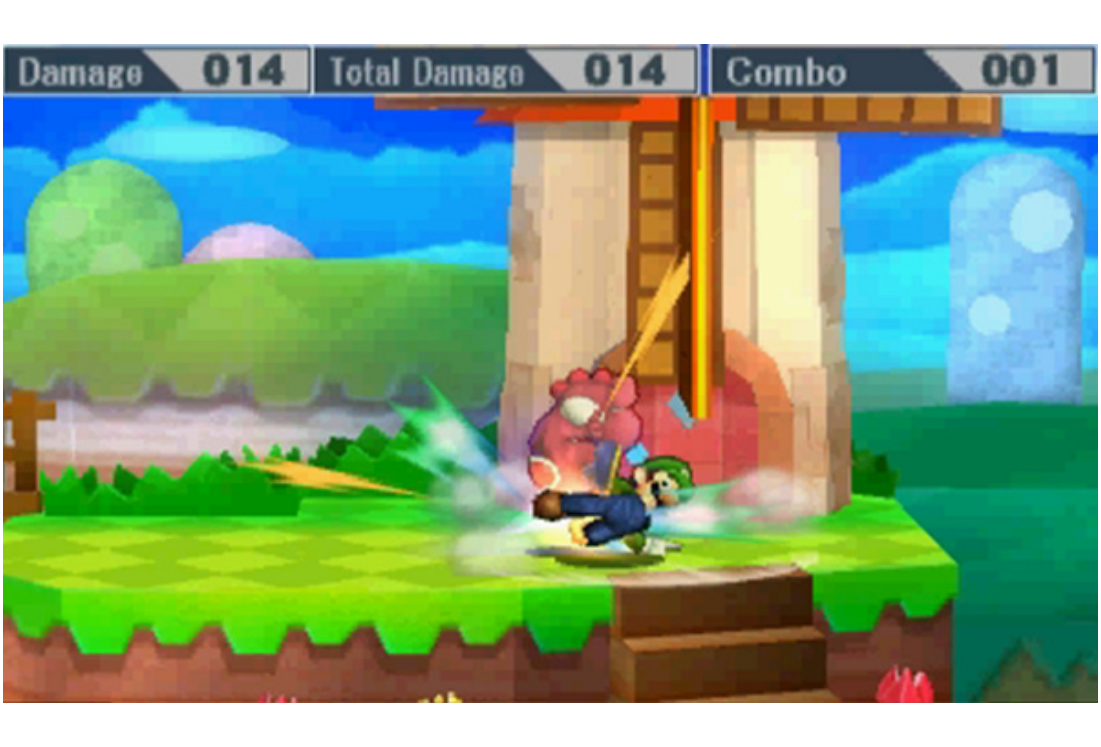
Statistics

- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: Yes

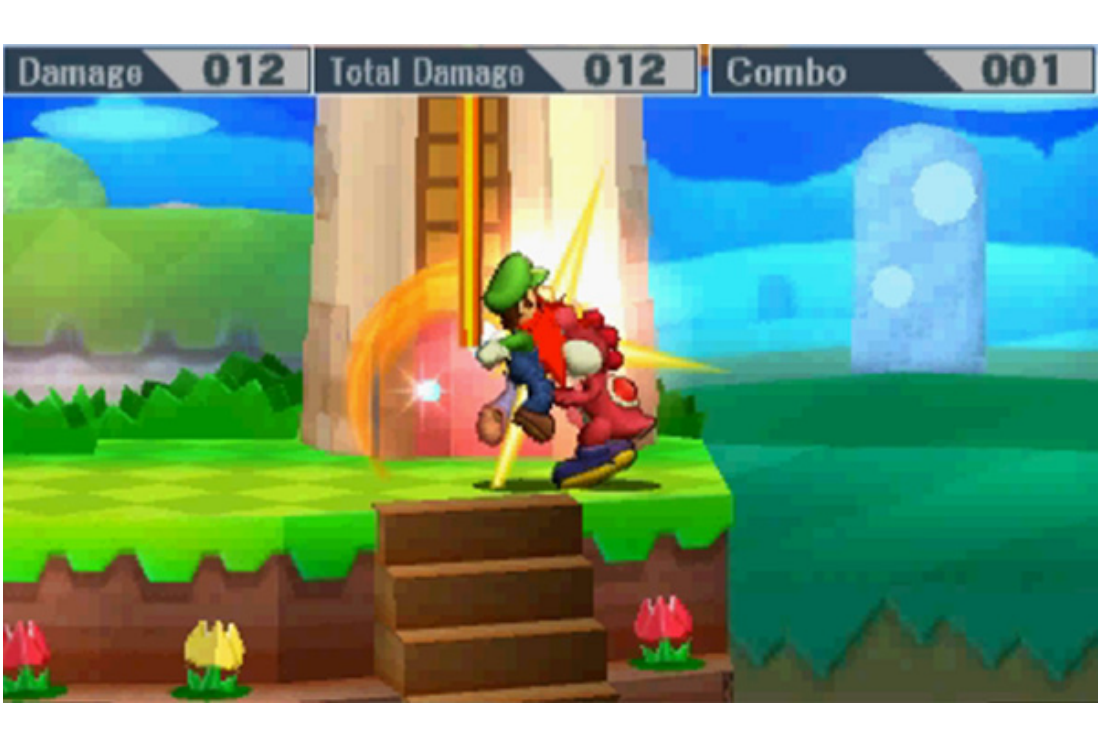
Smash Attacks


Damage 014
Total Damage 014
Combo 001

SIDE SMASH—Luigi takes a step forward and delivers a swift strike with his fingers, but the range on this is quite limited. You can aim this slightly up or down.

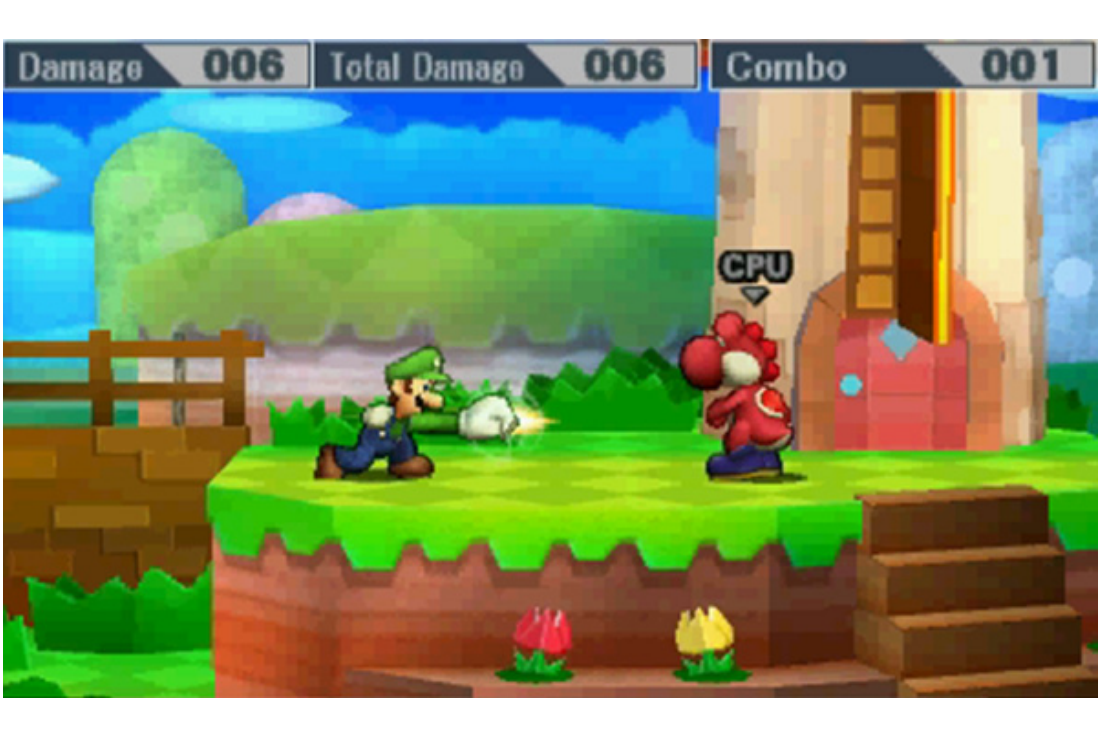

Damage 014
Total Damage 014
Combo 001

DOWN SMASH—Luigi performs a double-legged sweep attack that pops your opponent up off the ground.

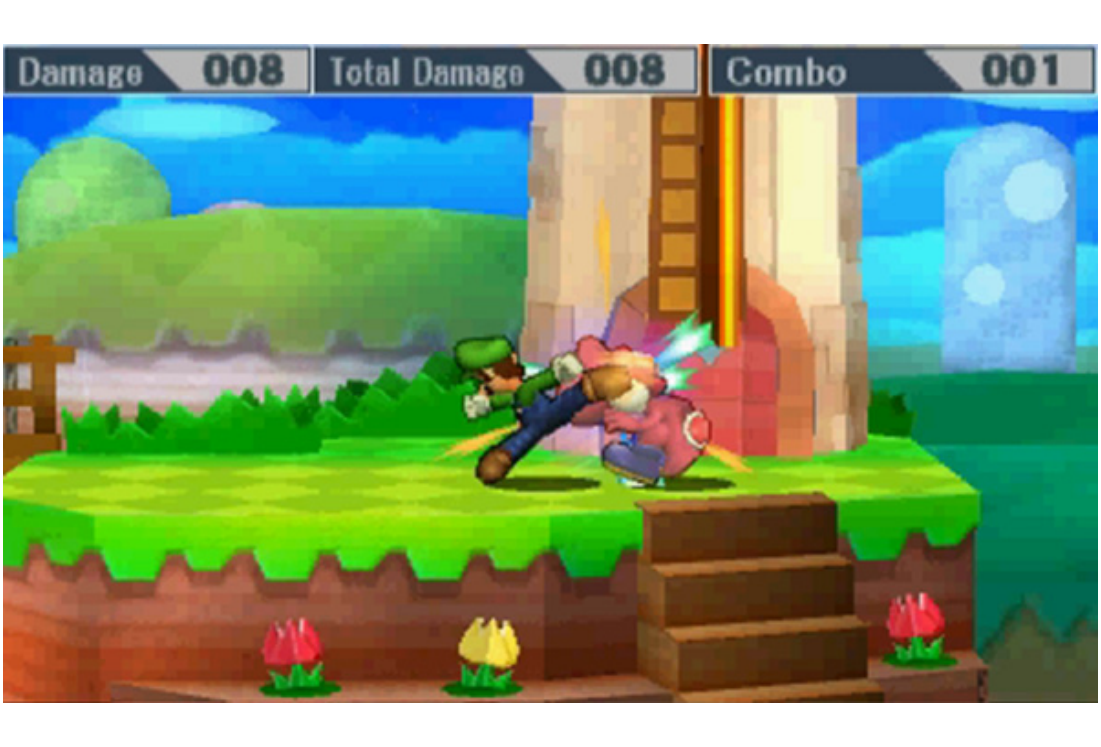

Damage 012
Total Damage 012
Combo 001

UP SMASH—Luigi swings his body forward as he delivers a massive headbutt.

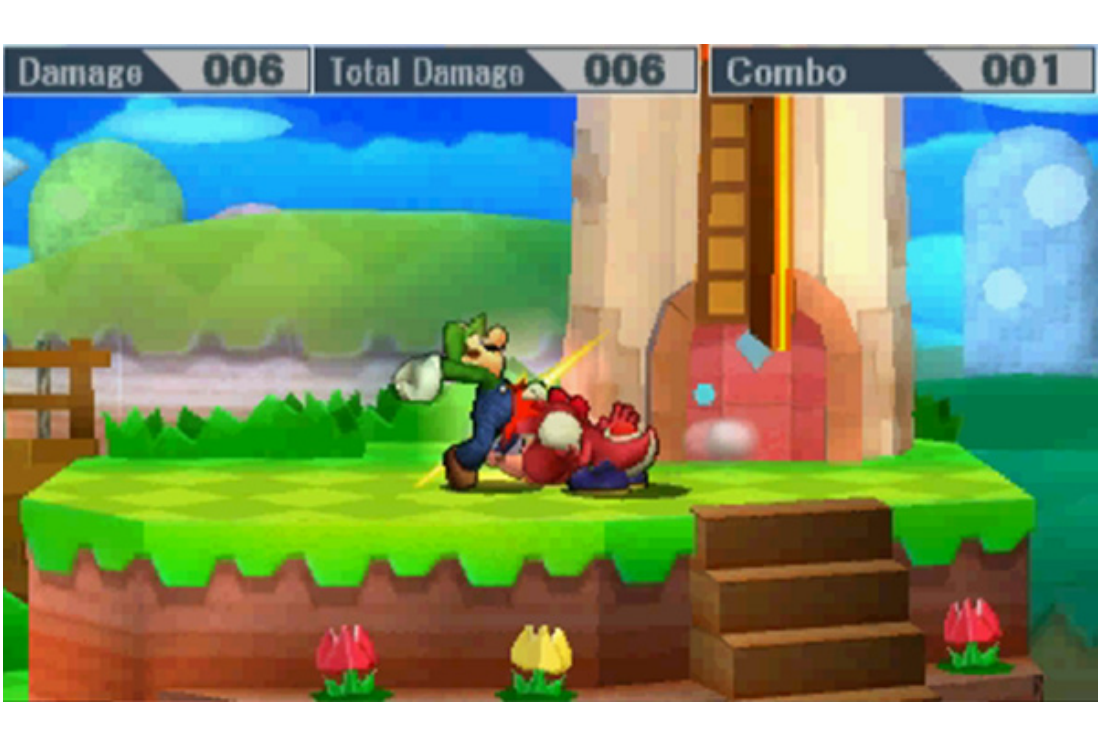
Basic Attacks


Damage 006
Total Damage 006
Combo 001
CPU

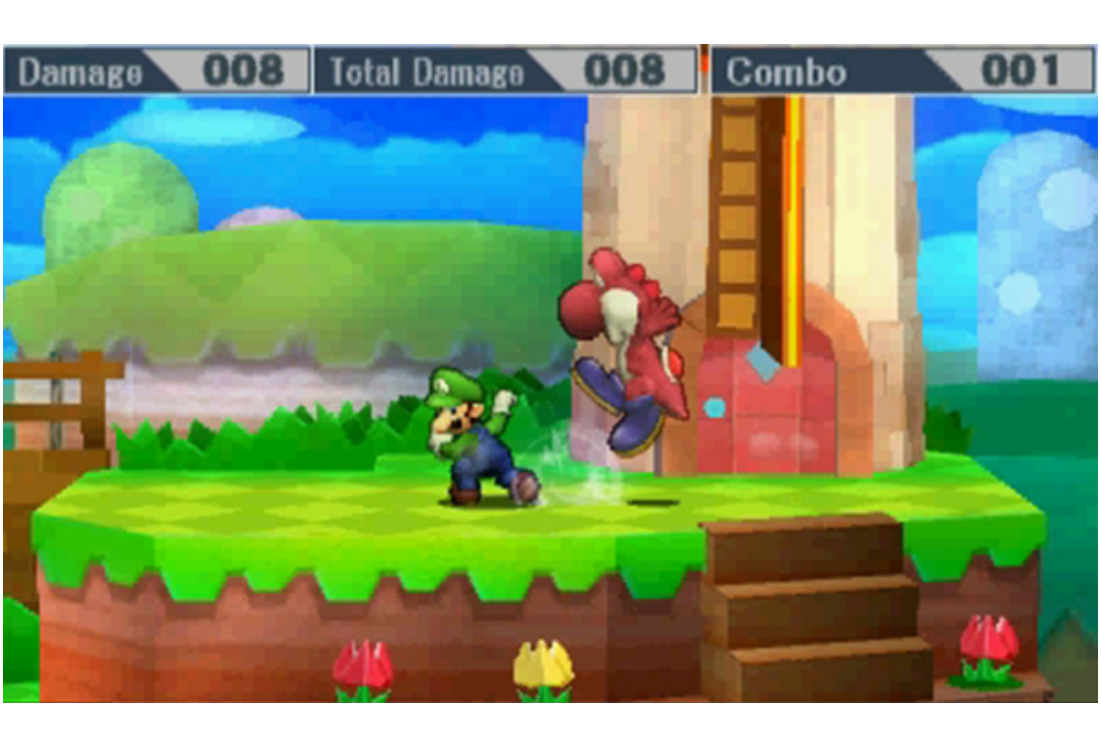
Standing Attack—Luigi's standing jab leads into a three-hit string that does a total of 10 damage and pops your opponent up into the air and away.


Damage 008
Total Damage 008
Combo 001

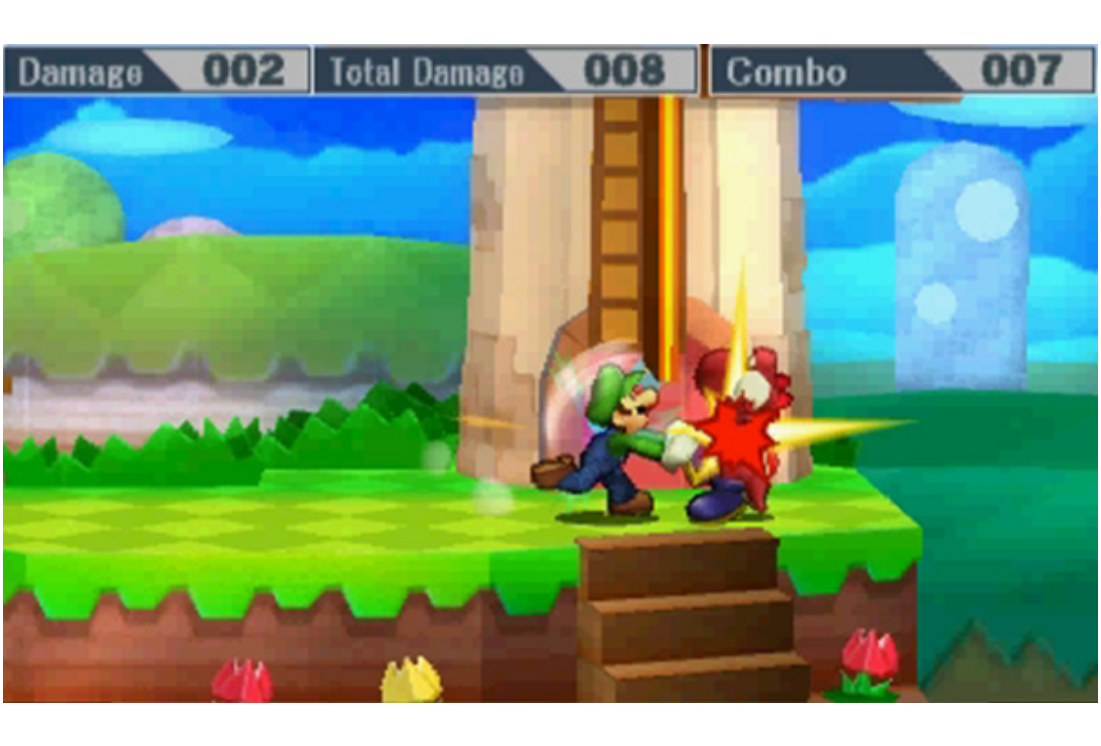
Forward Tilt—Luigi kicks forward. This can be aimed slightly upward or downward, but all variations deliver the same damage.


Damage 006
Total Damage 006
Combo 001

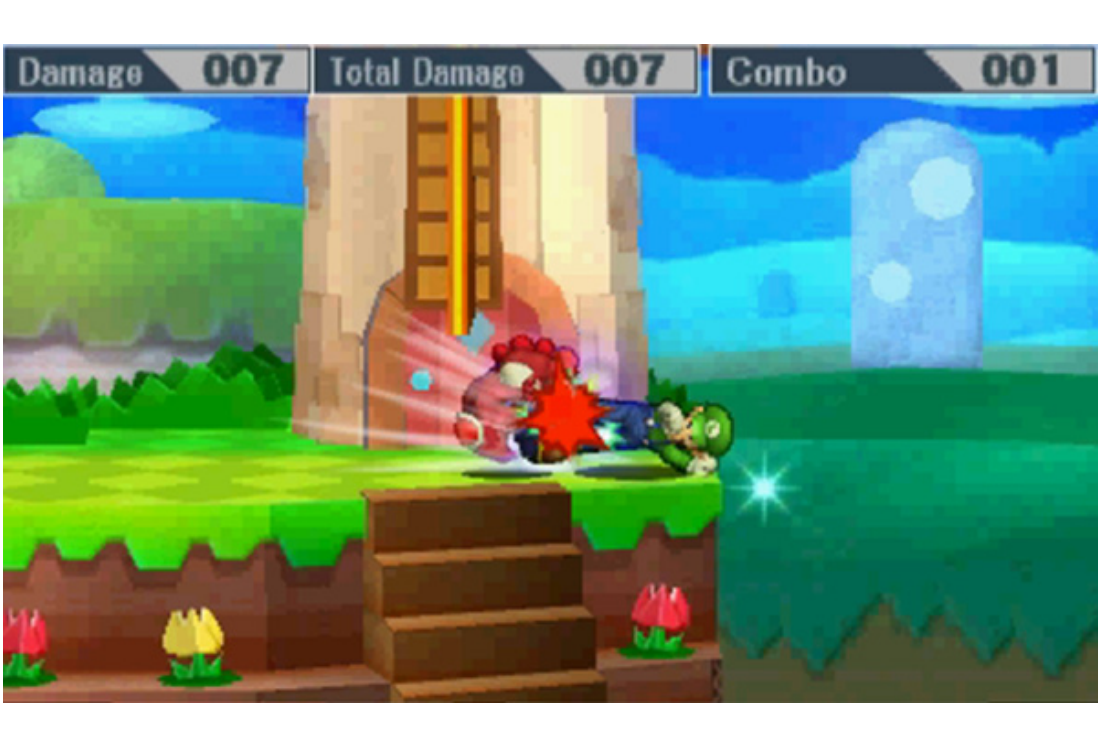
Up Tilt—Luigi clubs his opponent with an overhead downward strike. Not much damage but fast recovery.


Damage 008
Total Damage 008
Combo 001

Down Tilt—Luigi crouches and kicks out a low attack directly in front of him, popping your opponent up into the air.

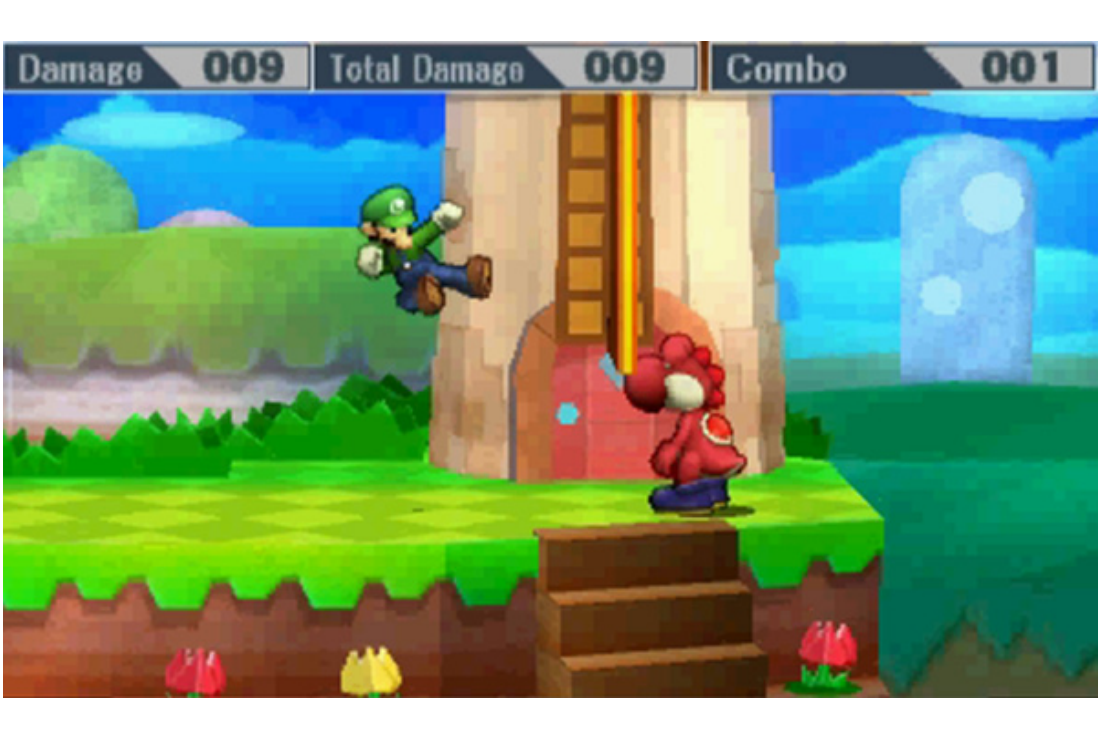

Damage 002
Total Damage 008
Combo 007

Dash Attack—Luigi delivers a flurry of punches while running forward!

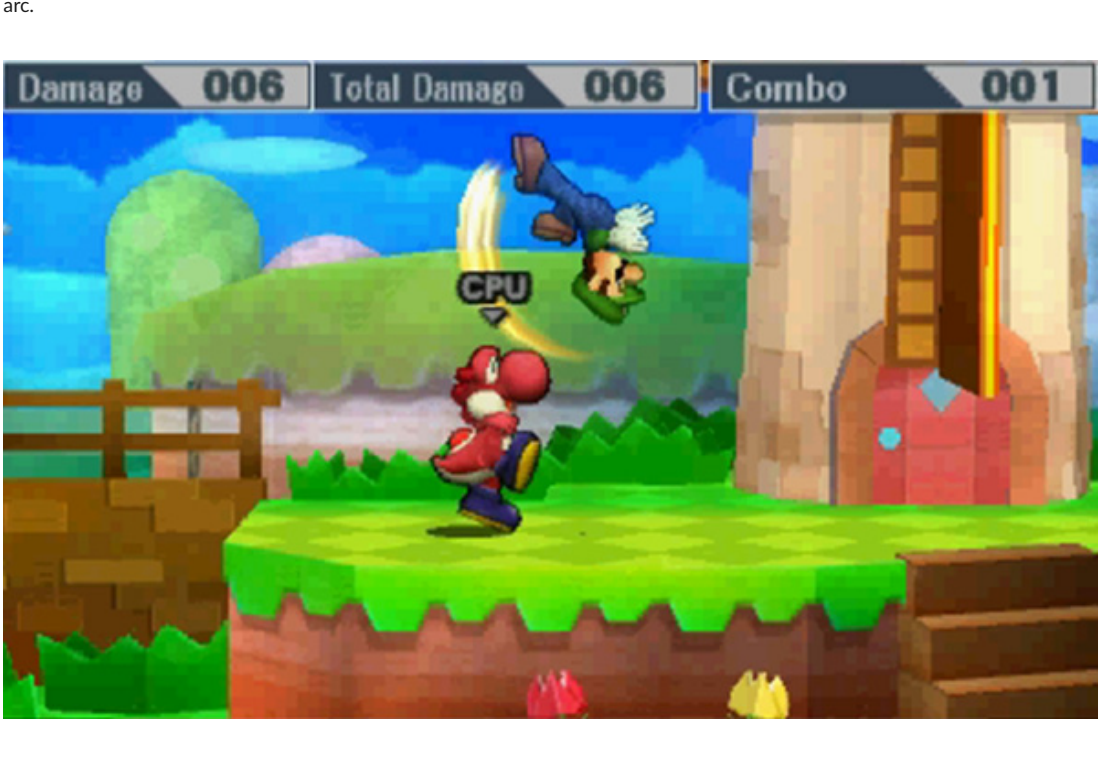

Damage 007
Total Damage 007
Combo 001

Edge Attack—Luigi pulls himself up from the edge while simultaneously performing a double-legged sweep.

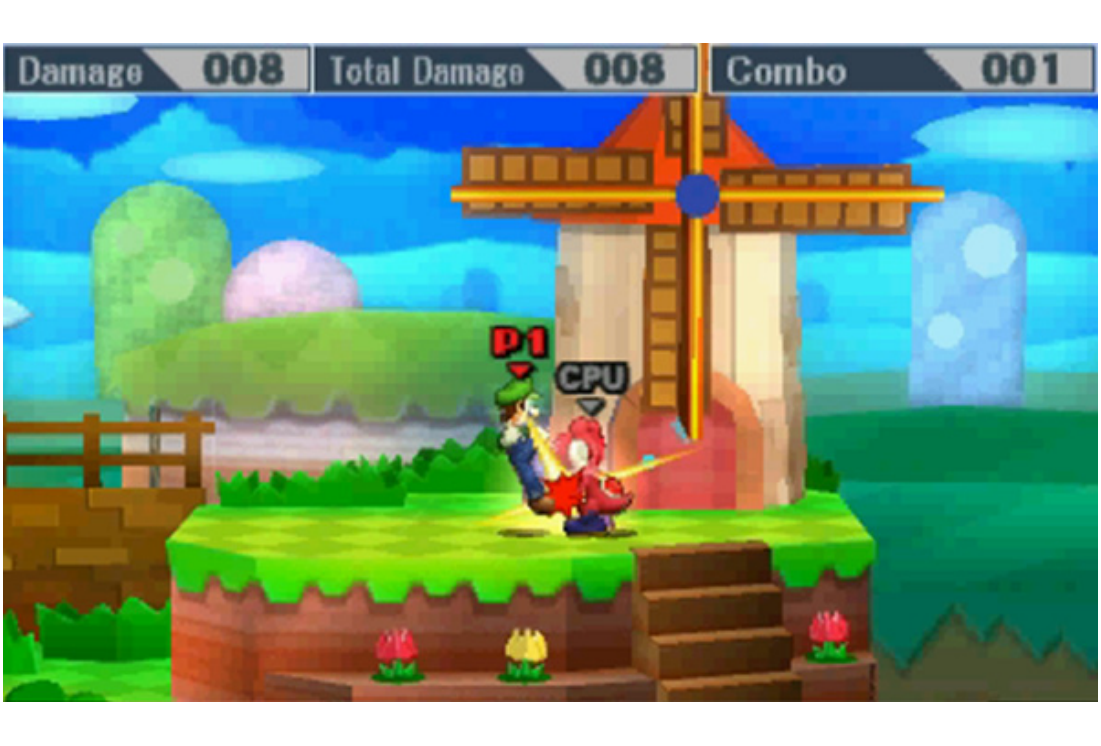
Air Attacks


Damage 009
Total Damage 009
Combo 001

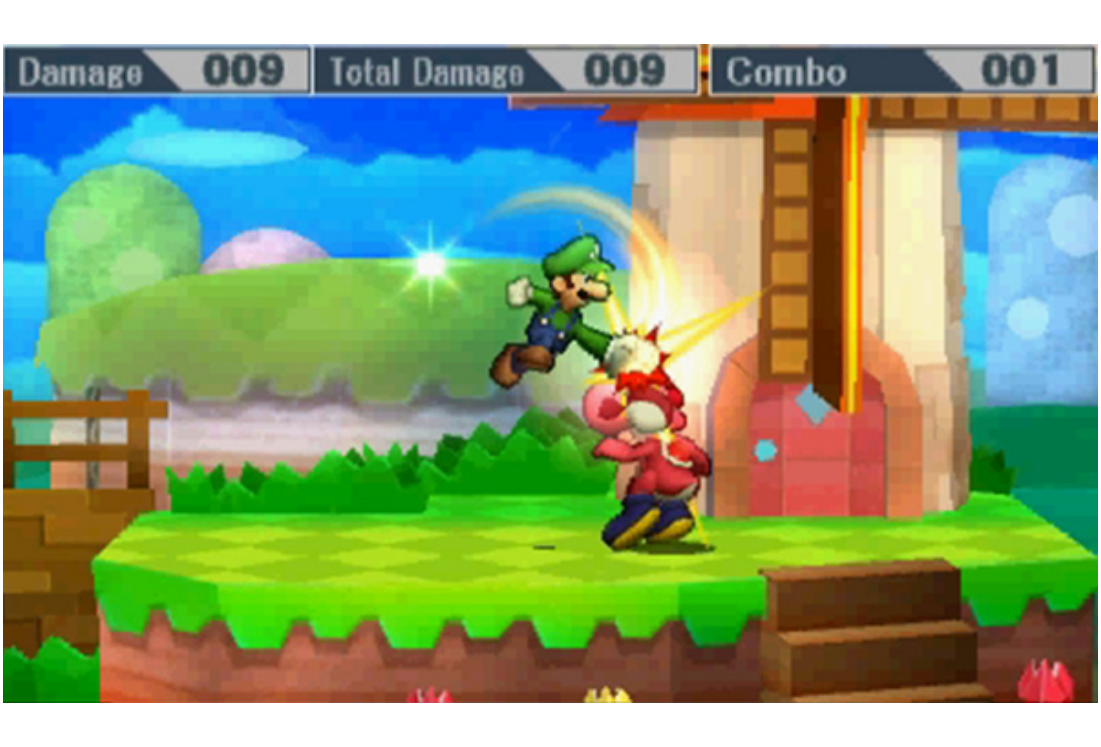
Neutral Air Attack—Luigi's standard jump kick attack lasts for a long while, making it fairly useful. Use it early in your jump arc.


Damage 006
Total Damage 006
Combo 001
CPU

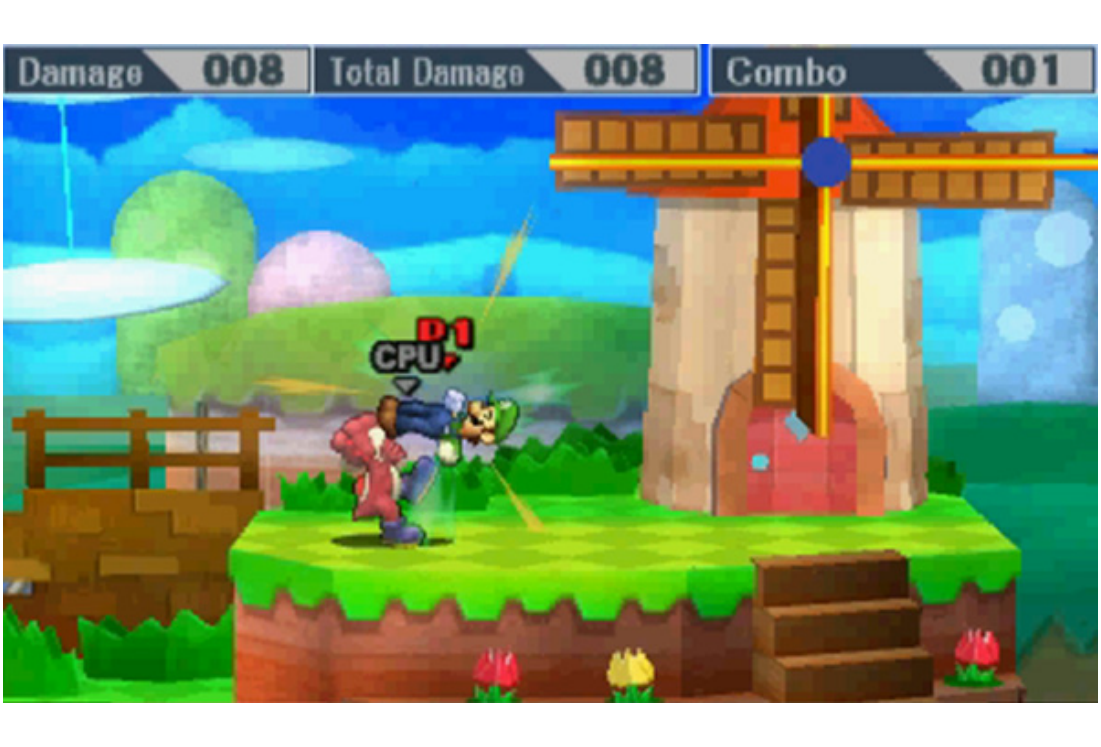
Up Air Attack—This flipkick is best used against opponents above Luigi and deals solid damage.


Damage 008
Total Damage 008
Combo 001
P1
CPU

Down Air Attack—A drillkick attack best used when approaching opponents from above.

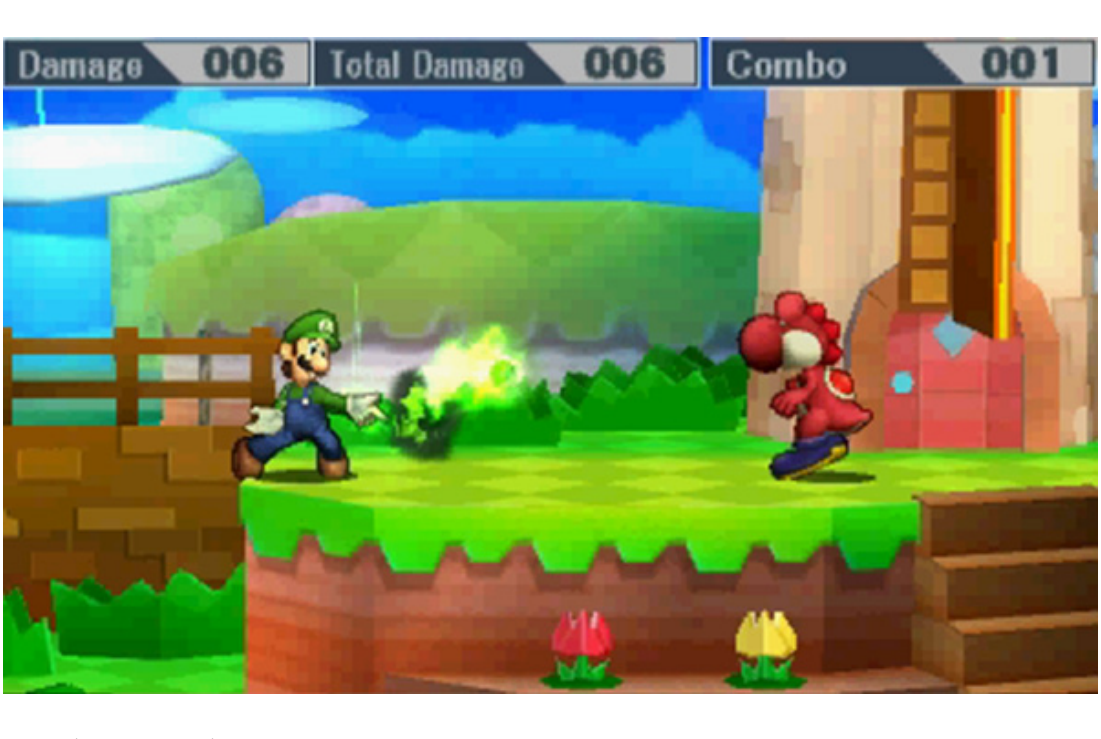

Damage 009
Total Damage 009
Combo 001

Forward Air Attack—Another overhead punch attack, this time from the air. Use this with fast fall against grounded opponents.

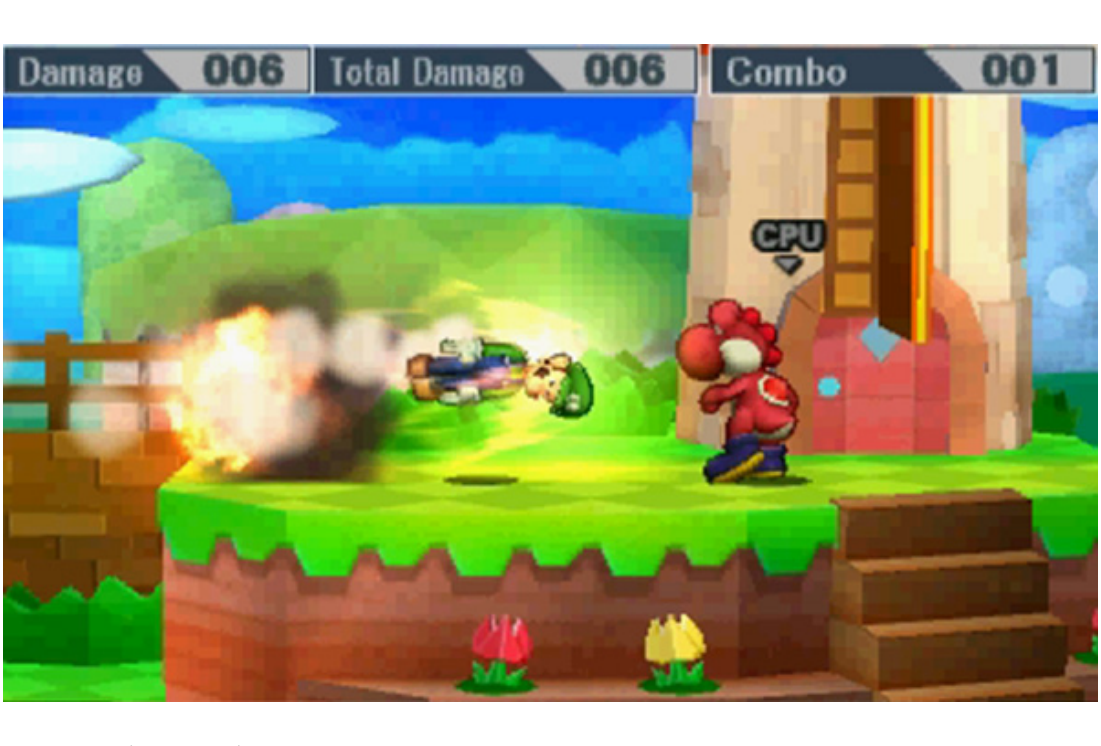

Damage 008
Total Damage 008
Combo 001
CPU
P1

Back Air Attack—This reverse dropkick is great, as it has great range and keeps the rest of Luigi's body away from your opponent.

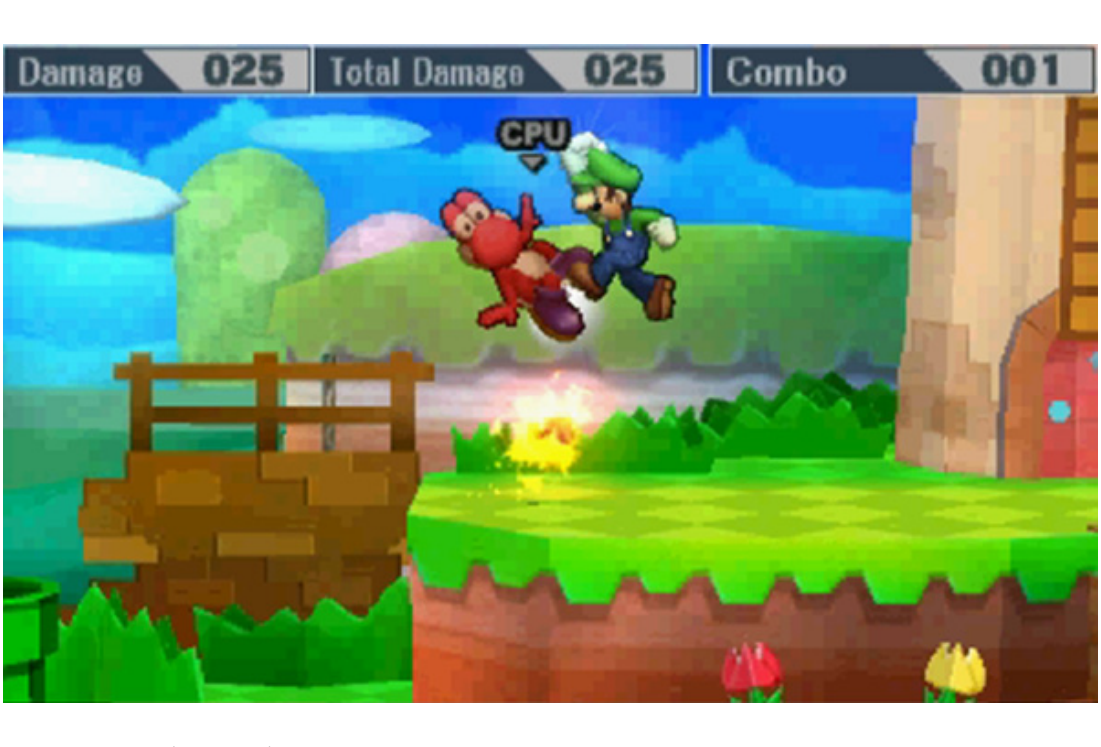
Special Attacks


Damage 006
Total Damage 006
Combo 001

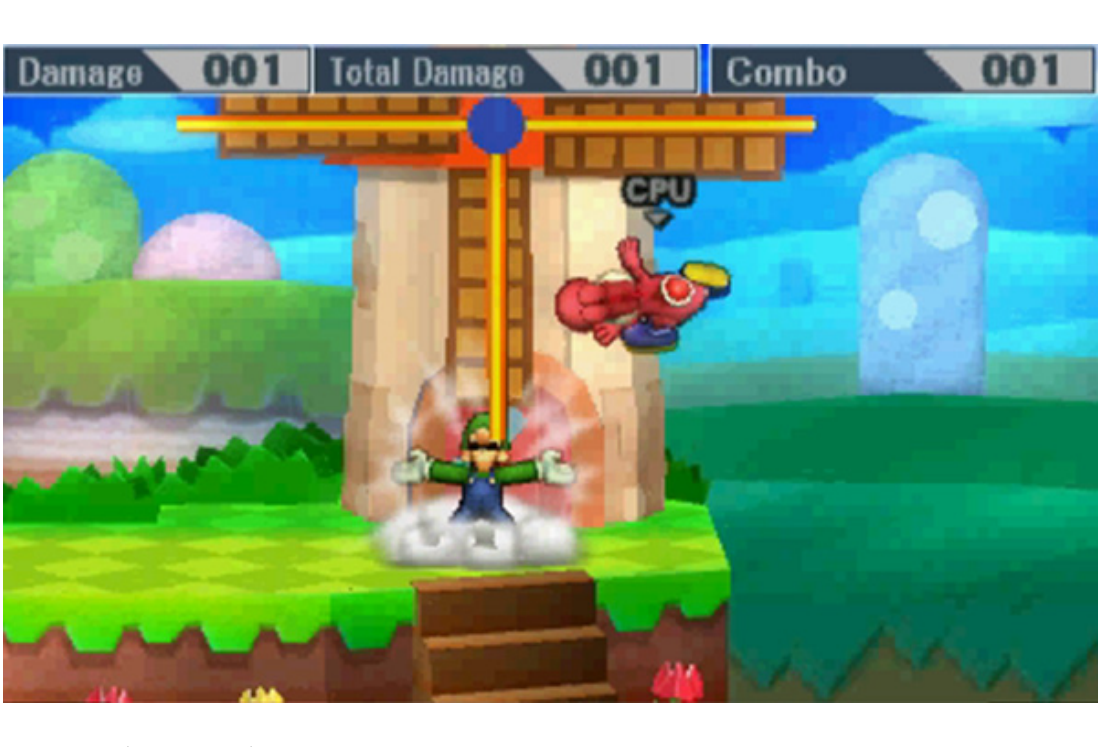
Fireball (Neutral Special)—Luigi hurls his Fireball straight ahead. The fireball rotates through the air and bounces off walls. It differs from Mario's fireball in that it's not affected by gravity.


Damage 006
Total Damage 006
Combo 001
CPU

Green Missile (Side Special)—Luigi charges up before blasting himself headfirst toward your opponent. The longer his Green Missile is charged, the farther Luigi is launched. If Green Missile is charged for too long, however, Luigi gets tired and needs some time before he is able to use this attack again. Additionally, there is a 1 in 8 chance this move will blast extra far (and deliver extra damage). But if Luigi uses it with a wall nearby, he might get his head stuck in that wall, so use with caution!

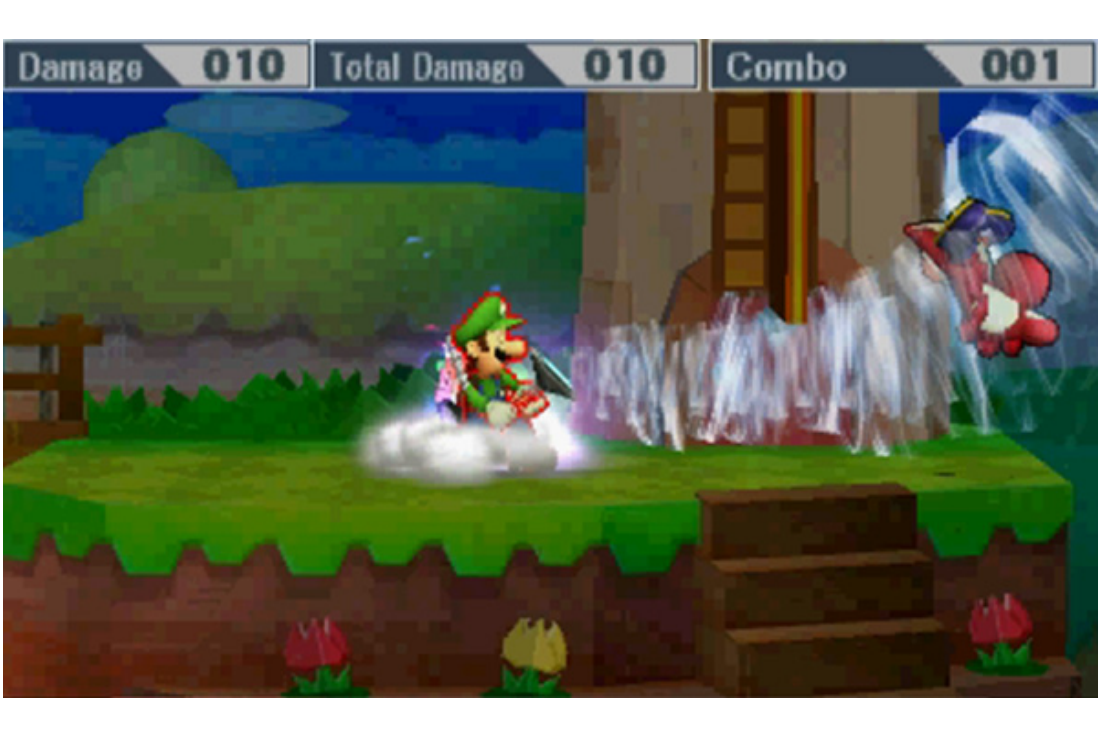

Damage 025
Total Damage 025
Combo 001
CPU

Super Jump Punch (Up Special)—Luigi's Super Jump Punch is similar to Mario's except when it comes to damage—it does the most damage at the very beginning, so he needs to be extremely close to your opponent for Super Jump Punch to deal a lot of damage. If he's farther away, it will deal only 1 point of damage!


Damage 001
Total Damage 001
Combo 001
CPU

Luigi Cyclone (Down Special)—With both arms outstretched, Luigi spins around. You can control Luigi horizontally during his animation. Tapping the Special button repeatedly causes Luigi to rise vertically during this attack.

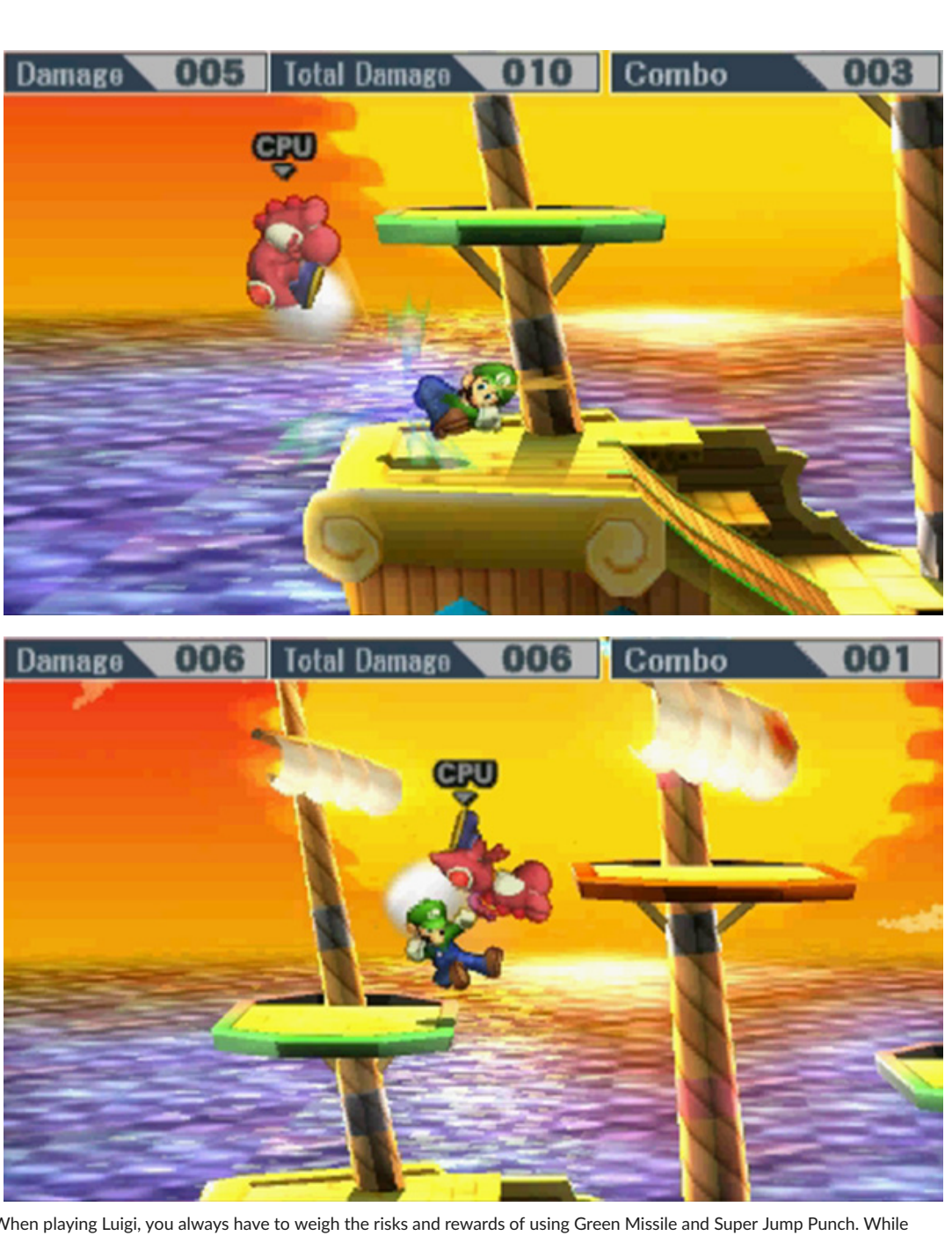
Final Smash


Damage 010
Total Damage 010
Combo 001

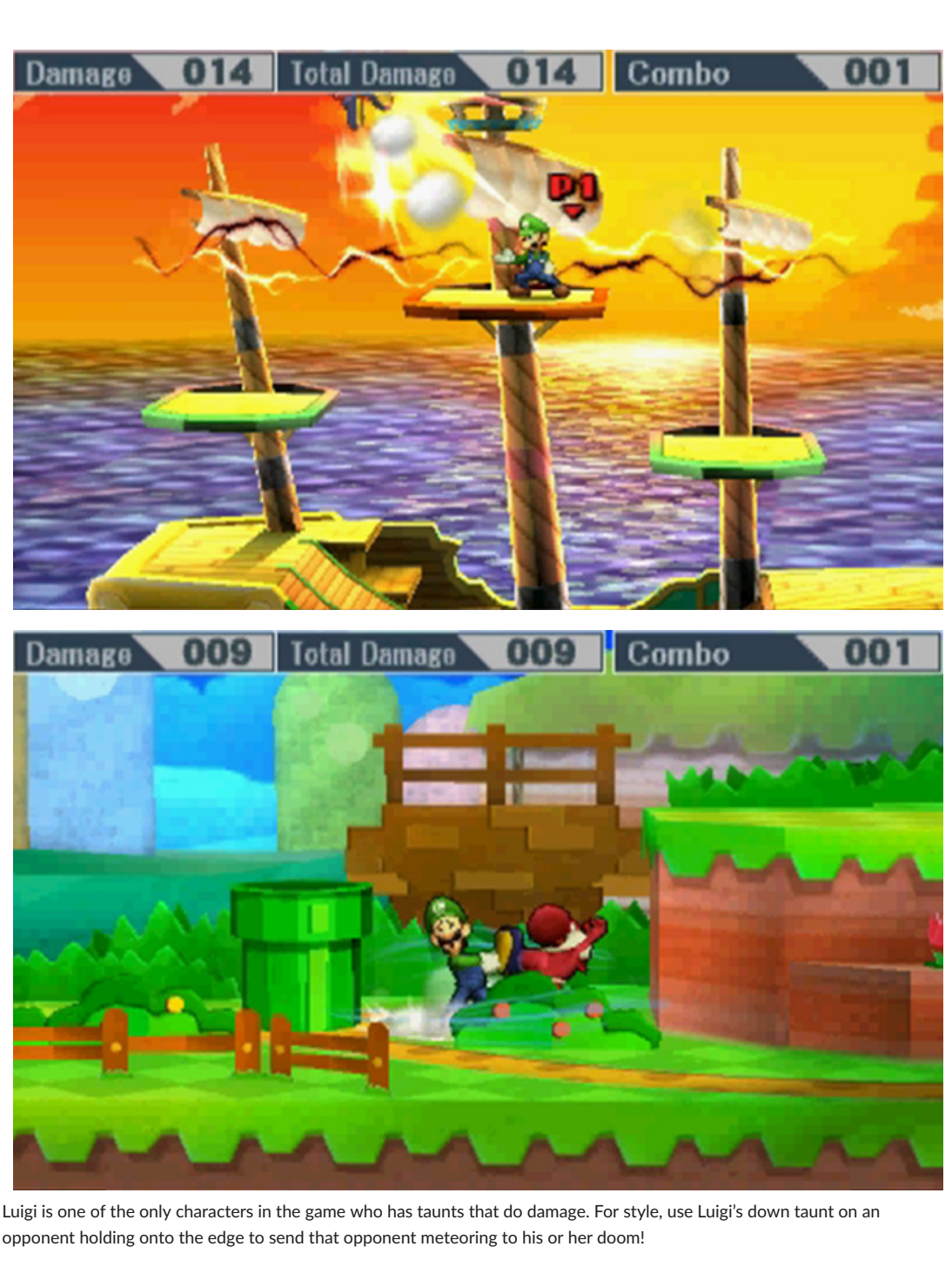
Poltergust 5000—Luigi whips out his Poltergust 5000 vaccuum and begins sucking up nearby opponents. Anyone sucked into the vaccuum takes damage the entire time they are trapped within, so the earlier you get someone in, the better! After Luigi is done sucking opponents in, he blows them out for additional damage.

Strategy

Luigi has good mobility, good Air attacks, good Tilt attacks, and great recovery options. Because Luigi is an average weight character, all of this definitely comes in handy. Use his mobility to avoid larger, stronger characters while simultaneously using his Fireballs to tack on damage whenever possible. Also note about that Luigi slides after walking—you can use this slide to quickly turn around and jab in the opposite direction to keep your opponents at bay. You can also slide and charge up his FORWARD and DOWN SMASH attacks. Luigi's Air attacks are each named to fit their actions appropriately. So, although it may seem obvious, when you are airborne, it's important to use his Back Air attack against opponents behind you, his Down Air attack against opponents below you, and his Up Air attack for opponents in front of you. If he's surrounded, go for the Luigi Cyclone instead.


Damage 005
Total Damage 010
Combo 003
CPU
Damage 006
Total Damage 006
Combo 001
CPU

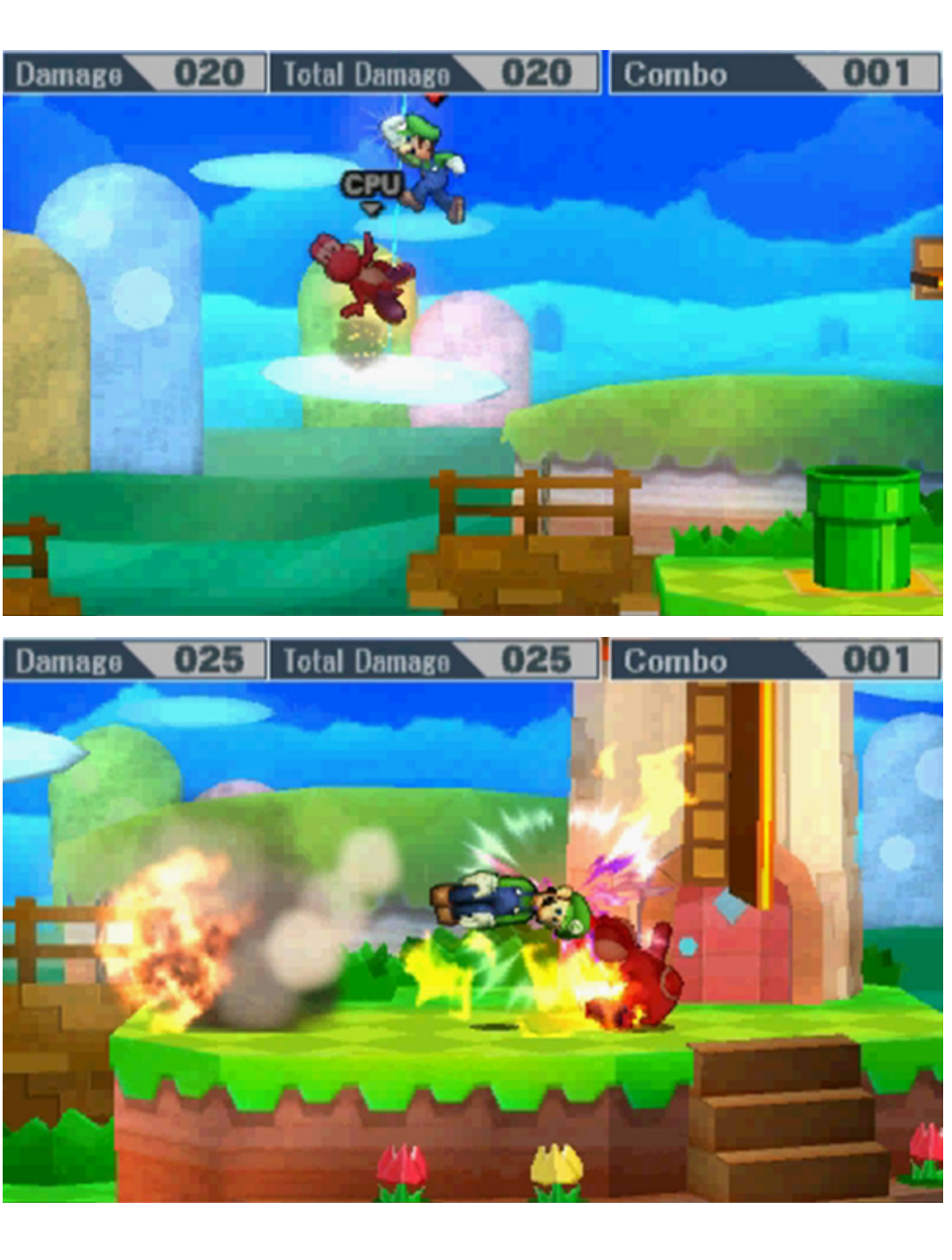
When playing Luigi, you always have to weigh the risks and rewards of using Green Missile and Super Jump Punch. While Green Missile is an effective long-range attack, if you catch it on a bad charge, Luigi may overshoot his target and fly off the stage or collide with a wall. If you try to use his Super Jump Punch to KO an opponent, you have to be sure you're close enough for the attack to deal its full damage or you will only deal 1 point of damage before leaving yourself completely vulnerable. So, set up your opponent with one or two jab attacks to get in range, letting you deal the full damage of Super Jump Punch! Out of shield, your best bet is to go with an UP SMASH attack.

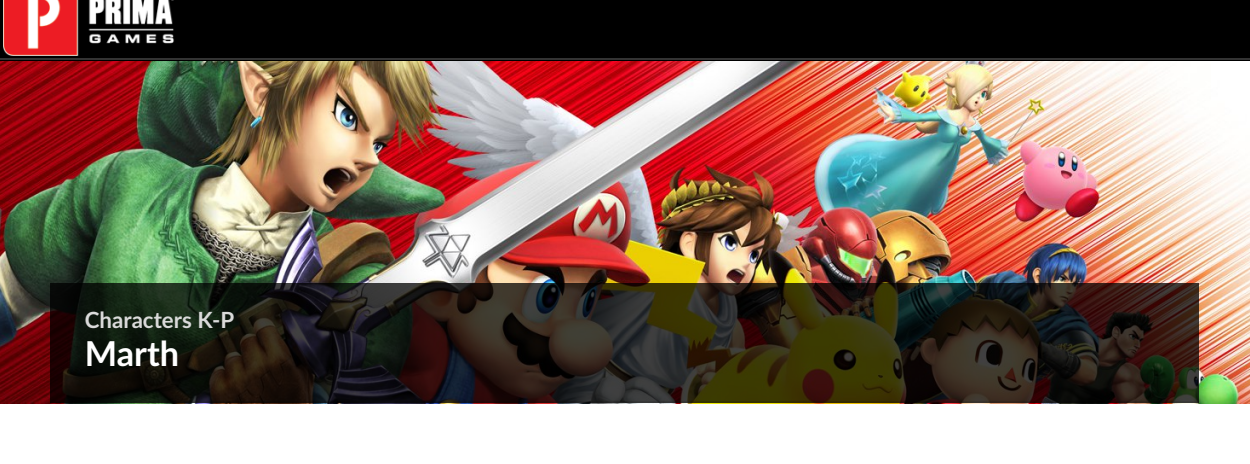

Damage 014
Total Damage 014
Combo 001
P1
Damage 009
Total Damage 009
Combo 001

Luigi is one of the only characters in the game who has taunts that do damage. For style, use Luigi's down taunt on an opponent holding onto the edge to send that opponent meteoring to his or her doom!

Recovery

The three main choices Luigi has for recovery are Green Missile, Super Jump Punch, and Luigi Cyclone. Green Missile is best for a horizontal recovery, as the longer you charge it, the more Luigi can recover. If spaced and timed correctly, when Luigi glides over a small platform with Green Missile, he can actually land normally and avoid his recovery. So, on stages like Battlefield, try recovering to one of the upper platforms. Super Jump Punch is great for a vertical recovery, especially if you are concerned about an opponent attacking you on your way up. And finally, because Luigi Cyclone can lift Luigi vertically and allows you to control him horizontally, it's one of his best tools to recover without being predictable. You can even use Luigi Cyclone multiple times in a row to bait your opponent into attacking prematurely.


Damage 020
Total Damage 020
Combo 001
CPU
Damage 025
Total Damage 025
Combo 001



Characters K-P

Marth

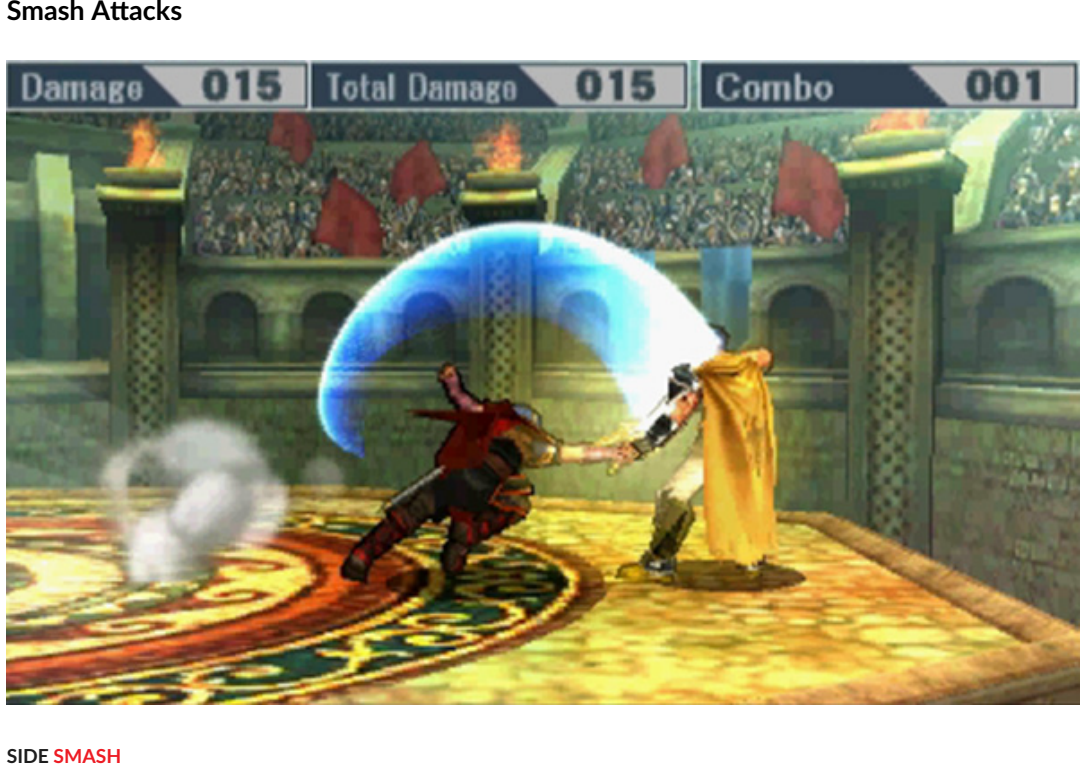
Trophy Description

The first hero from the *Fire Emblem* series, Marth is the prince of Altea and descendant of the hero Anri. In *Smash Bros.*, he's known as an exceptional swordfighter, swinging his blade with grace. Striking with the tip will maximize the damage dealt. Teach aggressive foes a lesson with his strong Counter move.

Statistics

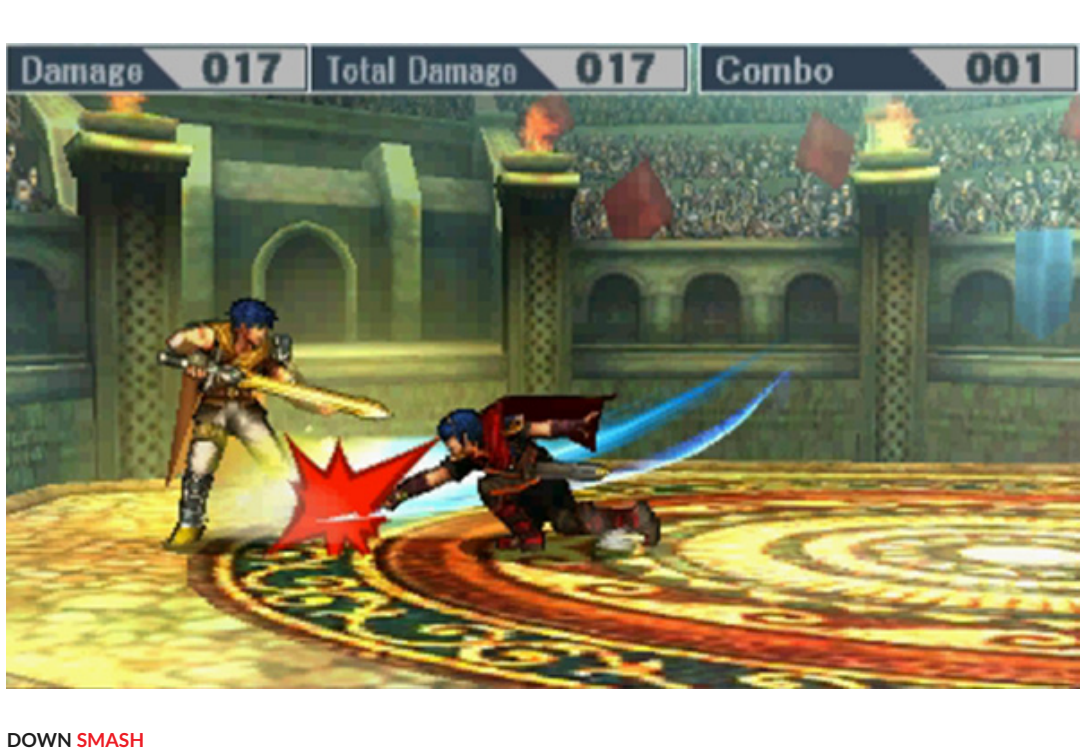
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 015
Total Damage 015
Combo 001

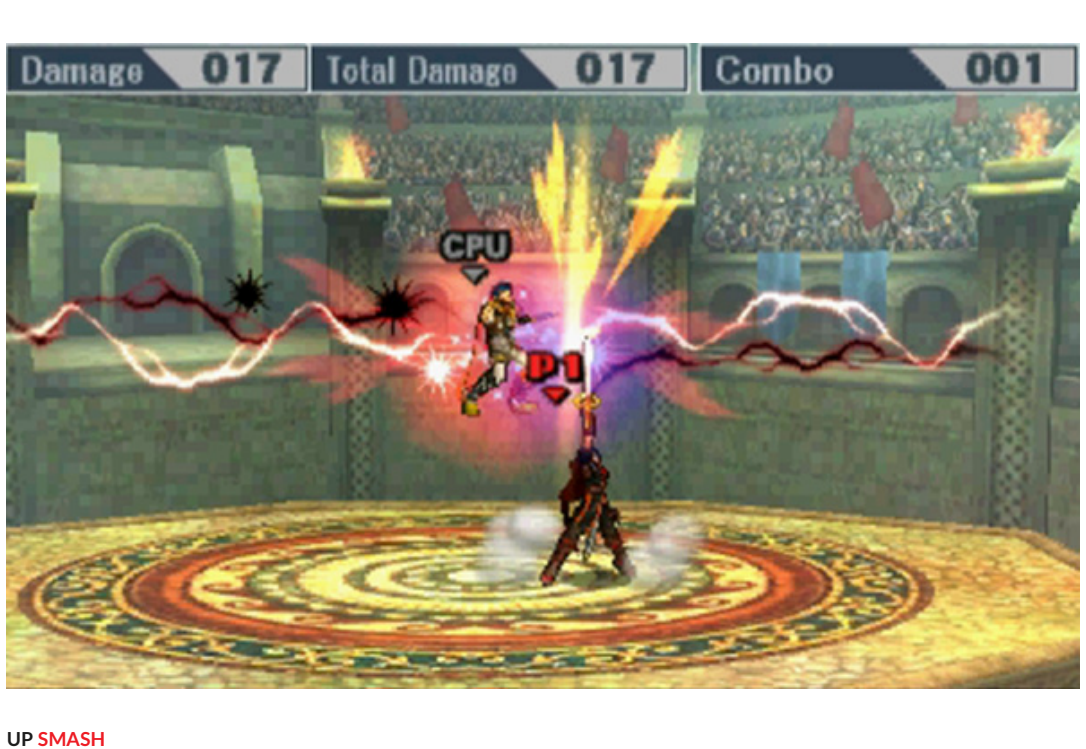
SIDE SMASH

Marth swings his sword over his head and down in front of him, sending opponents diagonally away. Hitting with the tip of the sword deals 18% damage.


Damage 017
Total Damage 017
Combo 001

DOWN SMASH

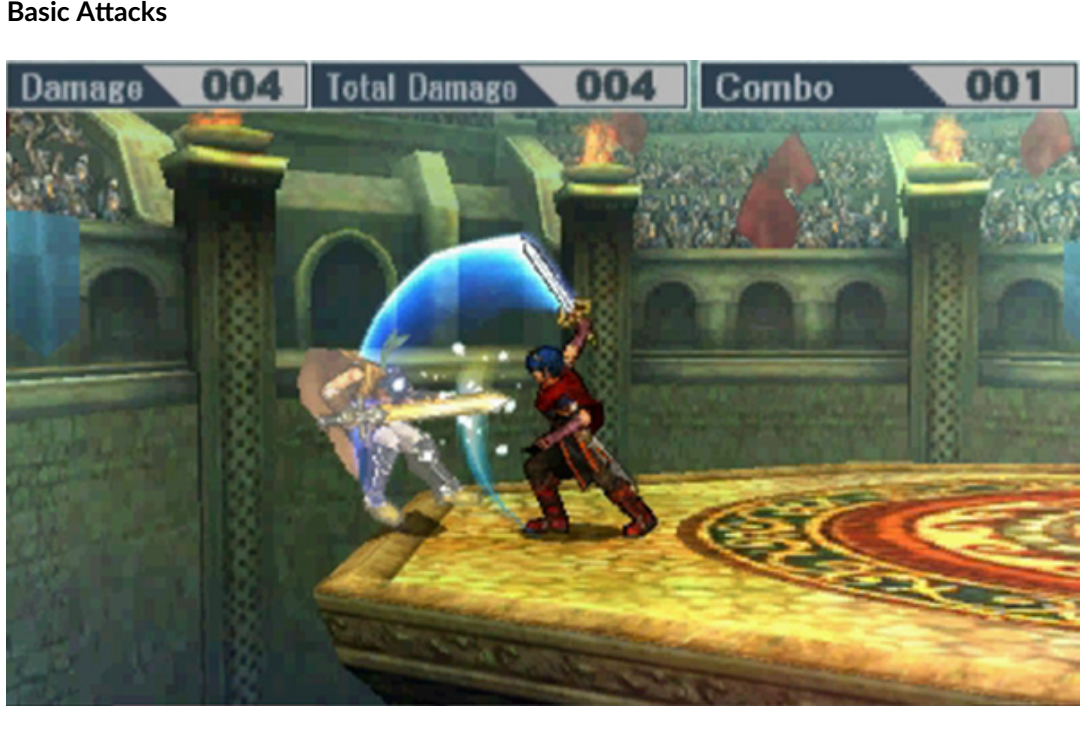
A low sword attack first in front of and then behind Marth. Hitting with the tip of the sword deals 17% damage and sends opponents diagonally away.


Damage 017
Total Damage 017
Combo 001
CPU
P1

UP SMASH

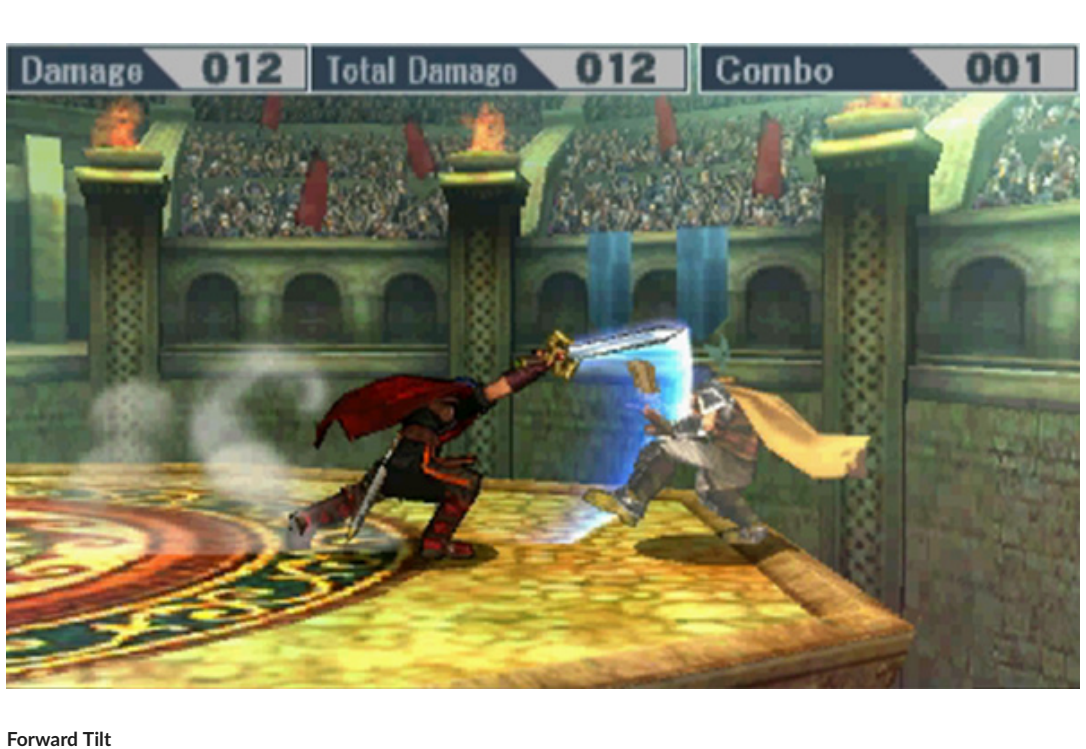
Marth thrusts his sword upward. Hitting with the tip of the sword deals 17% damage in a single hit and launches opponents vertically.

Basic Attacks


Damage 004
Total Damage 004
Combo 001

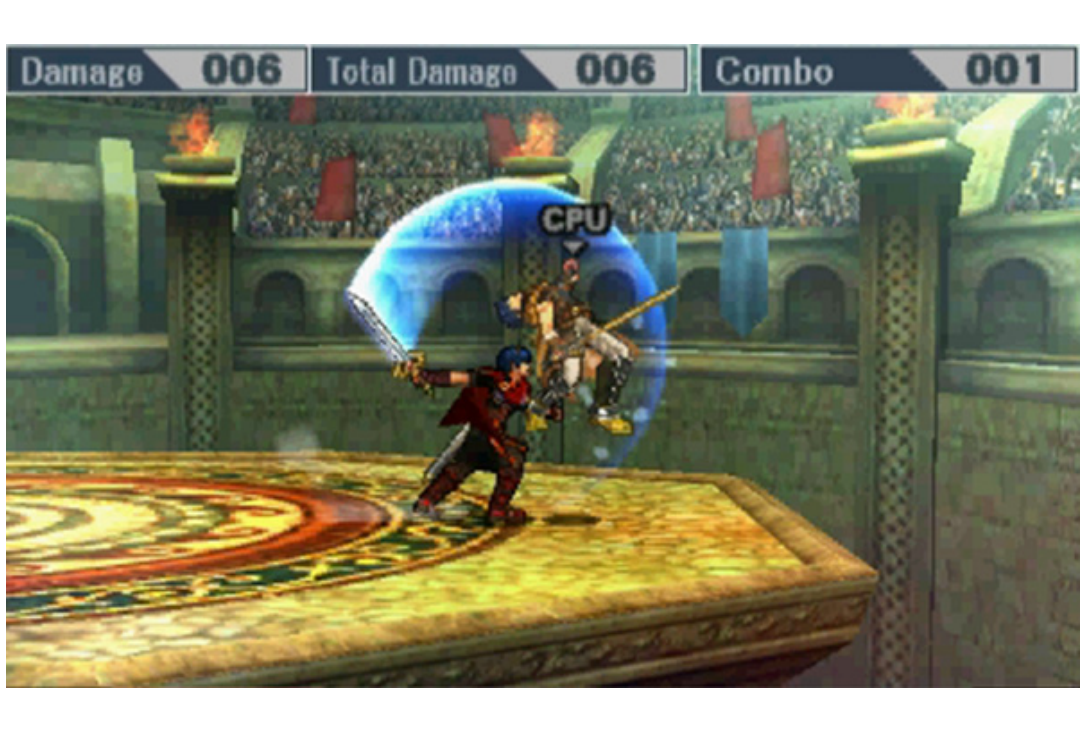
Standing Attack

Marth can slash up to two times with his sword.


Damage 012
Total Damage 012
Combo 001

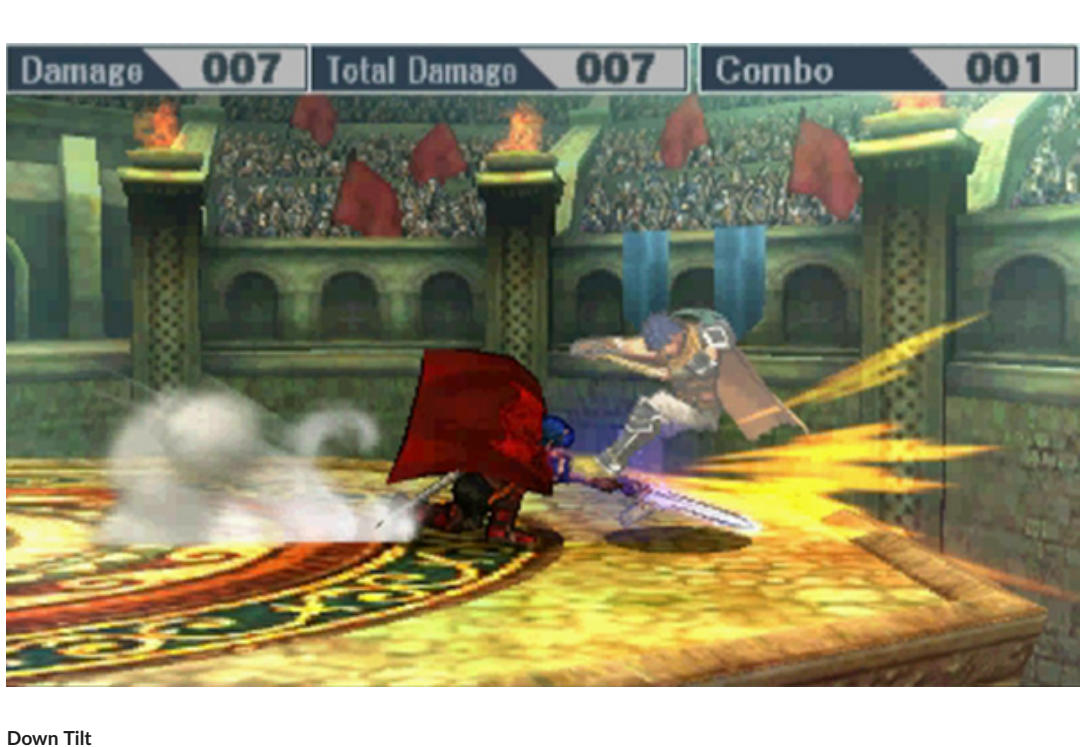
Forward Tilt

Marth swings his sword diagonally in front of him.


Damage 006
Total Damage 006
Combo 001
CPU

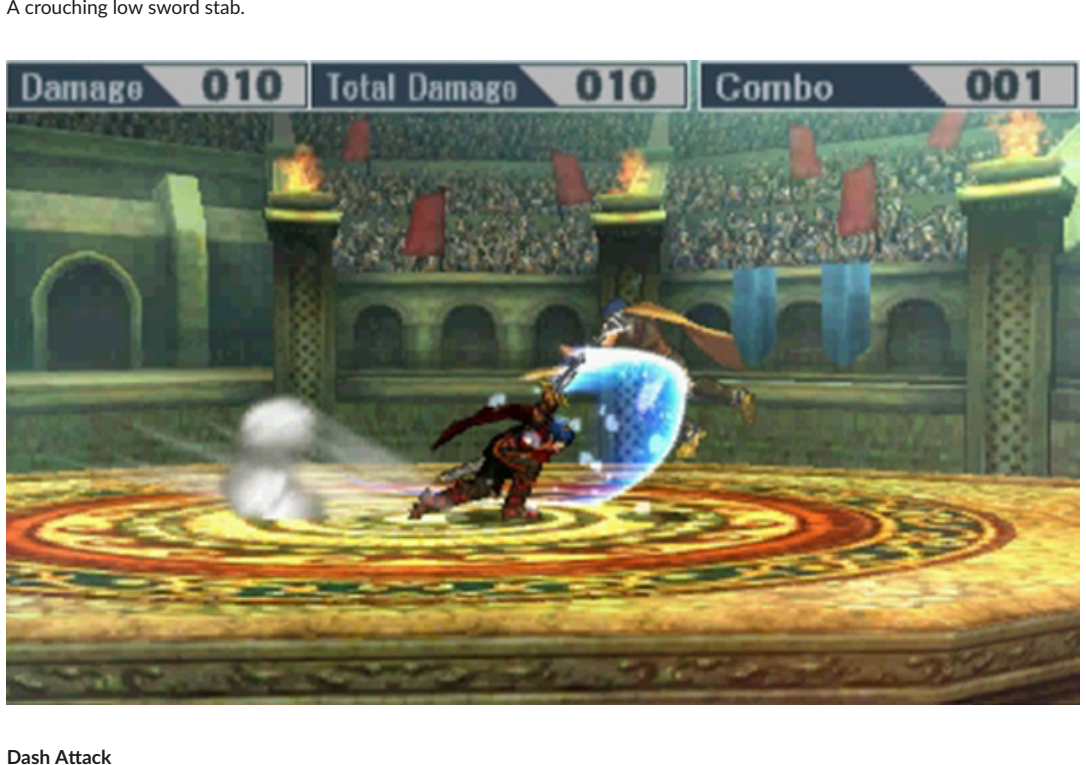
Up Tilt

Marth uses a backhand upward sword swing that pops opponents up.


Damage 007
Total Damage 007
Combo 001

Down Tilt

A crouching low sword stab.


Damage 010
Total Damage 010
Combo 001

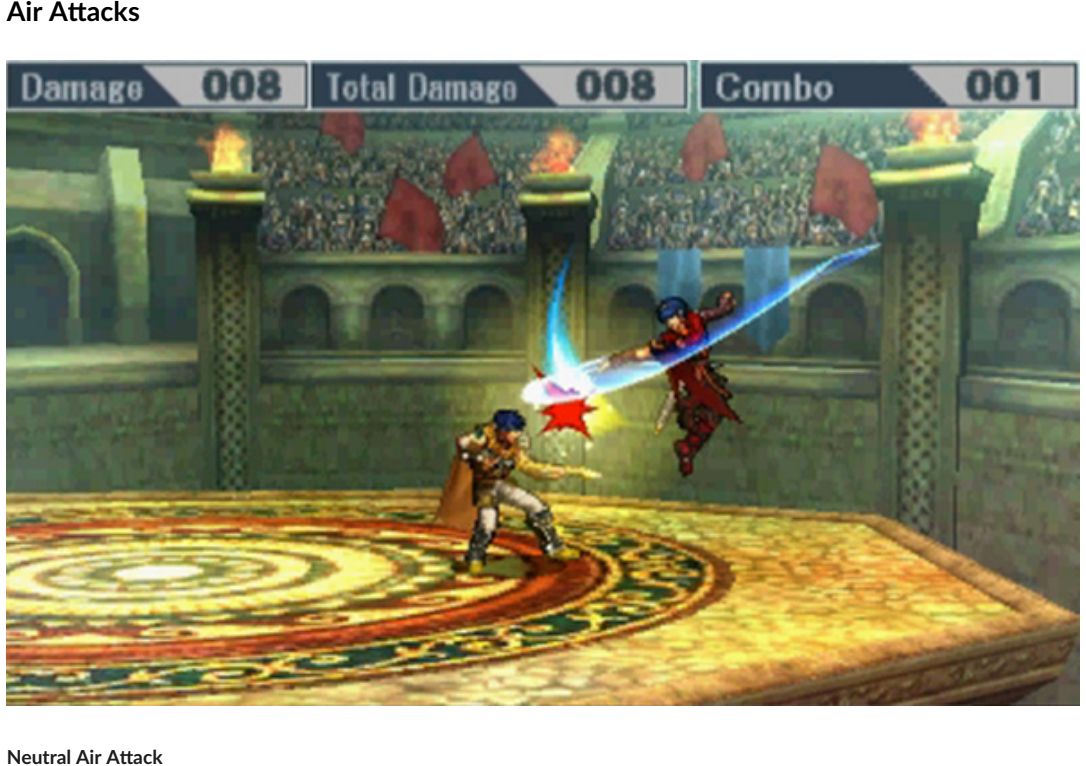
Dash Attack

Marth slides and swipes his sword horizontally at anyone in front of him.

Edge Attack

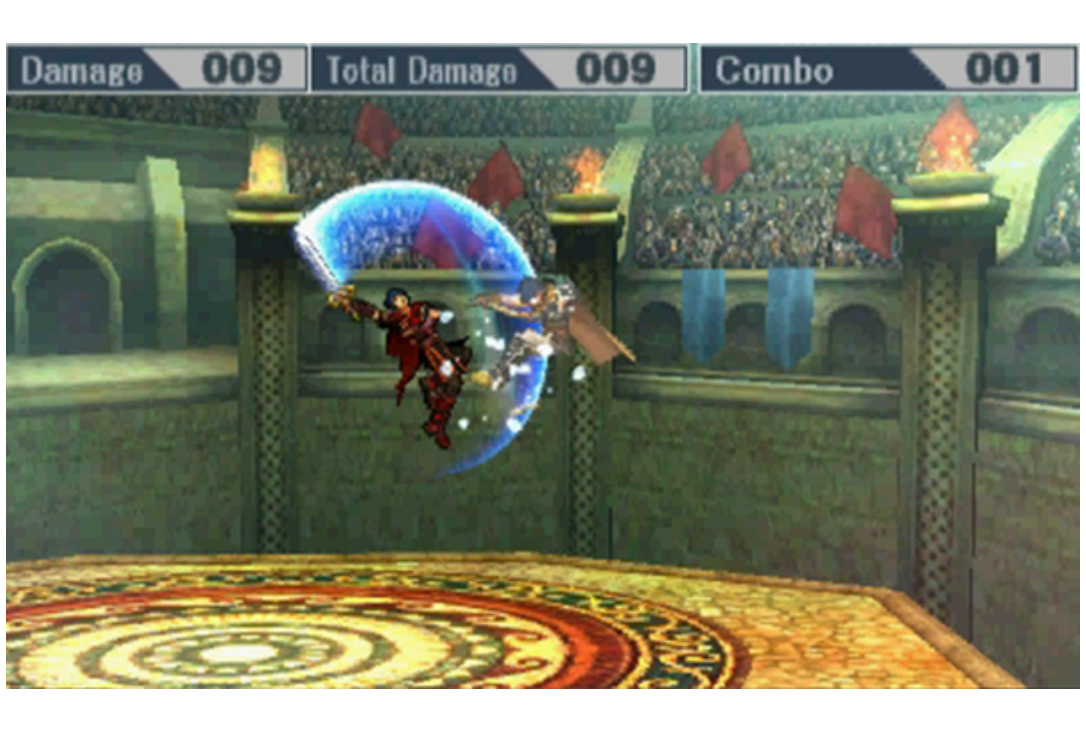
Marth returns to the stage and attacks at your opponent's shins with his sword.

Air Attacks


Damage 008
Total Damage 008
Combo 001

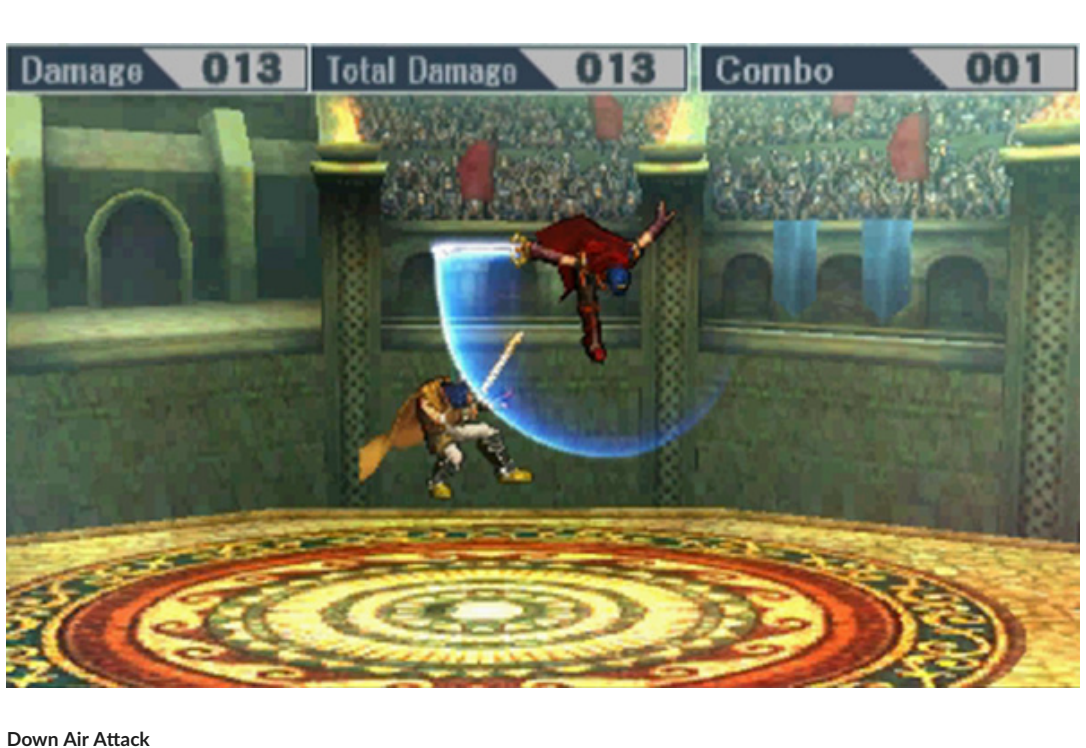
Neutral Air Attack

Two horizontal sword slashes that can combo. Works well when advancing or retreating in the air.


Damage 009
Total Damage 009
Combo 001

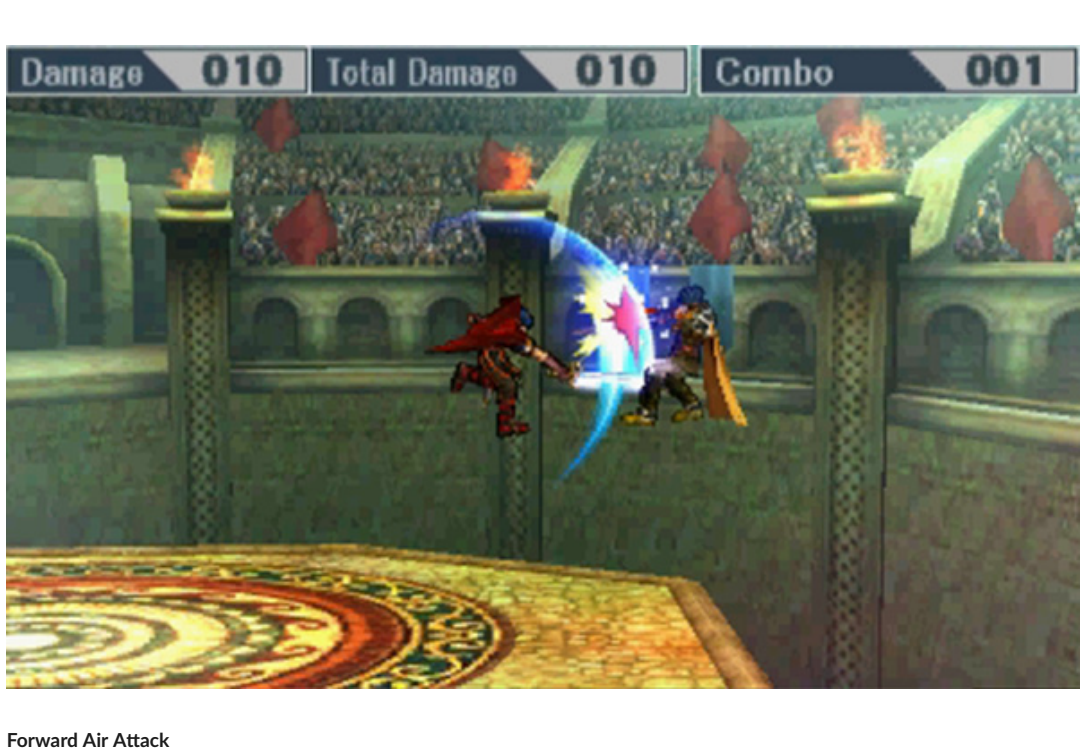
Up Air Attack

Marth does a backflip as he swings his sword upward.


Damage 013
Total Damage 013
Combo 001

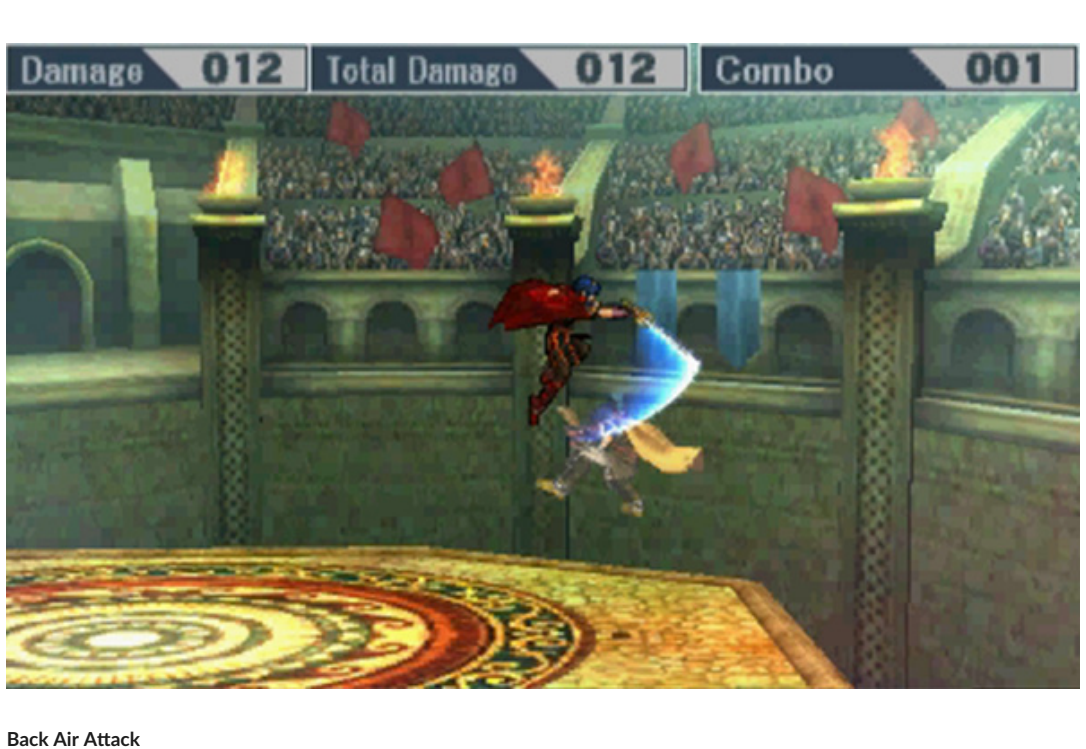
Down Air Attack

Marth swings his sword in an arc below him. This attack also has a meteor effect.


Damage 010
Total Damage 010
Combo 001

Forward Air Attack

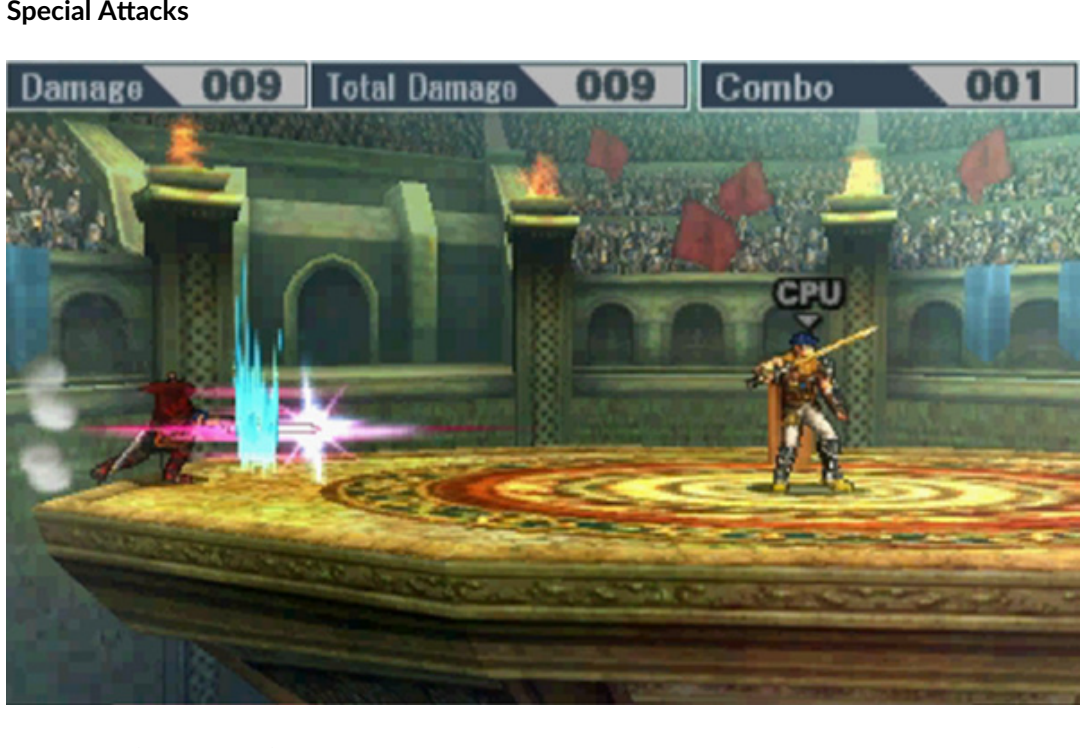
A downward strike of the sword directly in front of Marth. Hitting early against a grounded opponent can bounce that opponent off the ground!


Damage 012
Total Damage 012
Combo 001

Back Air Attack

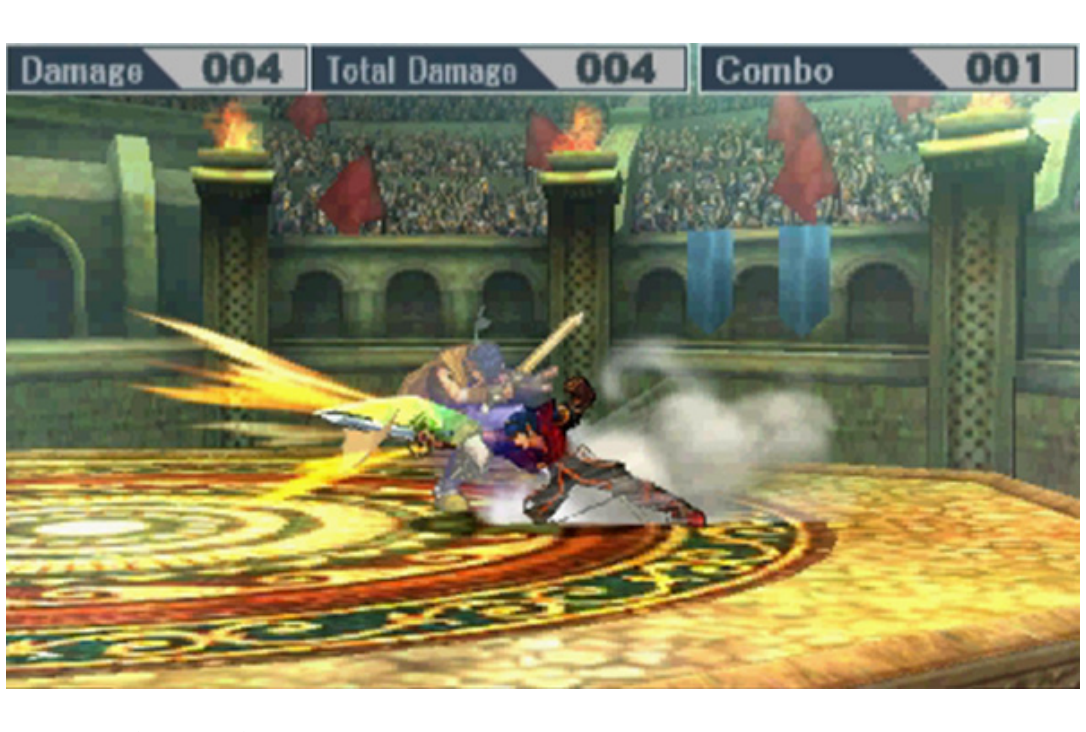
Marth turns around in the air and swings his sword in an upward arc in front of him.

Special Attacks


Damage 009
Total Damage 009
Combo 001
CPU

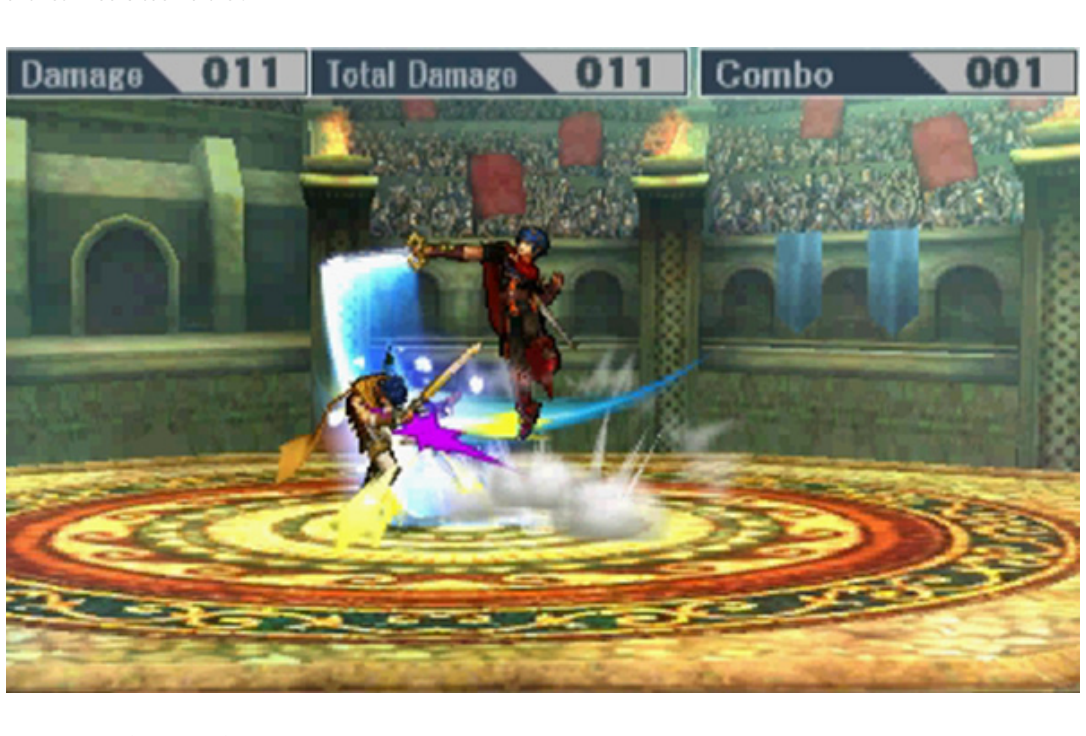
Shield Breaker (Neutral Special)

Marth thrusts forward with his sword to stab his opponent. You can charge this up to do a lot more damage! If it's charged up to full, you can break some shields in a single hit!


Damage 004
Total Damage 004
Combo 001

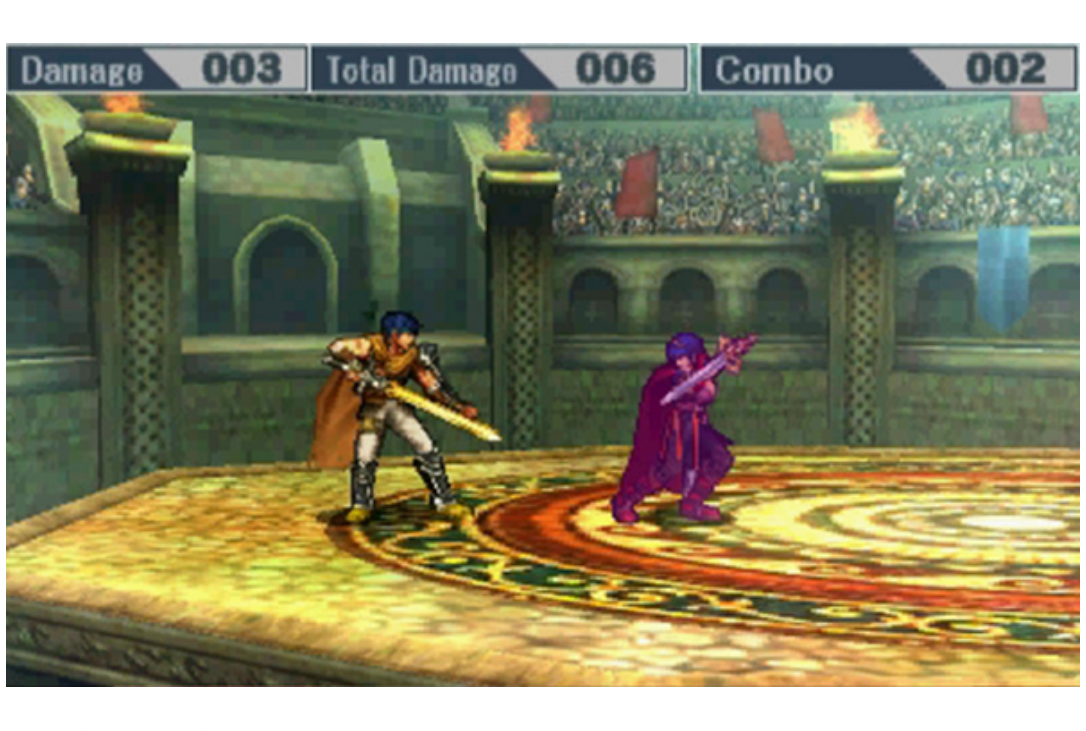
Dancing Blade (Side Special)

Marth performs a multi-hit sword combo as you repeatedly hit the Special button. Pressing Up or Down will also change the attacks you see from this combo. Red indicates medium, blue indicates high, and green indicates low. Blue knocks up higher and red knocks back farther.


Damage 011
Total Damage 011
Combo 001

Dolphin Slash (Up Special)

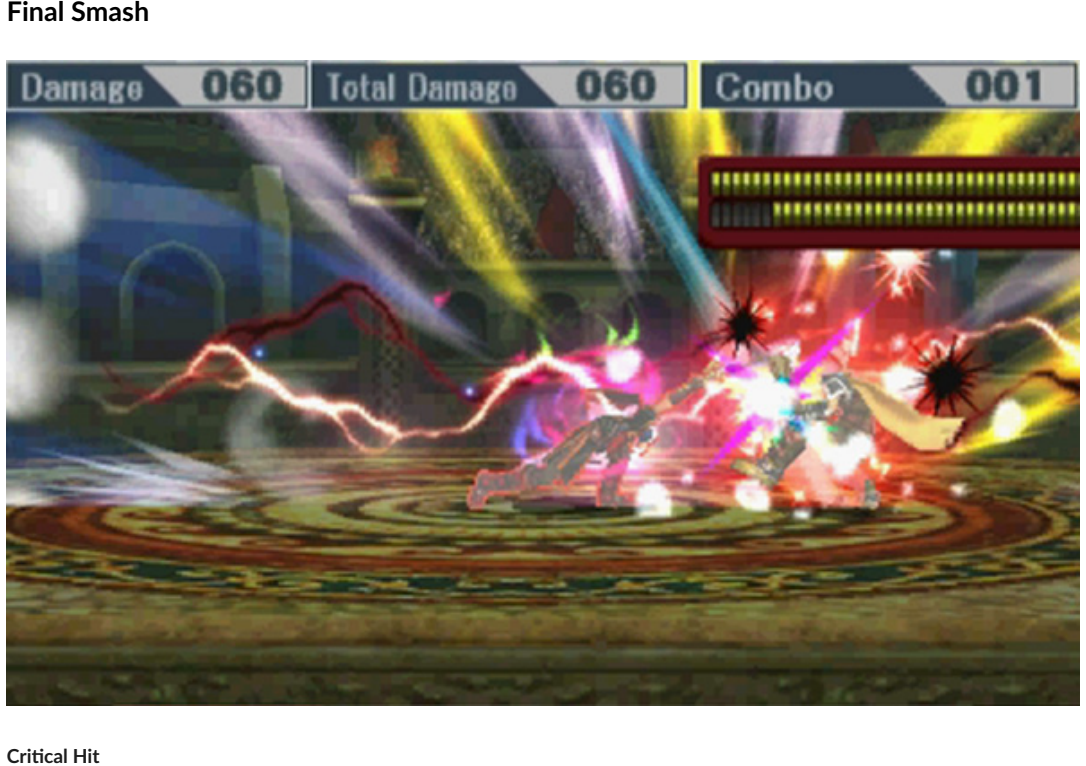
This upward strike is primarily in front of Marth. It's his main recovery tool and deals the most damage when the attack begins.


Damage 003
Total Damage 006
Combo 002

Counter (Down Special)

Marth lifts his sword to counter his opponent's attacks. The amount of damage returned in the counterstrike depends on the strength of the strike being countered. Countering a Smash attack can KO an opponent.

Final Smash

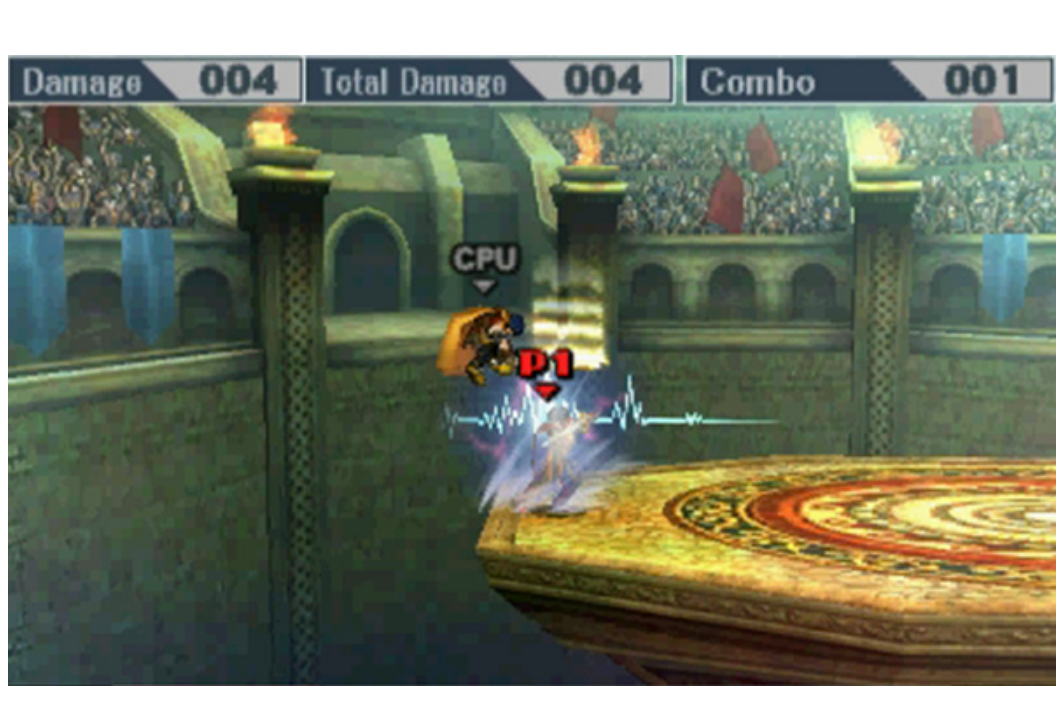

Damage 060
Total Damage 060
Combo 001

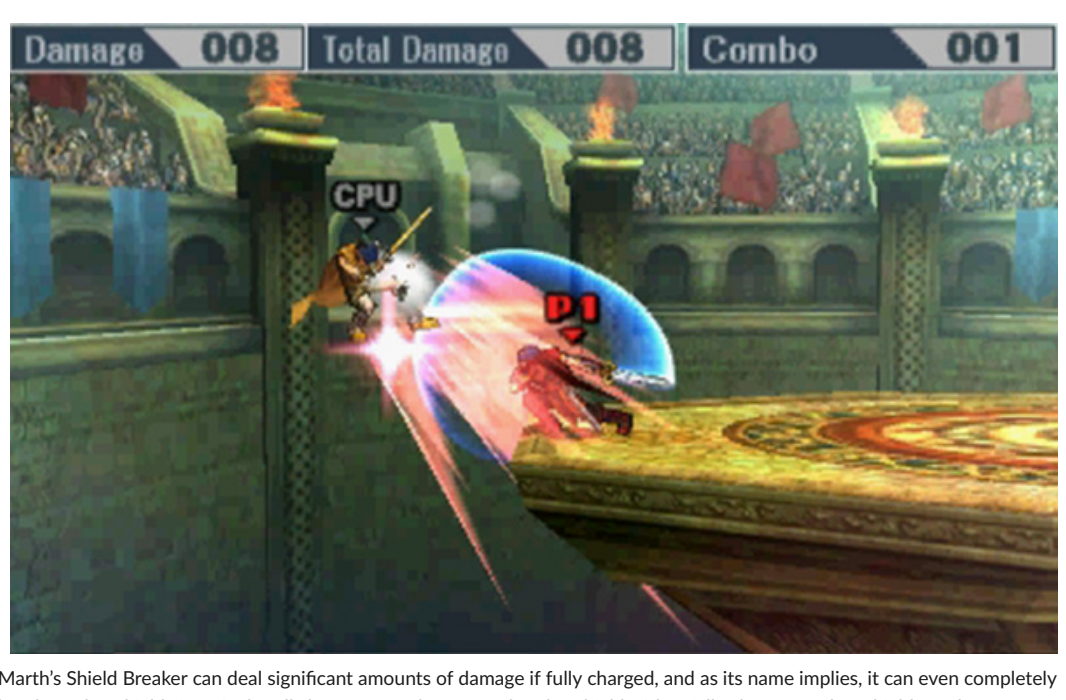
Critical Hit

Marth dashes incredibly far across the screen to deliver a critical blow to the first opponent he runs into. Any enemies caught nearby will also be hit. This move has enough knockback to take out the heaviest opponents, even at 0%! You can cancel this attack by hitting any attack button. This can be useful to stop yourself from flying too far off-stage and save you from a self-destruct.

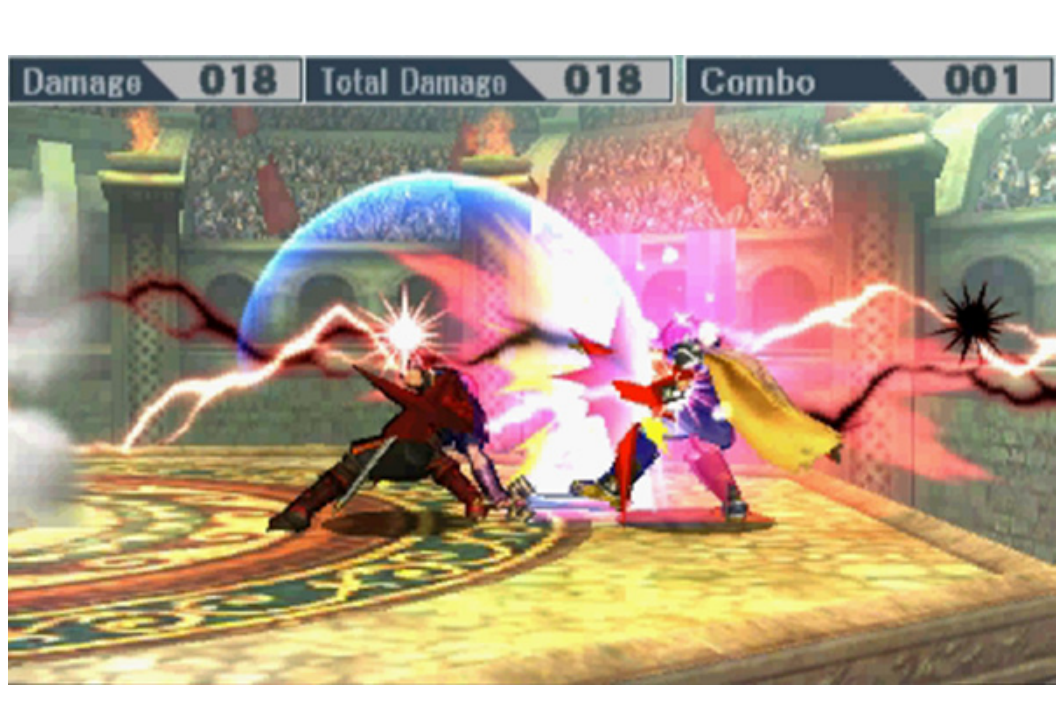
Strategy

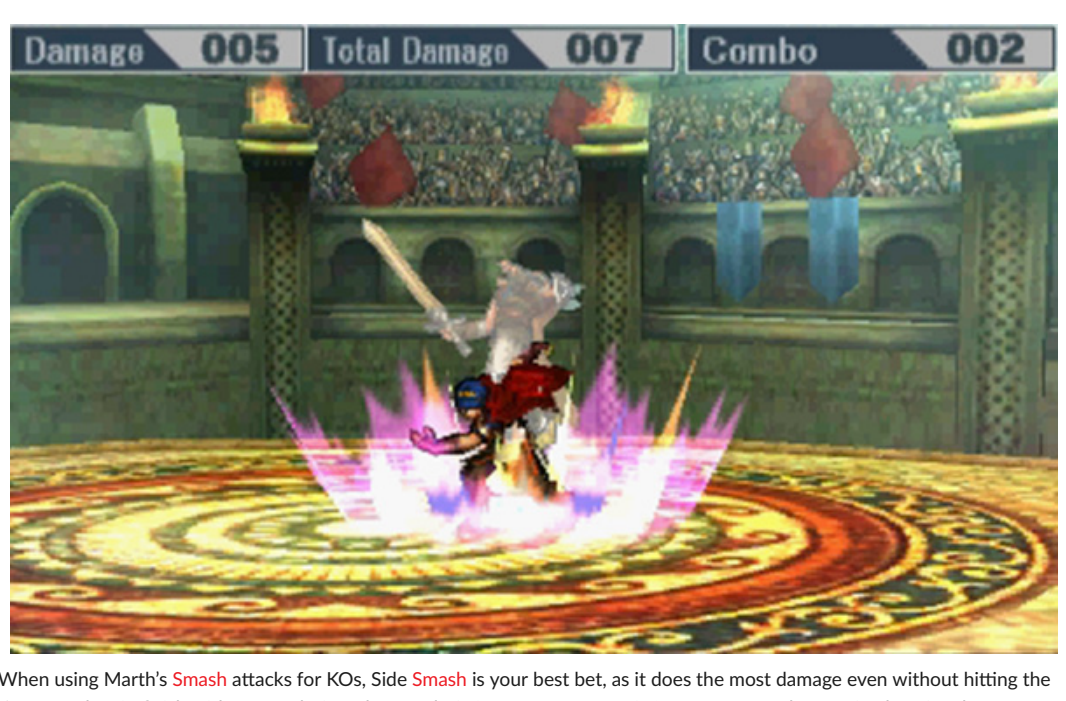
Marth is a lightweight swordsman who must get in on his opponent and force an up-close fight. He has above-average ground speed and decent mobility in the air. Thanks to the range of his sword, up-close fighting is usually in his favor. The biggest challenge in using Marth is learning to hit with just the tip of his sword to maximize damage and knockback potential. All of his attacks are improved by hitting with the tip! Use short hop Forward and Neutral Air to pressure opponents and poke with Side Tilt and Down Tilt. When opponents are pressured by your offense and are trying to shield a lot, this is the time to use throws. Against projectile-heavy characters, focus on shielding, dodging, and rolling to make your way in.


Damage 004
Total Damage 004
Combo 001
CPU
P1


Damage 008
Total Damage 008
Combo 001
CPU
P1

Marth's Shield Breaker can deal significant amounts of damage if fully charged, and as its name implies, it can even completely break weaker shields in a single full charge! If you happen to break a shield, either fully charge another Shield Breaker as an attack or follow up with a charged Side Smash that will hit at the tip. Dancing Blade is a multi-hit attack you can use to keep your opponents on their toes or to choose how you want to launch an opponent. Ending with Forward sends opponents horizontally while ending with Up can get you a KO at high percentages. More important, because Dancing Blade counts as multiple hits, it's a good way to refresh your stronger KO options! Dolphin Slash is extremely fast and high for an attack, but it leaves you in a fall state. You have some invincibility at the start of this move, though, so it's particularly useful to beat out incoming attacks. This is much better used in a one-on-one situation where landing the attack won't leave you vulnerable to other opponents during your fall state. Marth's Counter starts up quickly and returns more damage than it originally received, so look to counter larger, slower attacks!

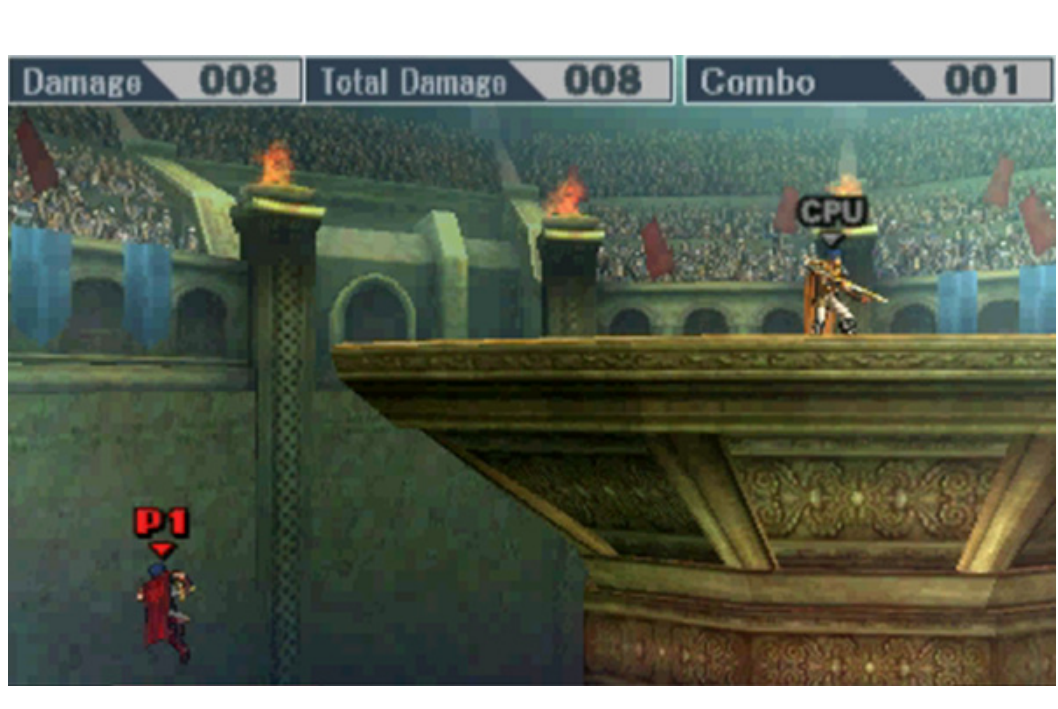

Damage 018
Total Damage 018
Combo 001

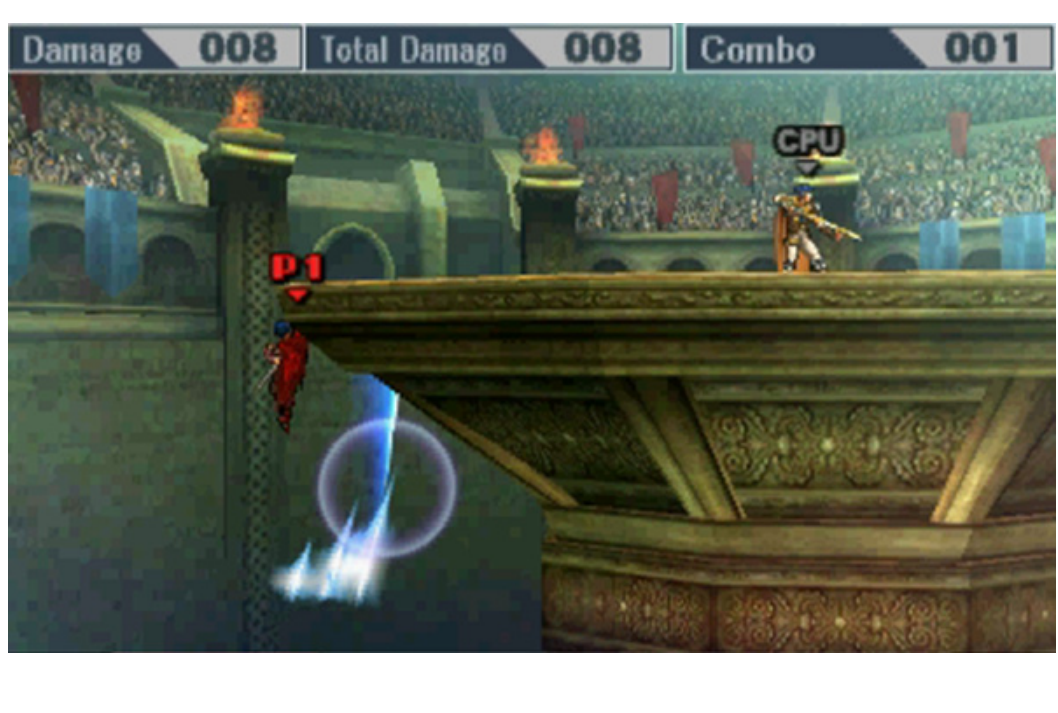

Damage 005
Total Damage 007
Combo 002

When using Marth's Smash attacks for KOs, Side Smash is your best bet, as it does the most damage even without hitting the tip. From the air, finish with Forward Air and Neutral Air for KOs or Down Air for meteor smashes. KOing heavier characters may be difficult, so maximize your edge-guarding potential. Try to meet opponents off-stage with Neutral Air or Forward Air and Counter if they attack their way back to the stage. Using Down Tilt at the edge can also be very annoying for opponents returning to the stage.

Recovery

Marth's recovery tools are fairly straightforward. His primary recovery tool is Dolphin Slash. This reaches extremely high, but you have to aim it accurately to reach the edge, plus it leaves you in a fall state. For horizontal recovery, Marth really doesn't have a good fast option, though uncharged Shield Breakers do move him slightly forward. A fully charged Shield Breaker in the air launches you horizontally, though it takes a while to charge up. If knocked away very high, follow up a fully charged Shield Breaker with Dolphin Slash for best results! Finally, to stall in the air a little, use the first hit of Dancing Blade.


Damage 008
Total Damage 008
Combo 001
CPU
P1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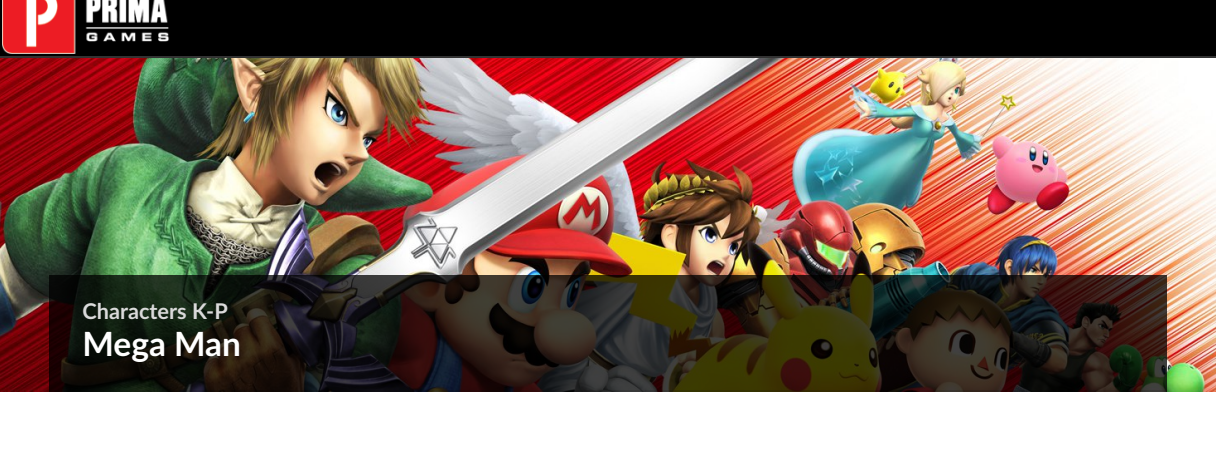
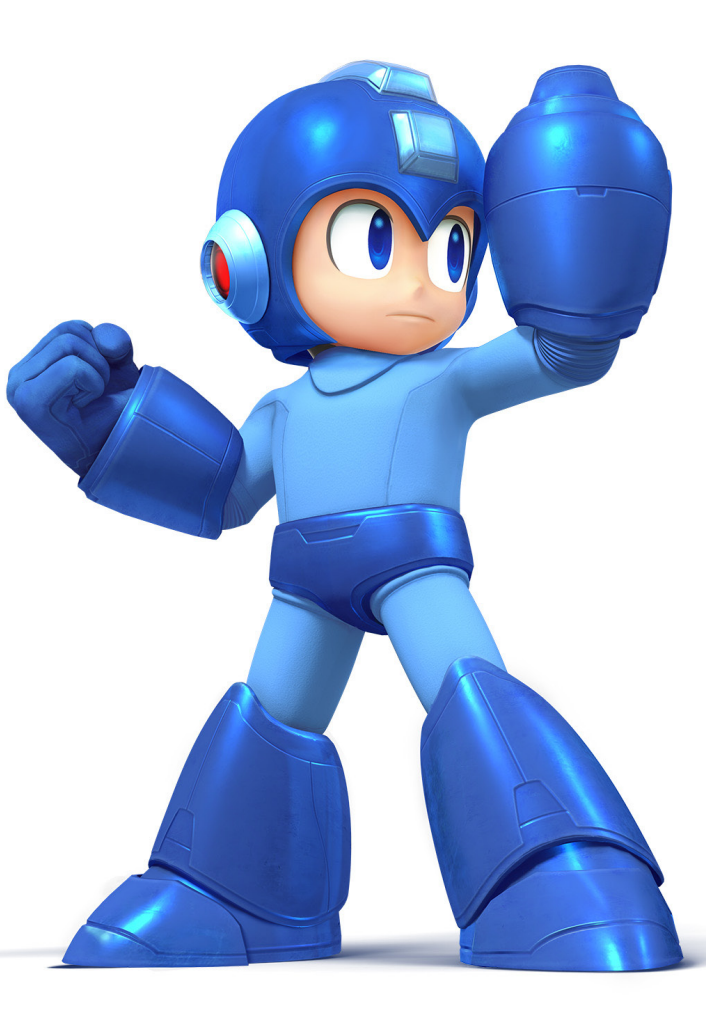
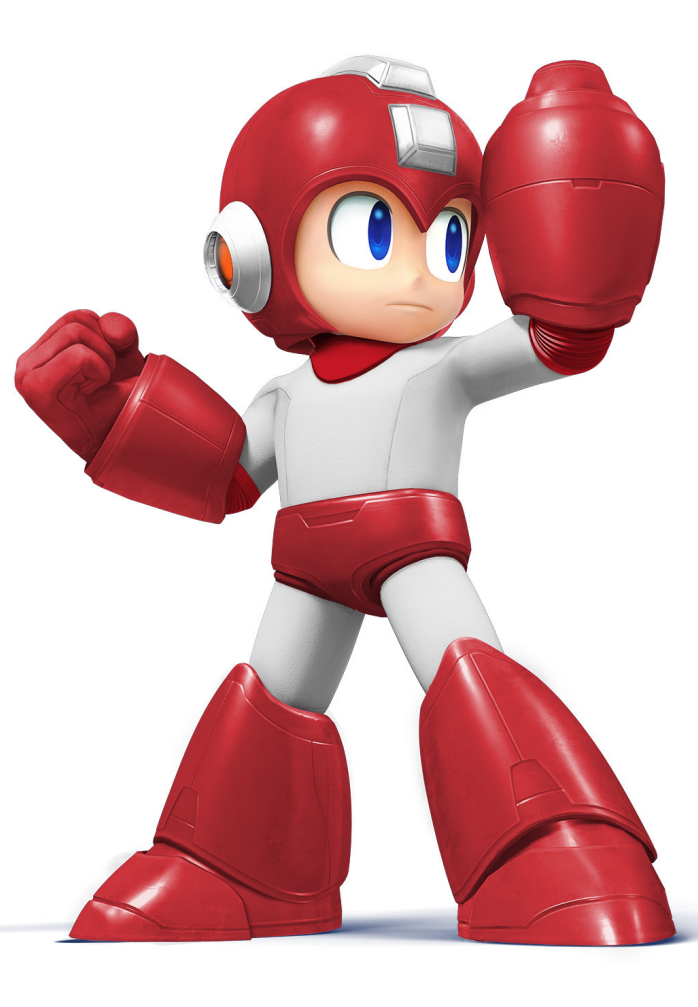
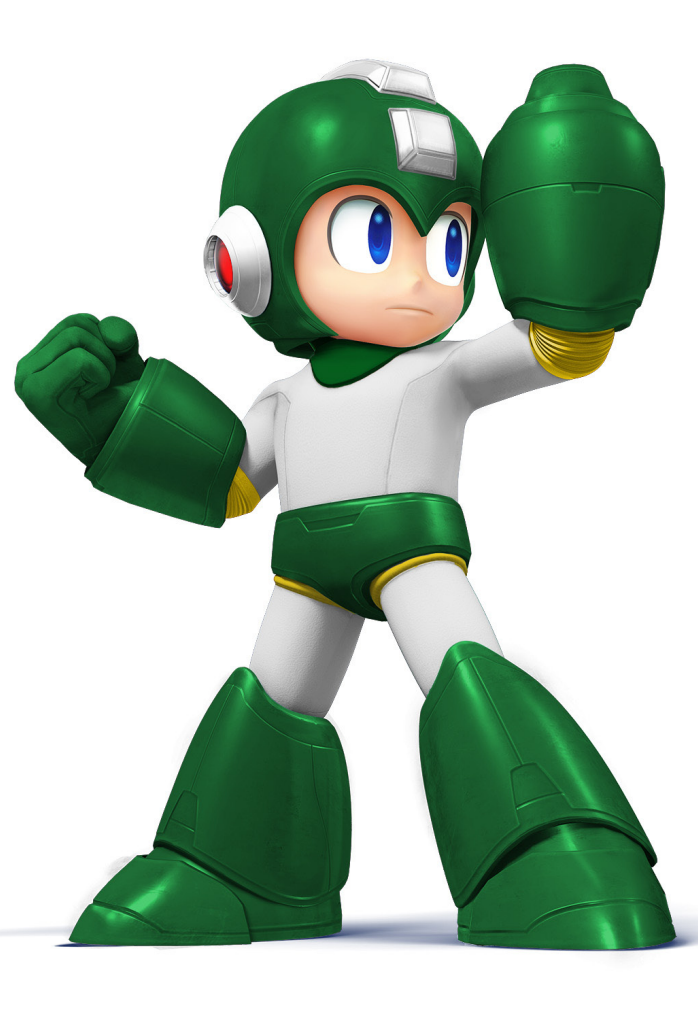
Total Damage 008
Combo 001
CPU
P1

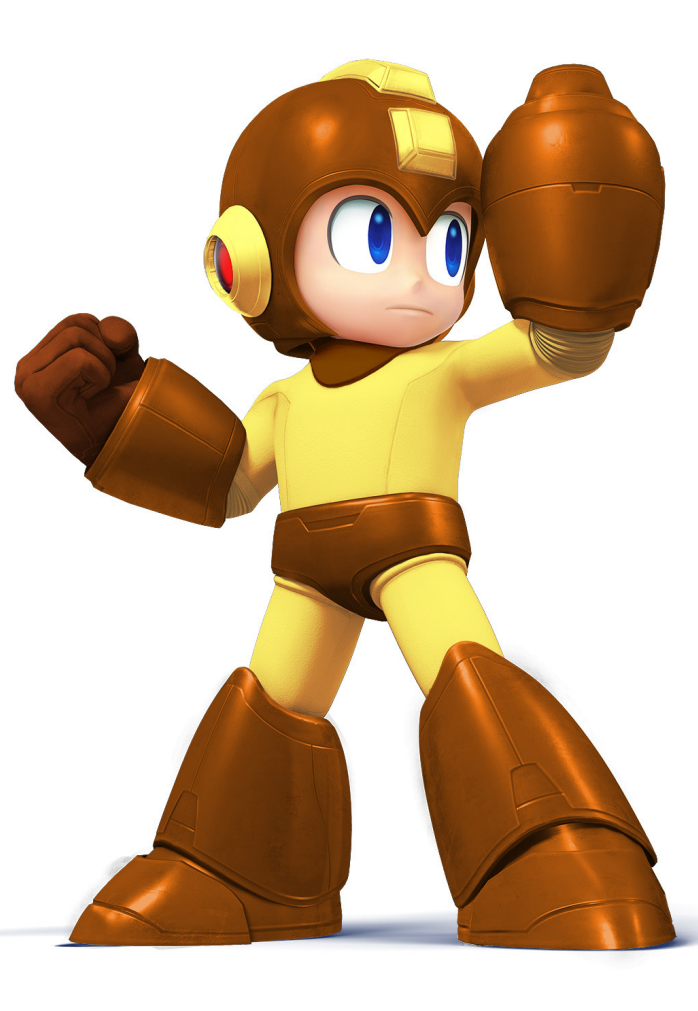


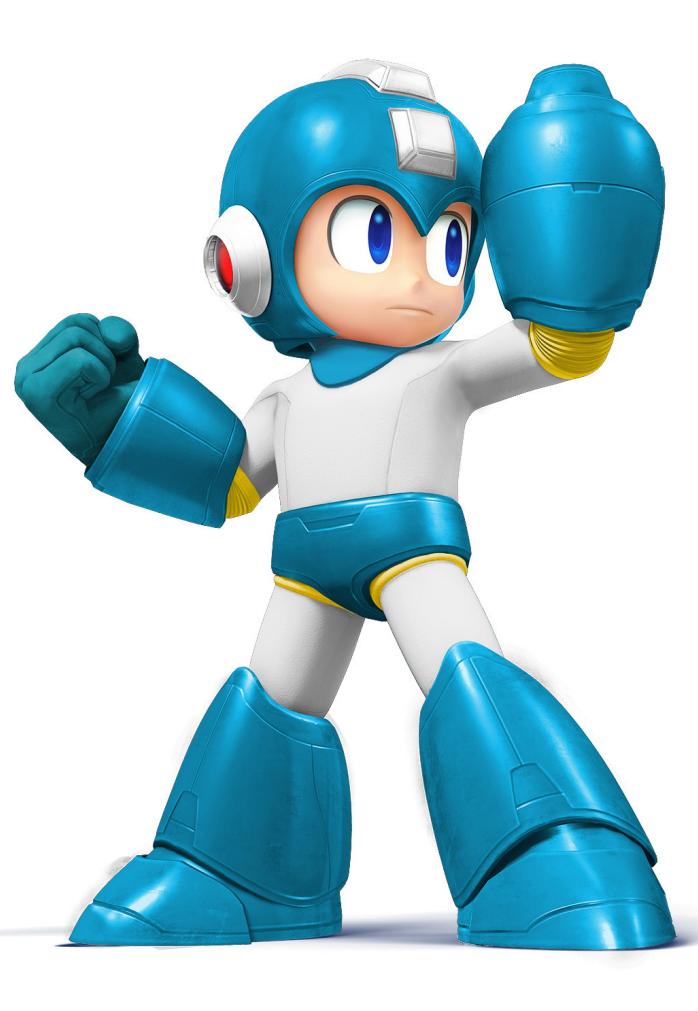
Mega Man

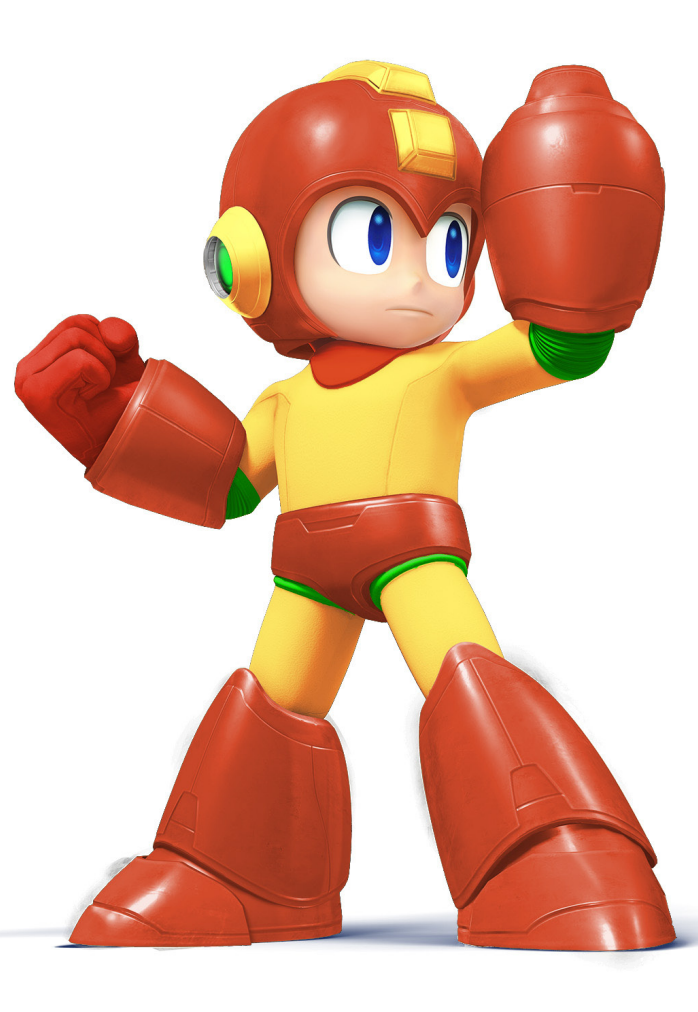












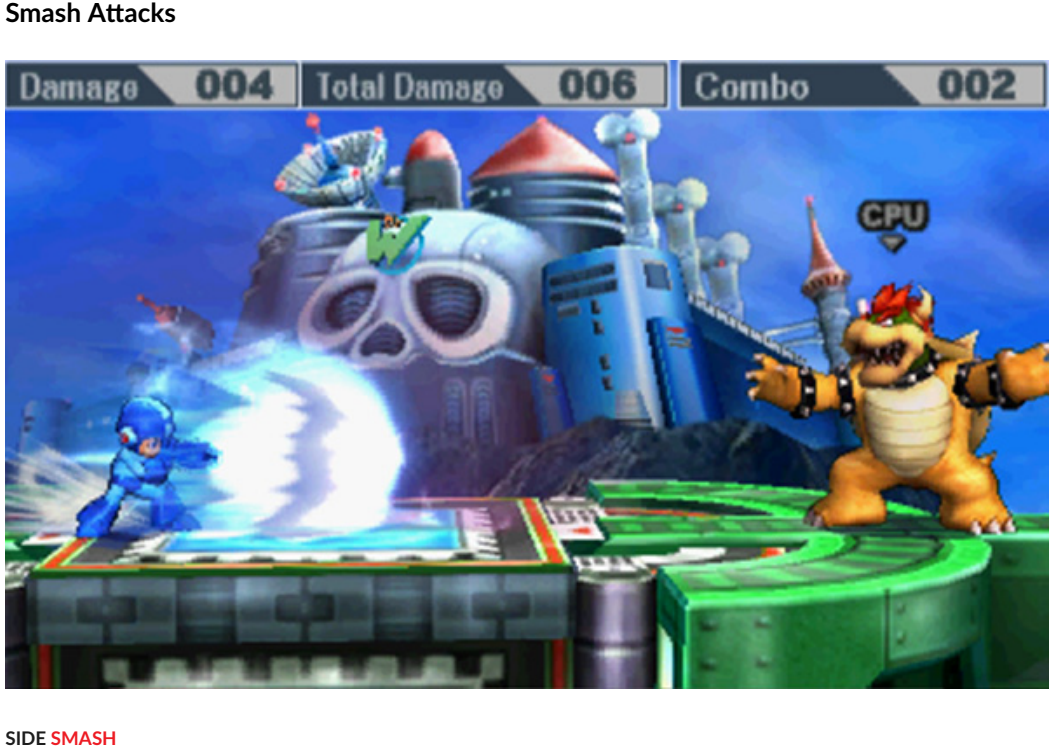
Trophy Description

The main hero from Capcom's 1987 action game, *Mega Man*. He travels from stage to stage, defeating Robot Masters to obtain new weapons. He uses this vast arsenal in *Smash Bros.* in a variety of ways. Metal Blades, for example, can be fired in eight directions and picked up off the ground!

Statistics

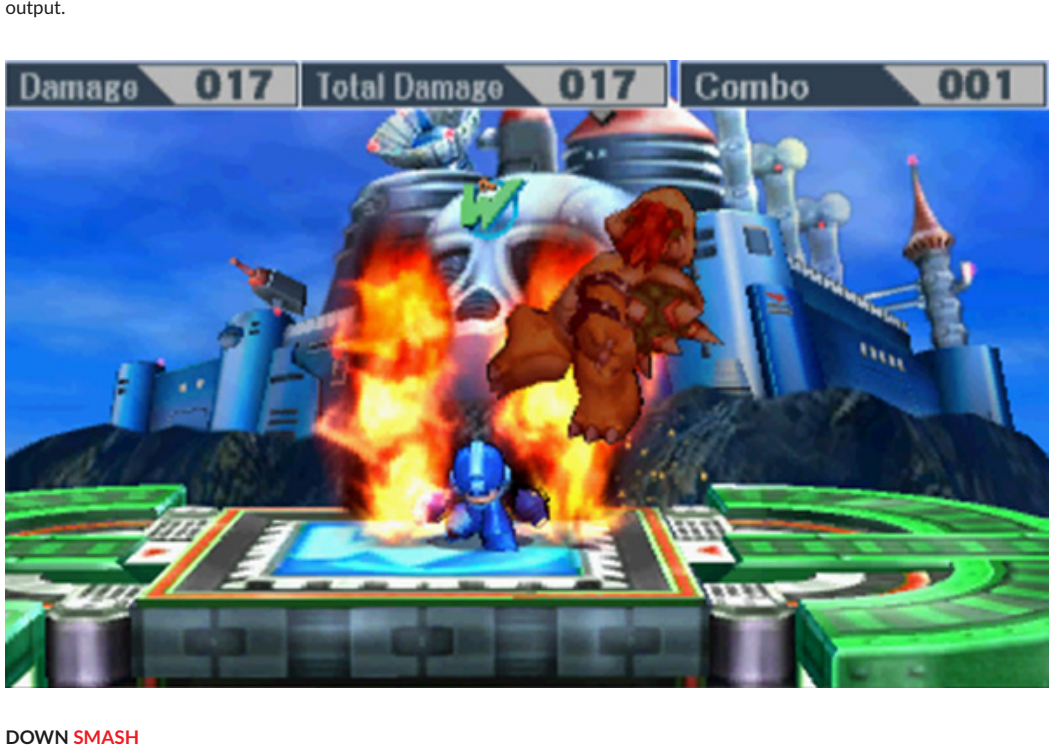
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 004
Total Damage 006
Combo 002
CPU

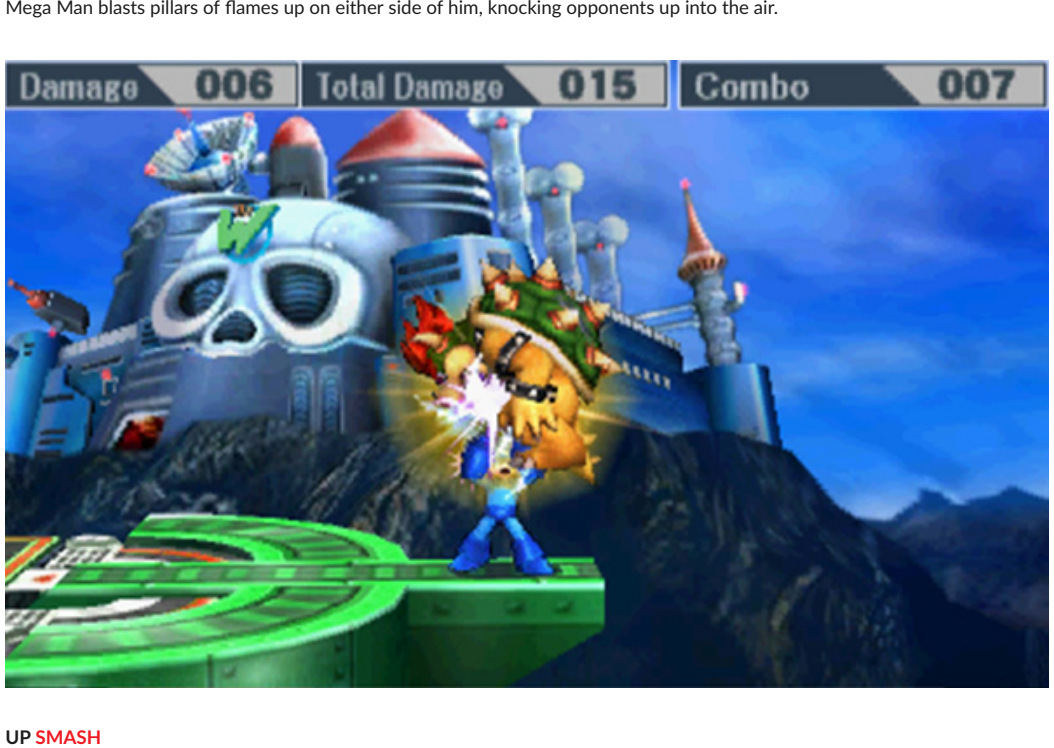
SIDE SMASH

Mega Man charges up his blaster and fires it horizontally. When this is charged, it increases distance, size, and damage output.


Damage 017
Total Damage 017
Combo 001

DOWN SMASH

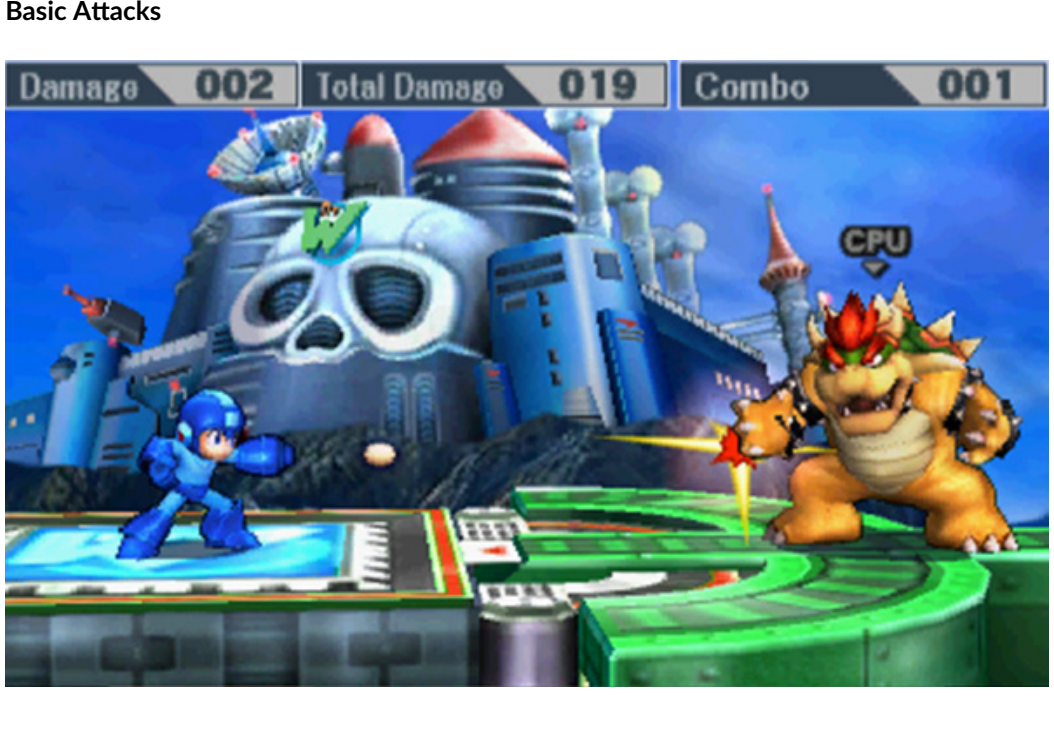
Mega Man blasts pillars of flames up on either side of him, knocking opponents up into the air.


Damage 006
Total Damage 015
Combo 007

UP SMASH

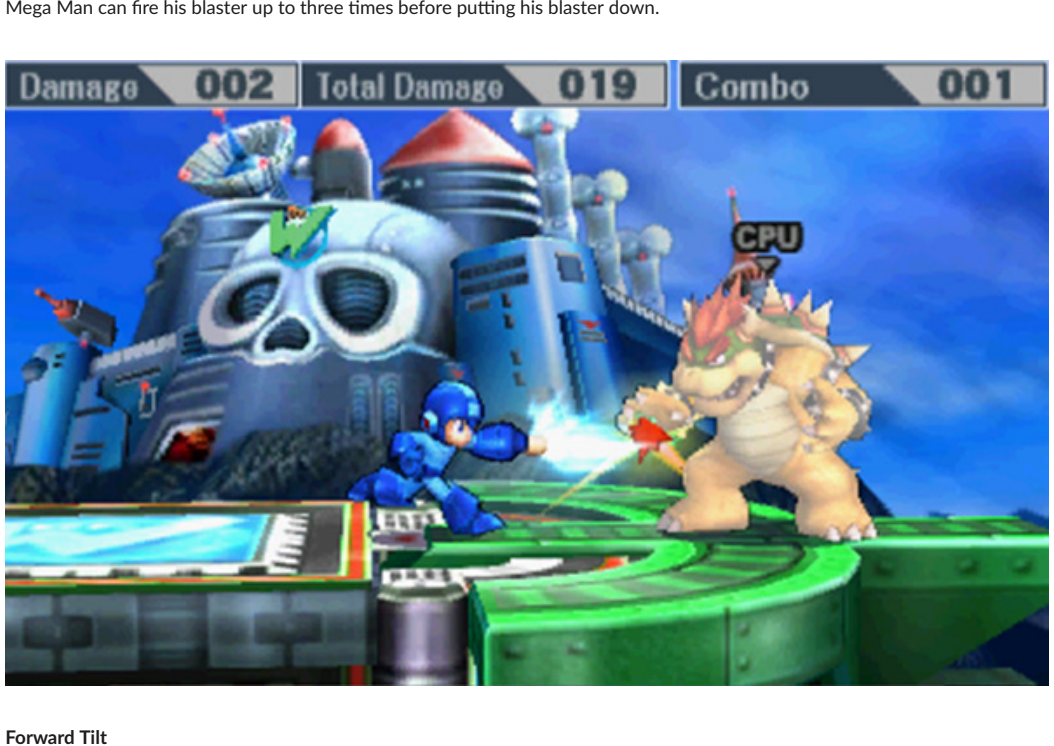
Mega Man raises both hands and electrocutes opponents above him, knocking them away vertically.

Basic Attacks


Damage 002
Total Damage 019
Combo 001
CPU

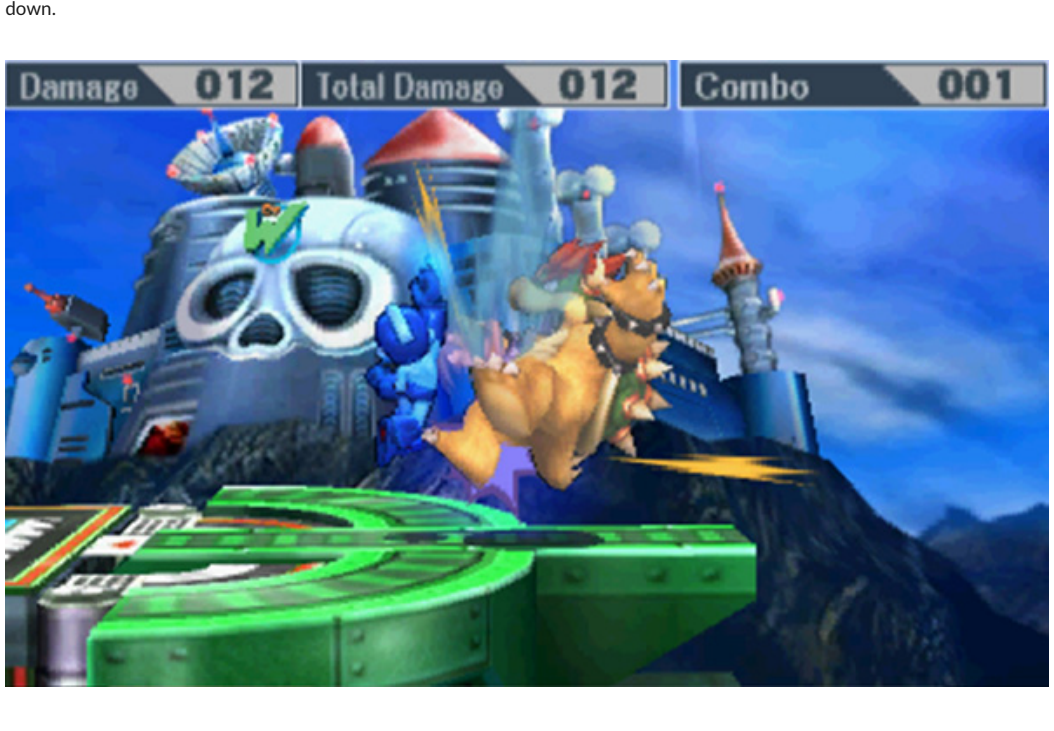
Standing Attack

Mega Man can fire his blaster up to three times before putting his blaster down.


Damage 002
Total Damage 019
Combo 001
CPU

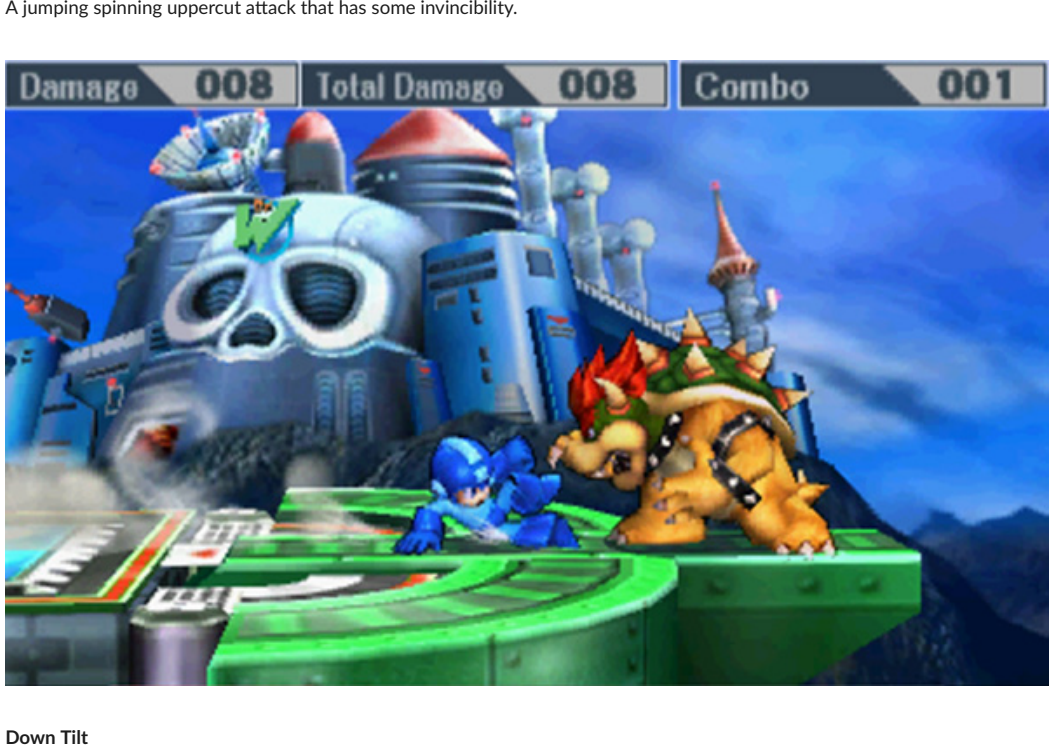
Forward Tilt

While advancing forward, Mega Man can fire his blaster. Again, you can fire up to three shots before putting his blaster down.


Damage 012
Total Damage 012
Combo 001

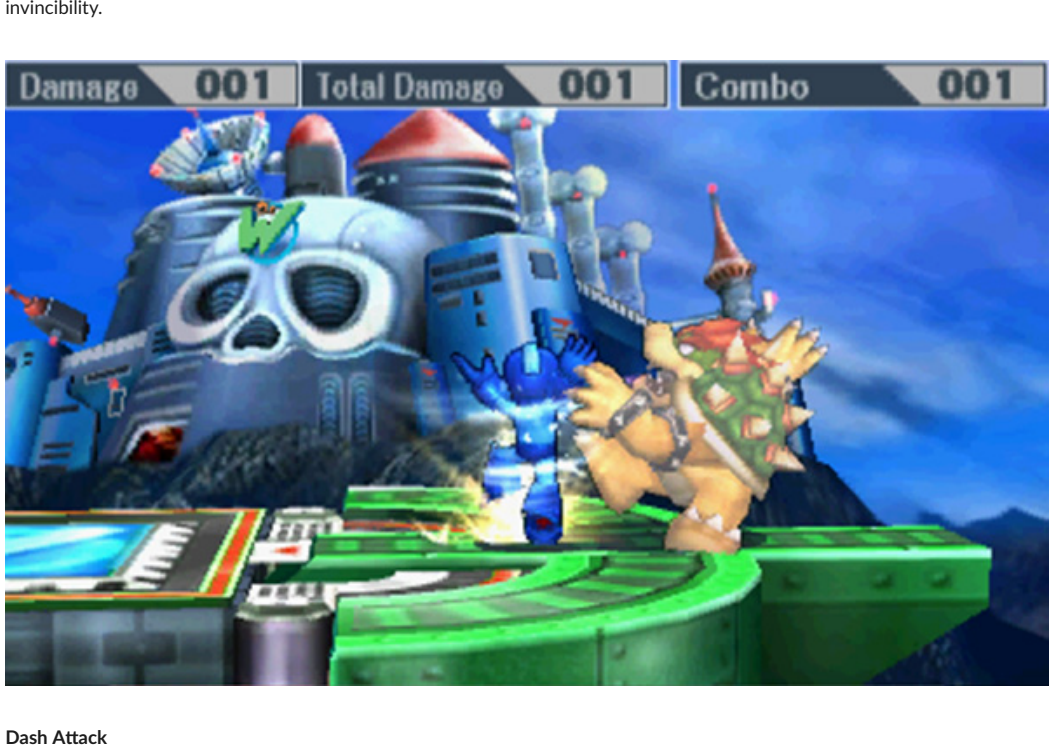
Up Tilt

A jumping spinning uppercut attack that has some invincibility.


Damage 008
Total Damage 008
Combo 001

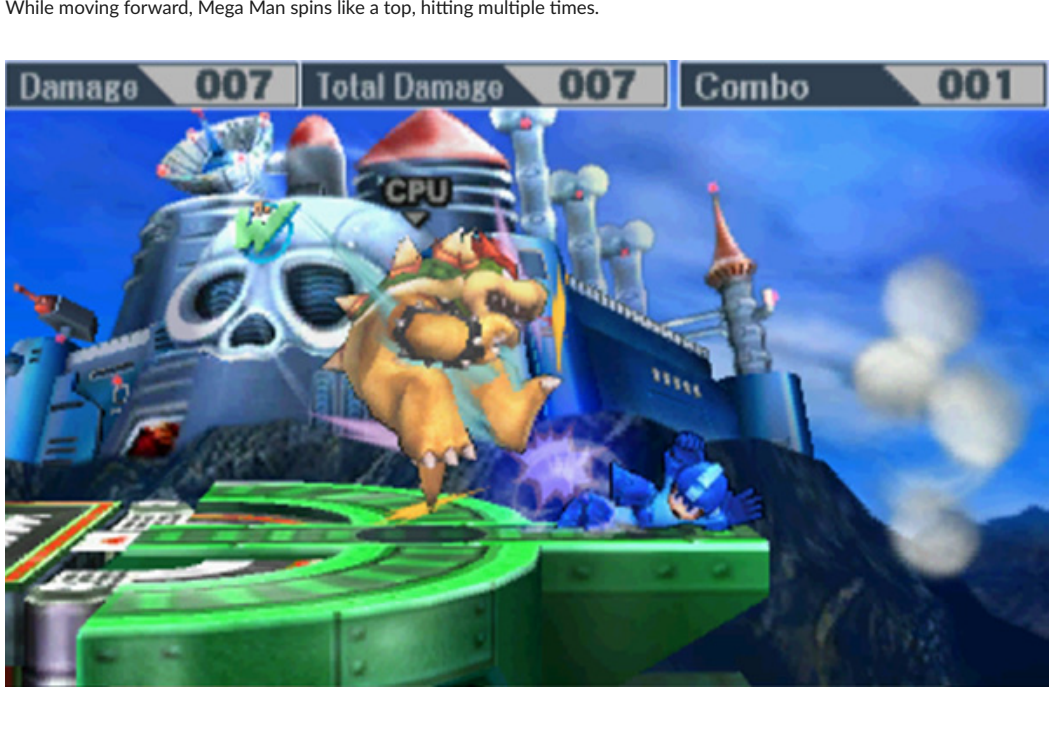
Down Tilt

Performs a slide attack that has good range, knocking opponents away horizontally. Mega Man's feet have some invincibility.


Damage 001
Total Damage 001
Combo 001

Dash Attack

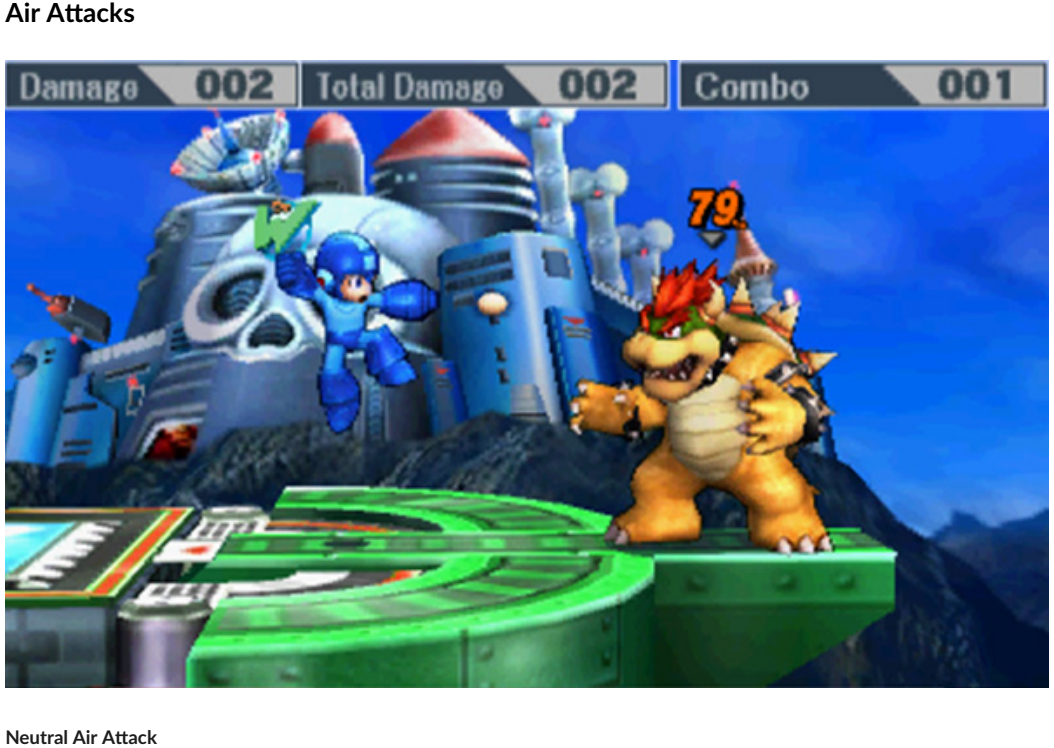
While moving forward, Mega Man spins like a top, hitting multiple times.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

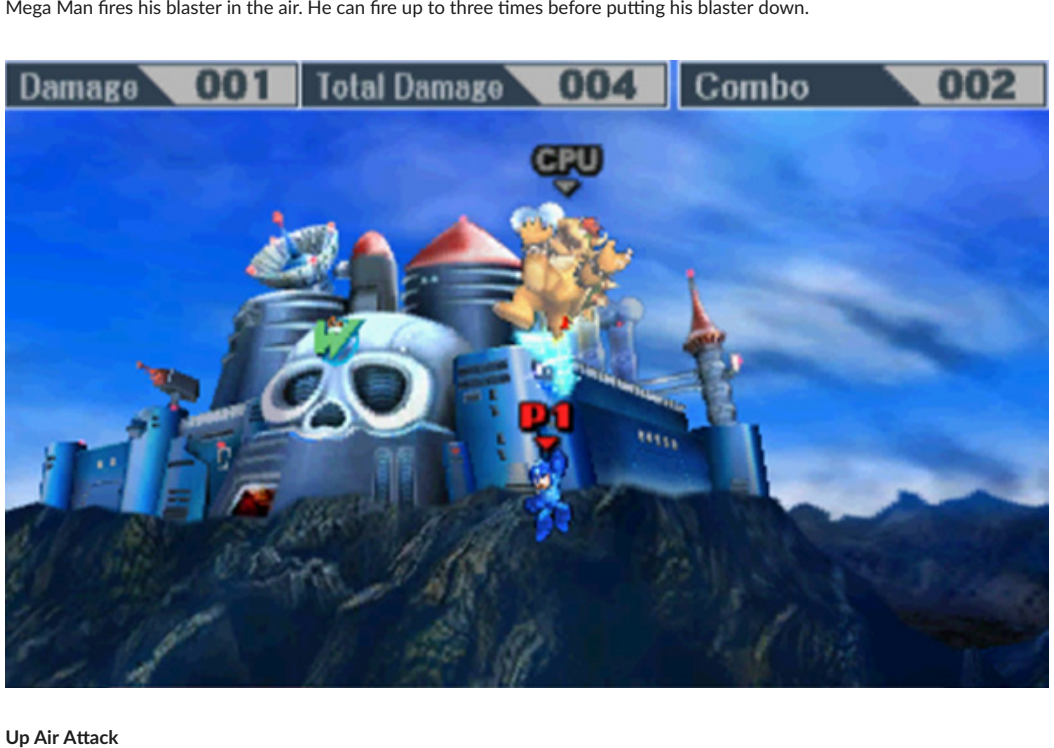
Mega Man pulls himself up and then does a small slide attack similar to his Down Tilt to strike the opponent.

Air Attacks


Damage 002
Total Damage 002
Combo 001
79

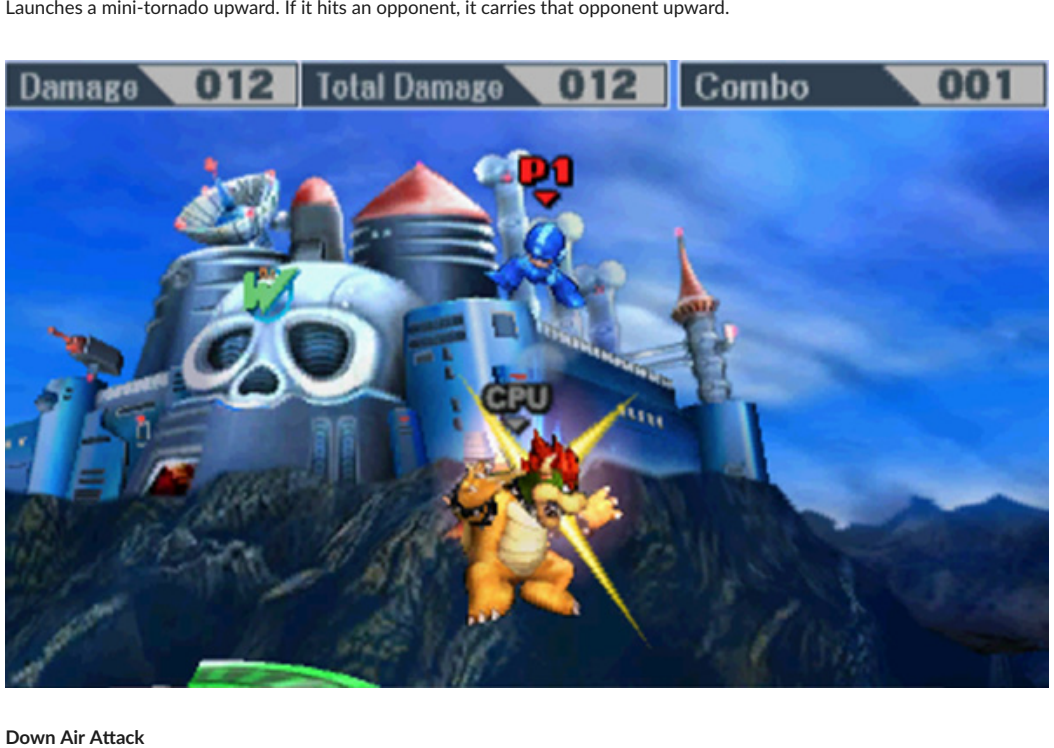
Neutral Air Attack

Mega Man fires his blaster in the air. He can fire up to three times before putting his blaster down.


Damage 001
Total Damage 004
Combo 002
CPU
P1

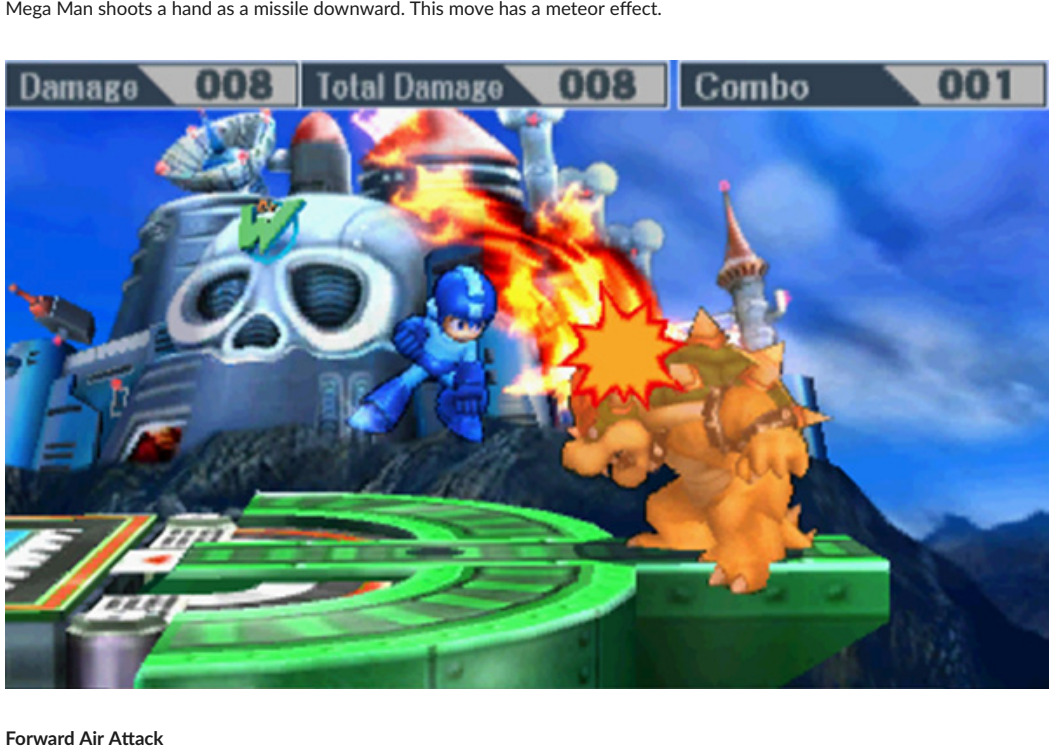
Up Air Attack

Launches a mini-tornado upward. If it hits an opponent, it carries that opponent upward.


Damage 012
Total Damage 012
Combo 001
P1
CPU

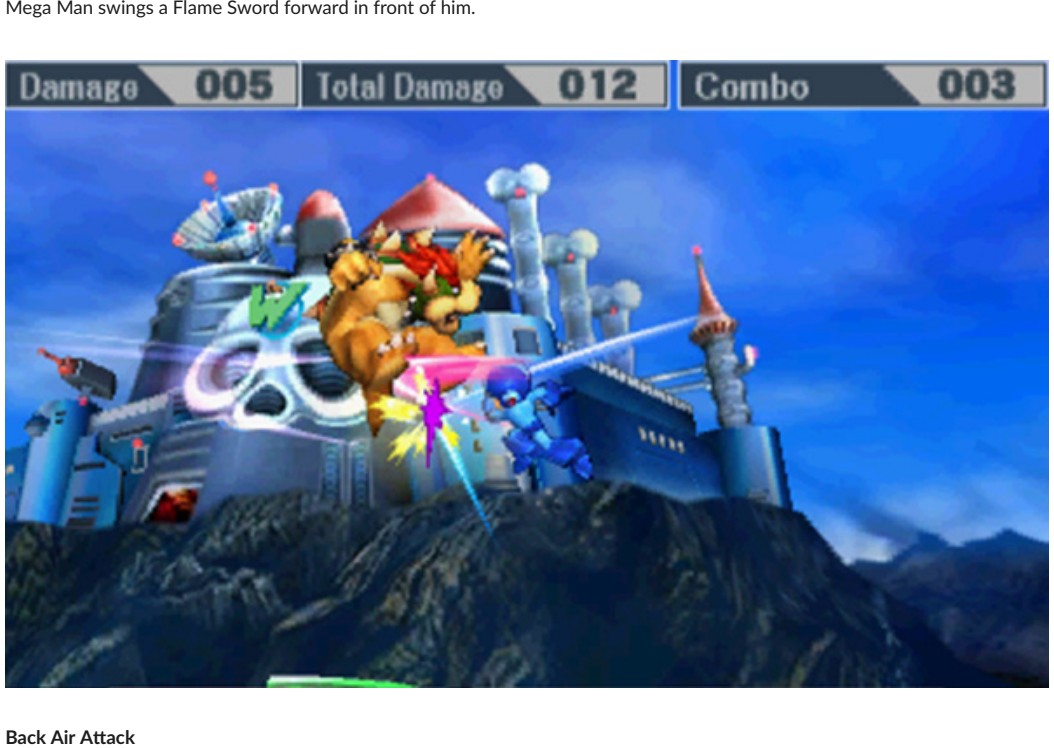
Down Air Attack

Mega Man shoots a hand as a missile downward. This move has a meteor effect.


Damage 008
Total Damage 008
Combo 001

Forward Air Attack

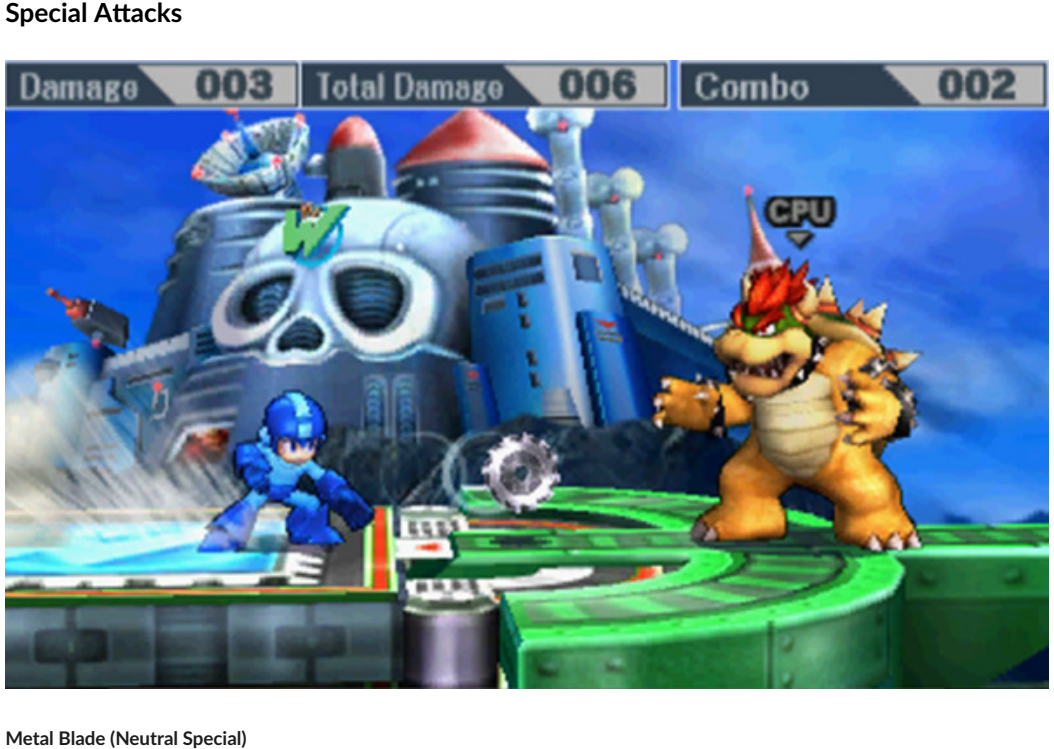
Mega Man swings a Flame Sword forward in front of him.


Damage 005
Total Damage 012
Combo 003

Back Air Attack

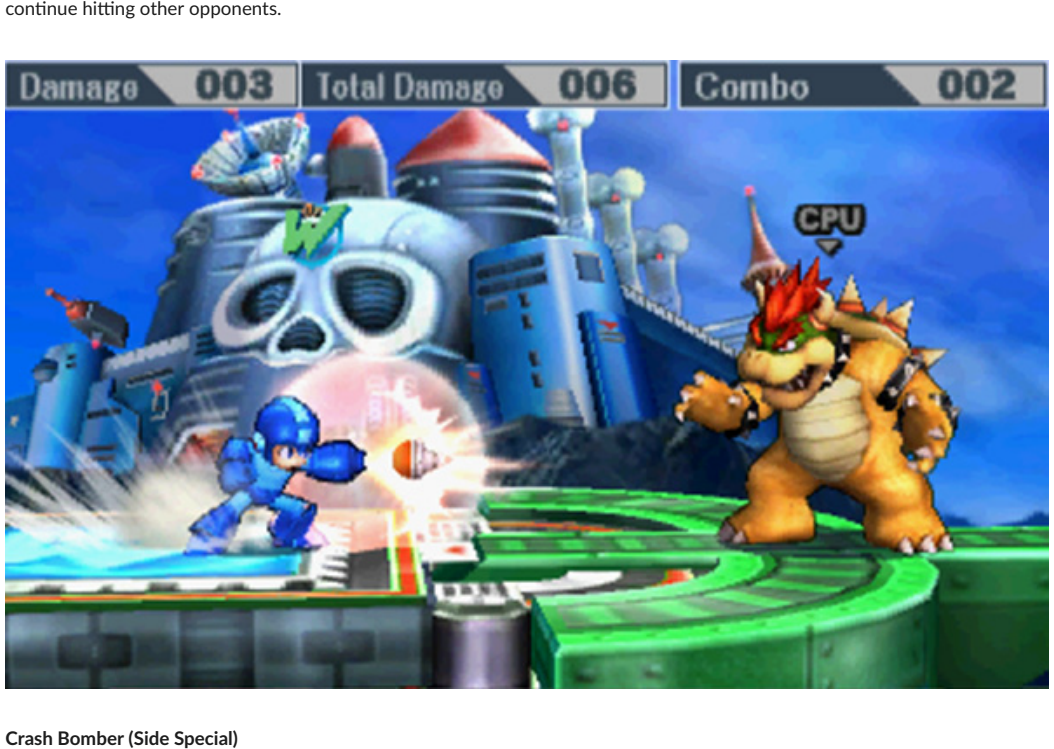
Mega Man uses the Slash Claw to attack behind him. This can hit multiple times.

Special Attacks


Damage 003
Total Damage 006
Combo 002
CPU

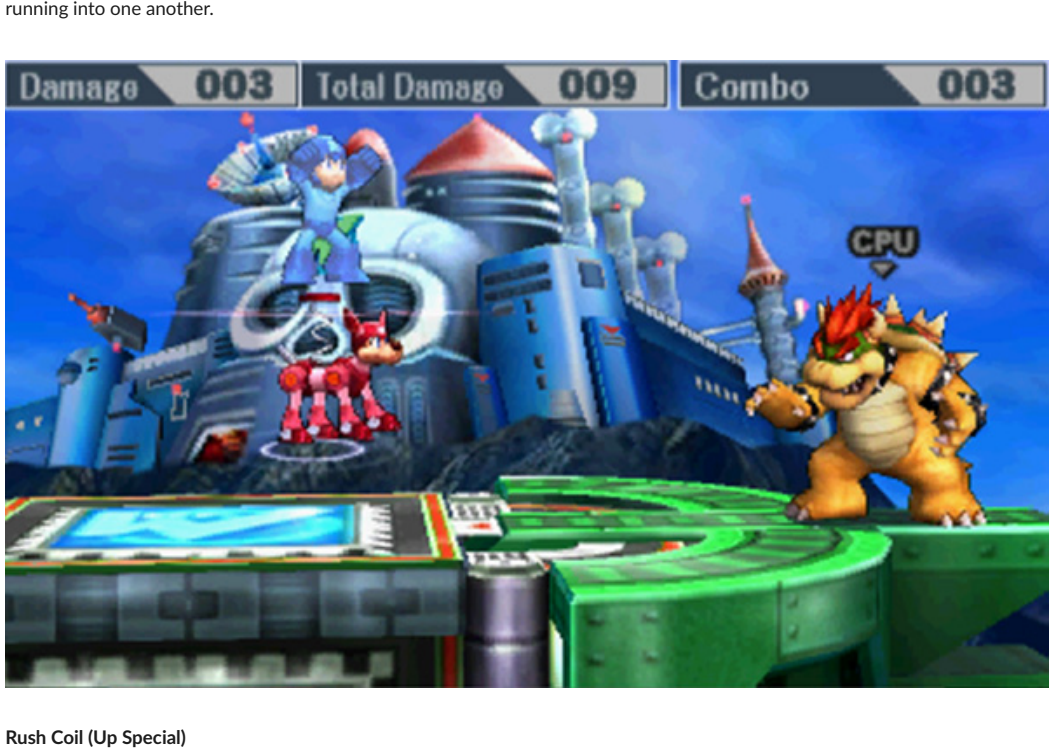
Metal Blade (Neutral Special)

Pull out Metal Man's spinning saw. You can choose the direction you want to throw it by inputting a direction after hitting the button—even behind you! If you throw it at the ground, anyone can pick it up. This projectile can pass through opponents and continue hitting other opponents.


Damage 003
Total Damage 006
Combo 002
CPU

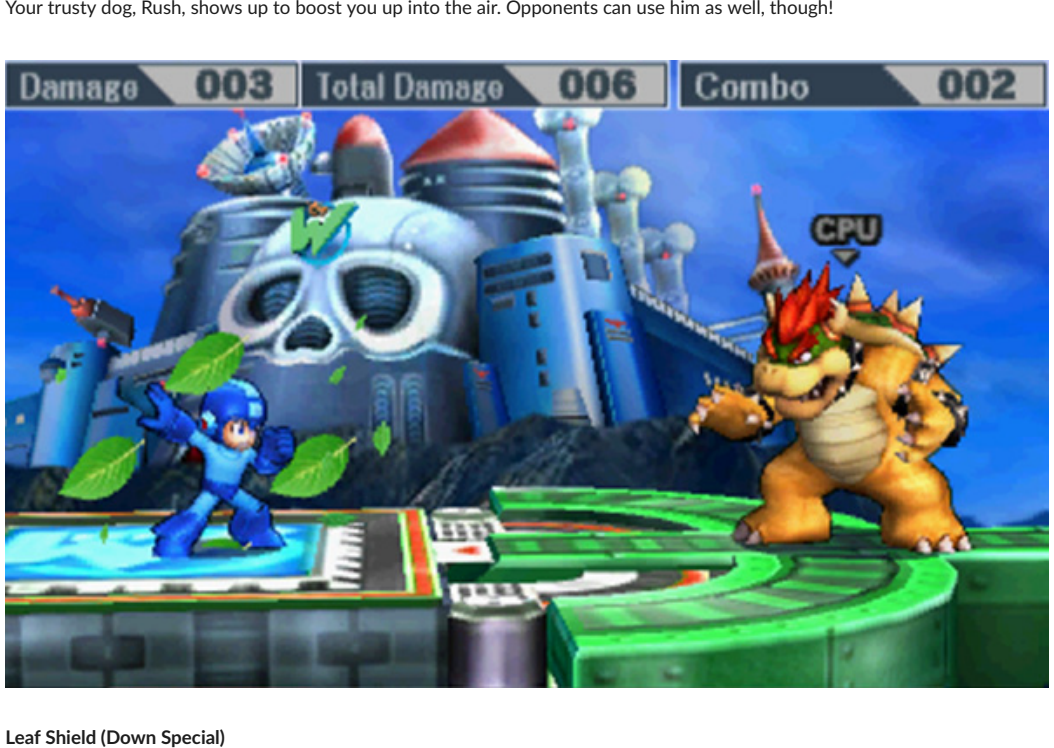
Crash Bomber (Side Special)

Use Crash Man's weapon and fire a bomb that sticks to walls, floors, and opponents. Opponents can transfer the bomb by running into one another.


Damage 003
Total Damage 009
Combo 003
CPU

Rush Coil (Up Special)

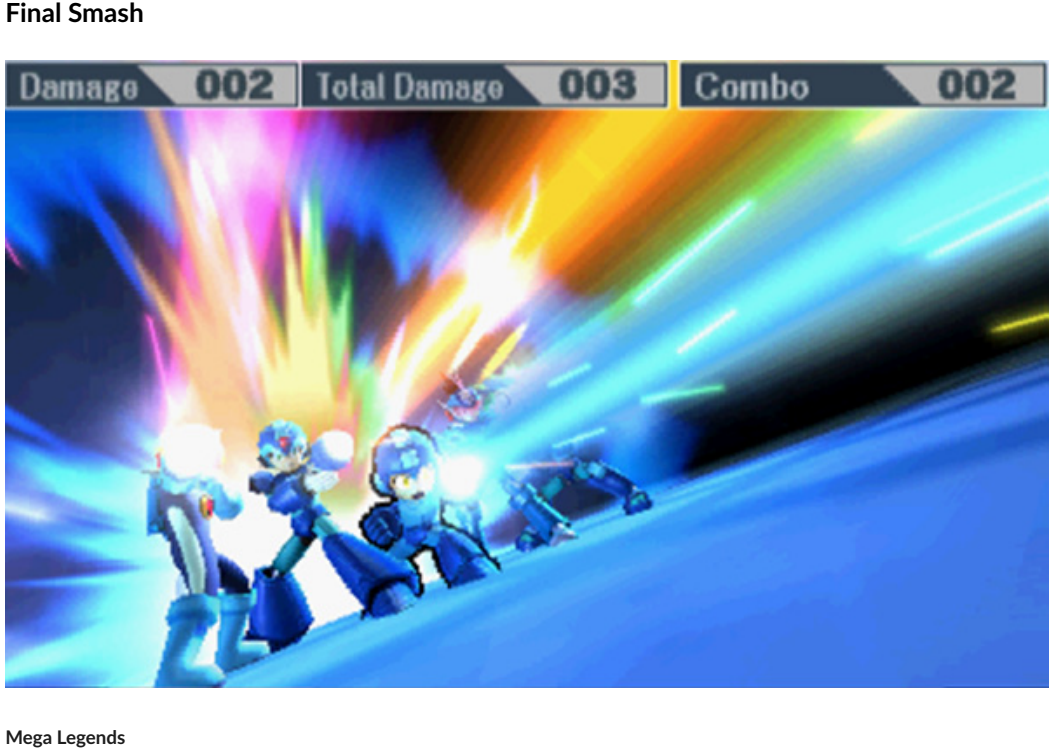
Your trusty dog, Rush, shows up to boost you up into the air. Opponents can use him as well, though!


Damage 003
Total Damage 006
Combo 002
CPU

Leaf Shield (Down Special)

Summon Wood Man's rotating shield. It damages opponents who come into contact with it. Pressing the button again allows you to throw it at your opponents.

Final Smash

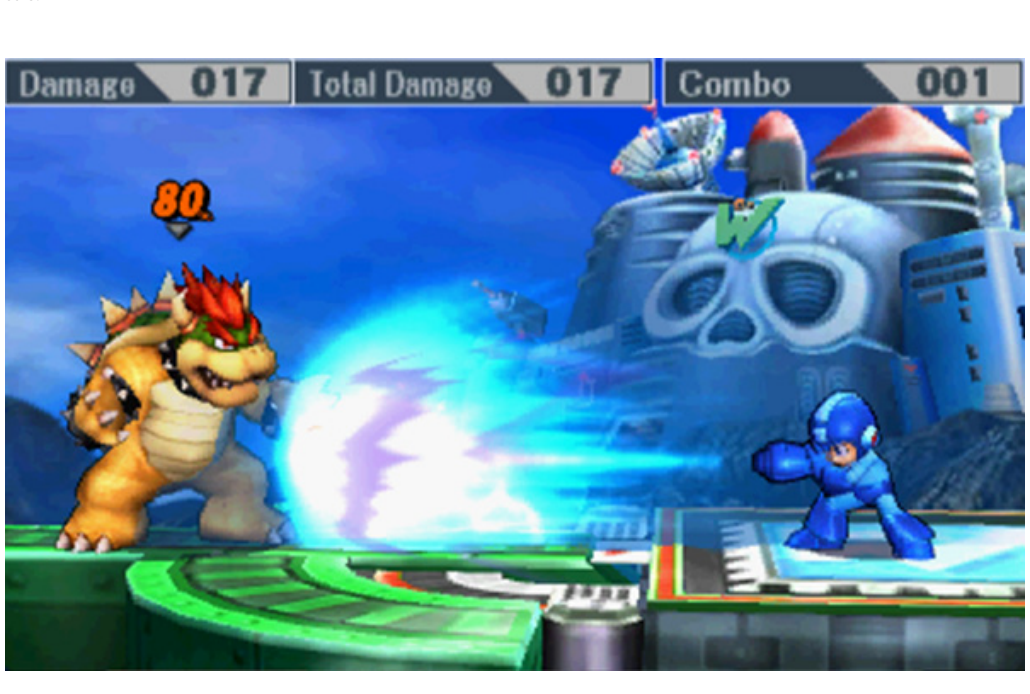

Damage 002
Total Damage 003
Combo 002

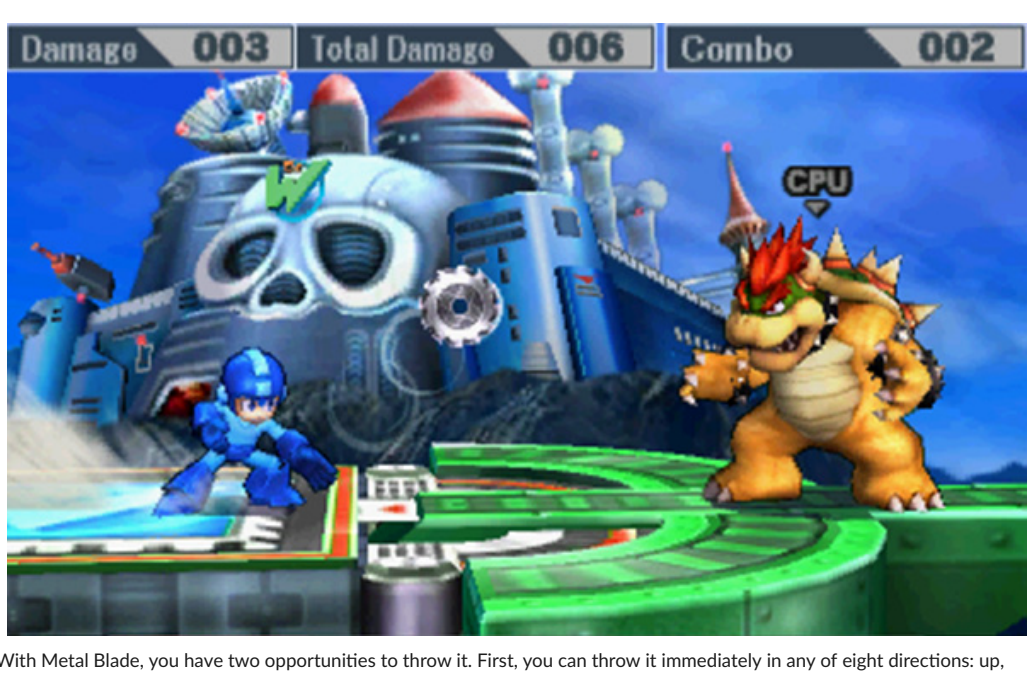
Mega Legends

Mega Man shoots out the Black Hole Bomb across the stage. On impact or after a second, the bomb explodes, creating a black hole that sucks opponents in. Anyone sucked in meets the five Mega Legends as they all charge up and fire energy beams from their blasters! The combo does about 40% damage to whoever is hit first, 39% to anyone else, and knocks everyone up and away. For range, the Black Hole Bomb travels just over half of Final Destination before it explodes, and it can suck in opponents from the opposite end of Final Destination.

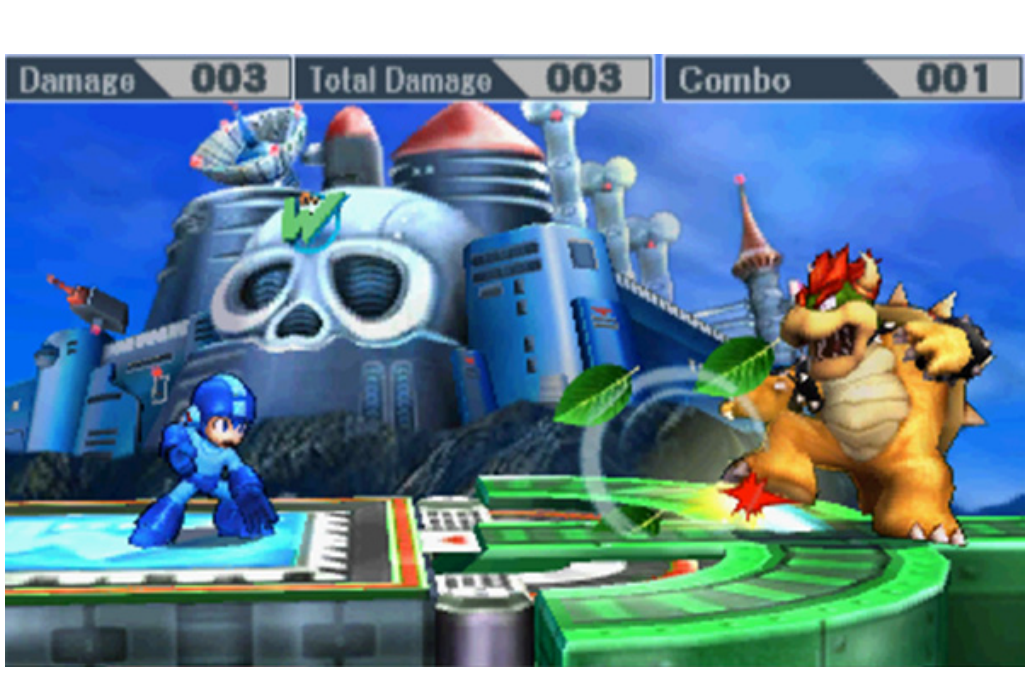
Strategy

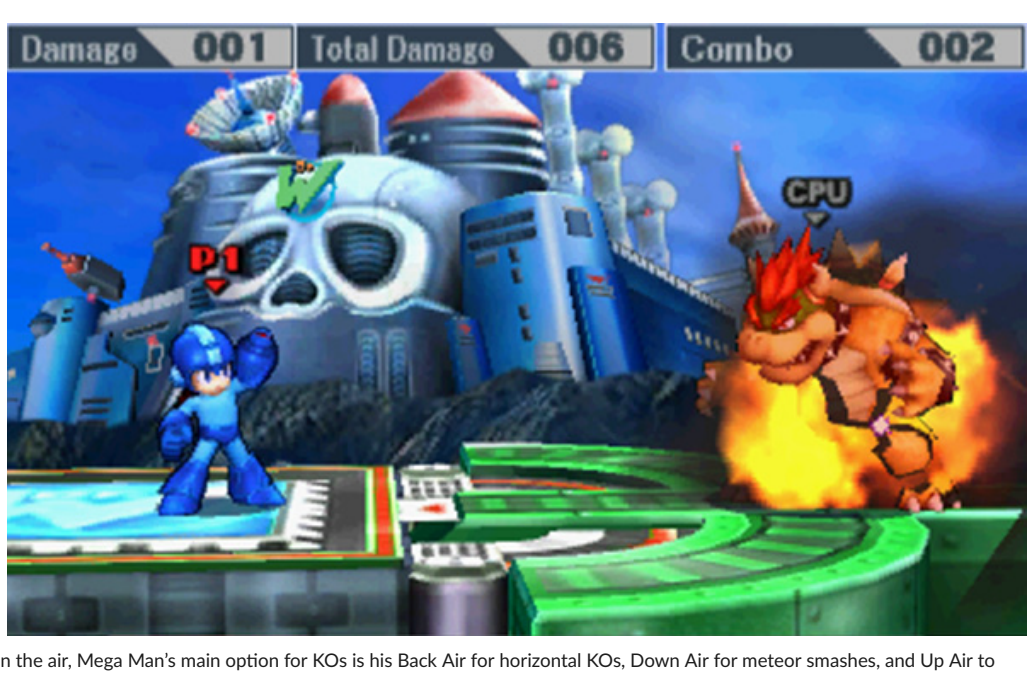
Mega Man is a gunner-based character, as he relies more on his weaponry than on hand-to-hand combat. He has slightly above-average weight and average mobility. His Standard Attack, Side Tilt, and Neutral Air all fire his blaster to harass opponents. The blaster shots don't travel very far, but every bit of damage helps! Also note his Side Smash is actually a projectile. The longer you charge it up, the larger the projectile becomes, the farther it travels, and the more damage it deals.


Damage 017
Total Damage 017
Combo 001
80


Damage 003
Total Damage 006
Combo 002
CPU

With Metal Blade, you have two opportunities to throw it. First, you can throw it immediately in any of eight directions: up, down, forward, backward, and all four diagonals. If you throw it at the ground or a wall, you can pick it up. Once picked up, it functions as an item and can only be thrown forward, backward, up, or down. Crash Bomber travels very far and deals decent damage to opponents caught in its blast. Use this from a distance and fire it into groups of opponents. Because opponents can pass it off on one another, use this to predict their movements. The explosion can hurt Mega Man and can transfer to Mega Man as well, so use this from a distance! Leaf Shield doesn't stay up for very long, but while it does, it can block projectiles. Grabbing an opponent while you have the Leaf Shield allows you to combo, including the damage of the leaves. You can still use your dodges and shield while you have the Leaf Shield up. Rush Coil is never an attack, so it's mainly used as a recovery tool. Note that other opponents can also use Rush!

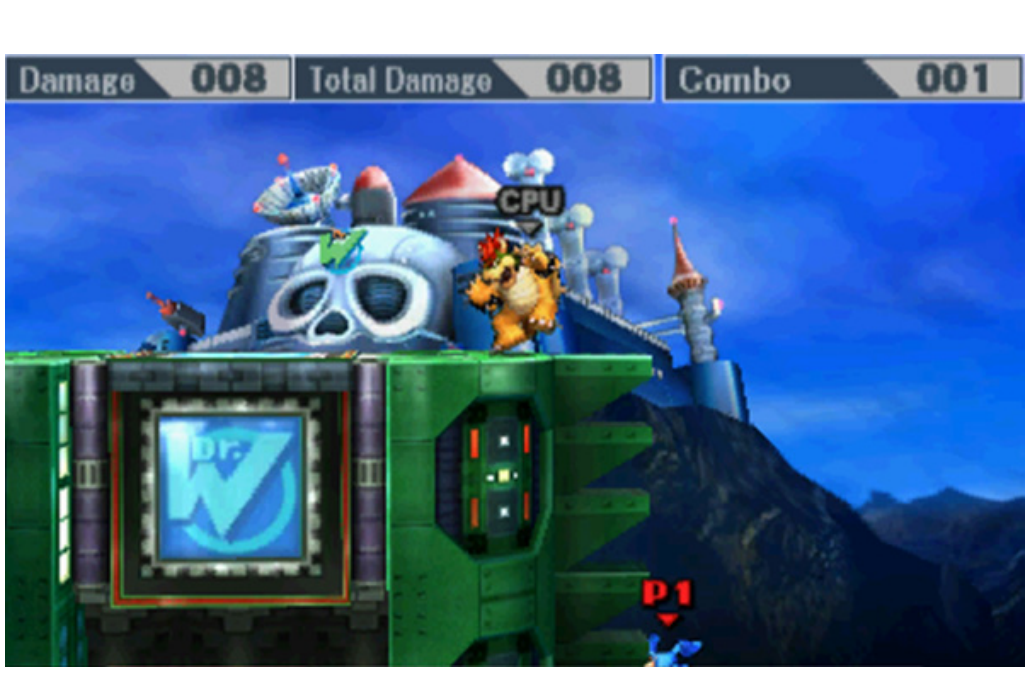

Damage 003
Total Damage 003
Combo 001

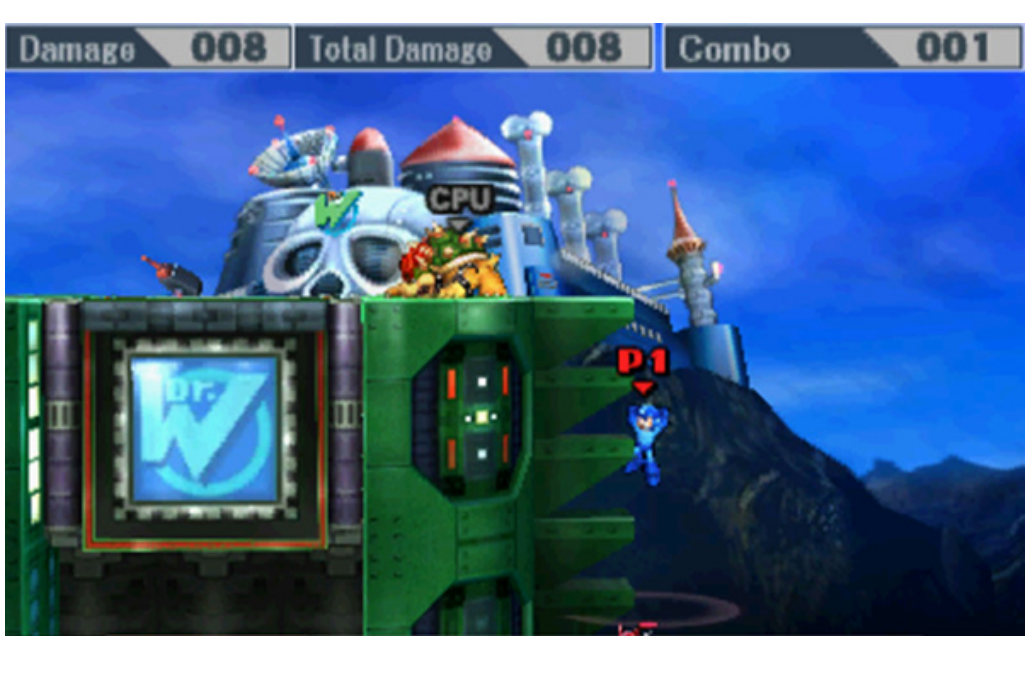

Damage 001
Total Damage 006
Combo 002
P1
CPU

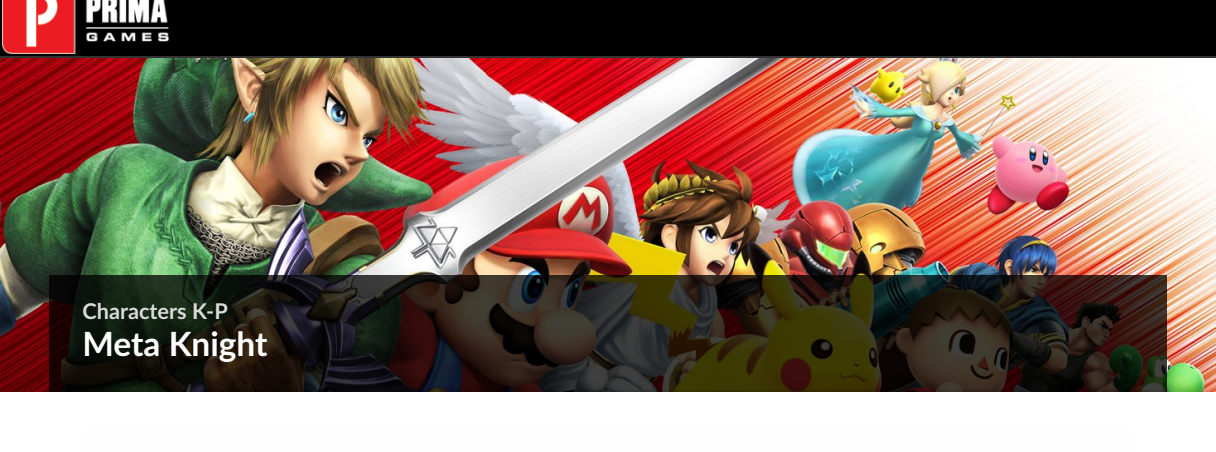
In the air, Mega Man's main option for KOs is his Back Air for horizontal KOs, Down Air for meteor smashes, and Up Air to push opponents out of the ceiling. On the ground, his best options are charged-up Forward Smash and Up Smash. Use his projectiles and ranged attacks to build up damage before going for these options. When fighting up-close, Up Tilt is useful because of its invincibility, and Down Tilt is useful because of its range. Down Tilt is slow, though, so use it sparingly. When you knock away an opponent, take this opportunity to bring up your Leaf Shield or charge up your Side Smash. Take advantage of Side Smash's range as much as you can. For edge-guarding, Side Smash, Forward Air, Metal Blade, Crash Bomber, Leaf Shield, and all of Mega Man's blaster attacks are useful. Keep opponents out with these and try to catch them coming in with a Down Air meteor smash.

Recovery

Mega Man has average vertical recovery but poor horizontal recovery. His Rush Coil boosts him very high into the air, and if you use it a second time in a row, it sends you even higher, though you aren't able to do this from the air. Horizontally, though, you can't aim very far left or right when using Rush Coil. Additionally, use Mega Man's Down Air to slow your descent while simultaneously attacking below you. Though it doesn't help Mega Man's horizontal recovery much, don't forget you have access to a wall jump!


Damage 008
Total Damage 008
Combo 001
CPU
Dr. W
P1


Damage 008
Total Damage 008
Combo 001
CPU
Dr. W
P1



Characters K-P

Meta Knight

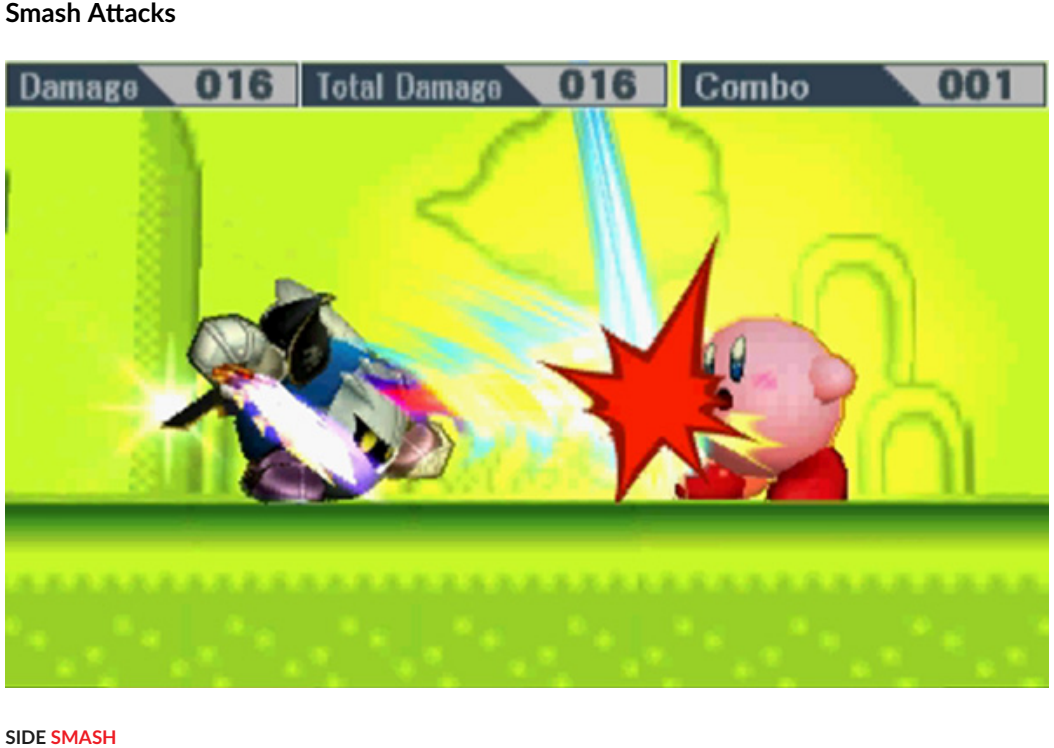
Trophy Description

Kirby's mysterious rival, this masked swordsman appears in several *Kirby* games. His cape transforms into wings to grant him flight. In *Smash Bros.*, his quick sword skills and aerial agility set him apart. He can jump up to five times in a row, and he has a Special move to soar higher.

Statistics

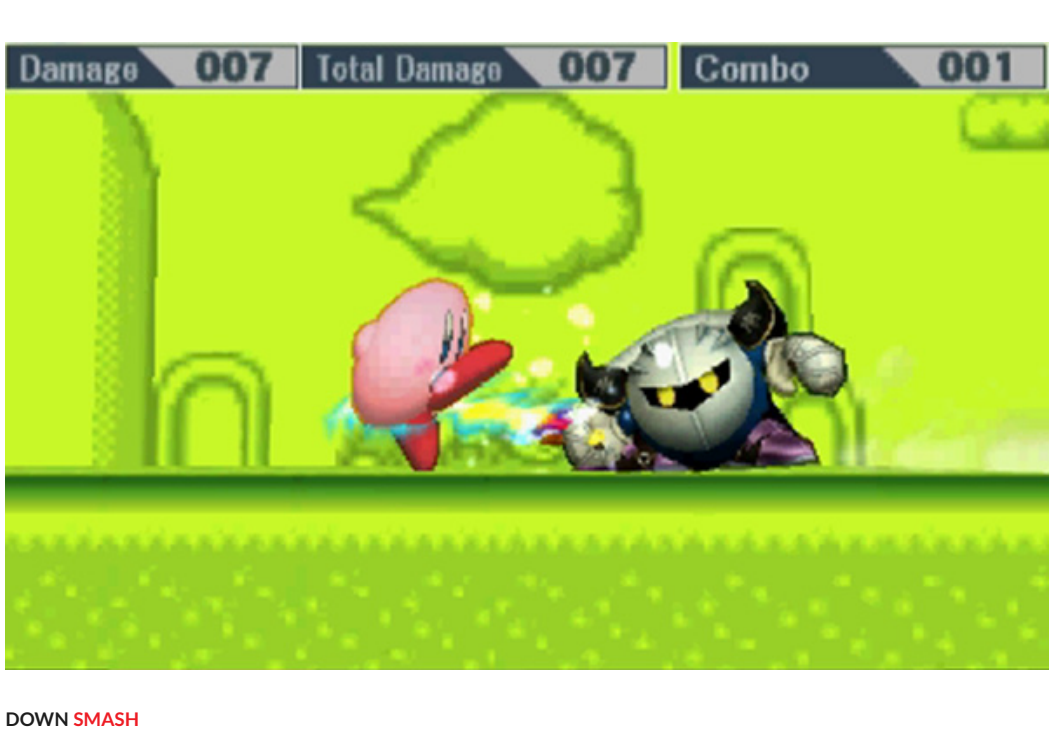
- **Maximum Number of Jumps**: 6
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 016
Total Damage 016
Combo 001

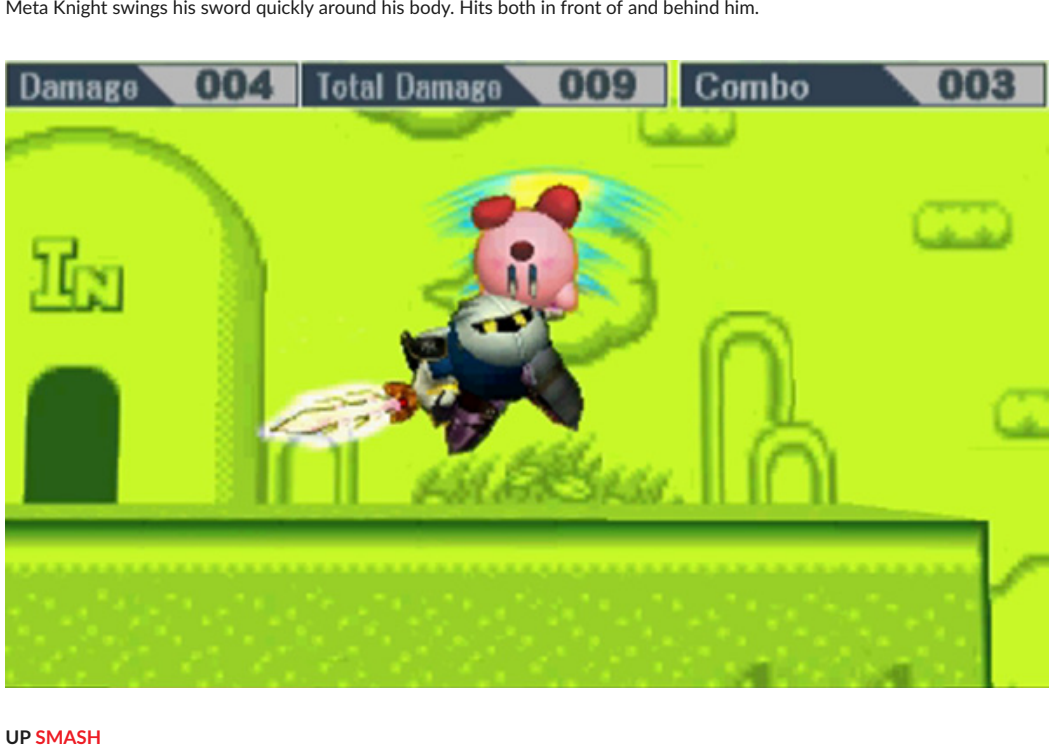
SIDE SMASH

Meta Knight slashes his sword horizontally in front of him.


Damage 007
Total Damage 007
Combo 001

DOWN SMASH

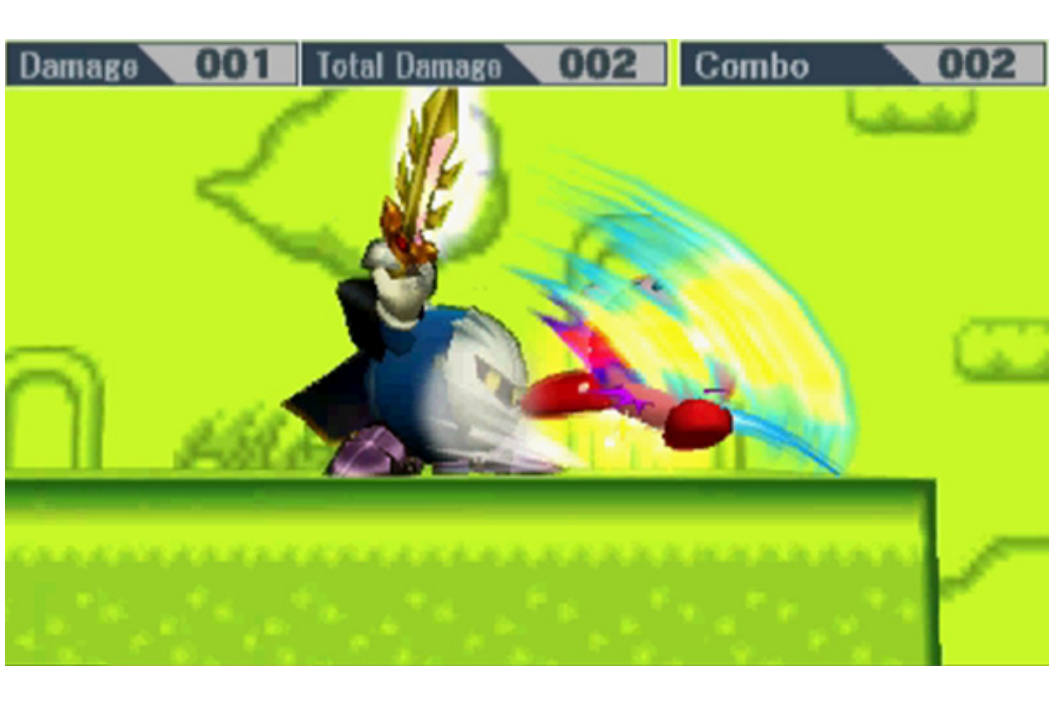
Meta Knight swings his sword quickly around his body. Hits both in front of and behind him.


Damage 004
Total Damage 009
Combo 003

UP SMASH

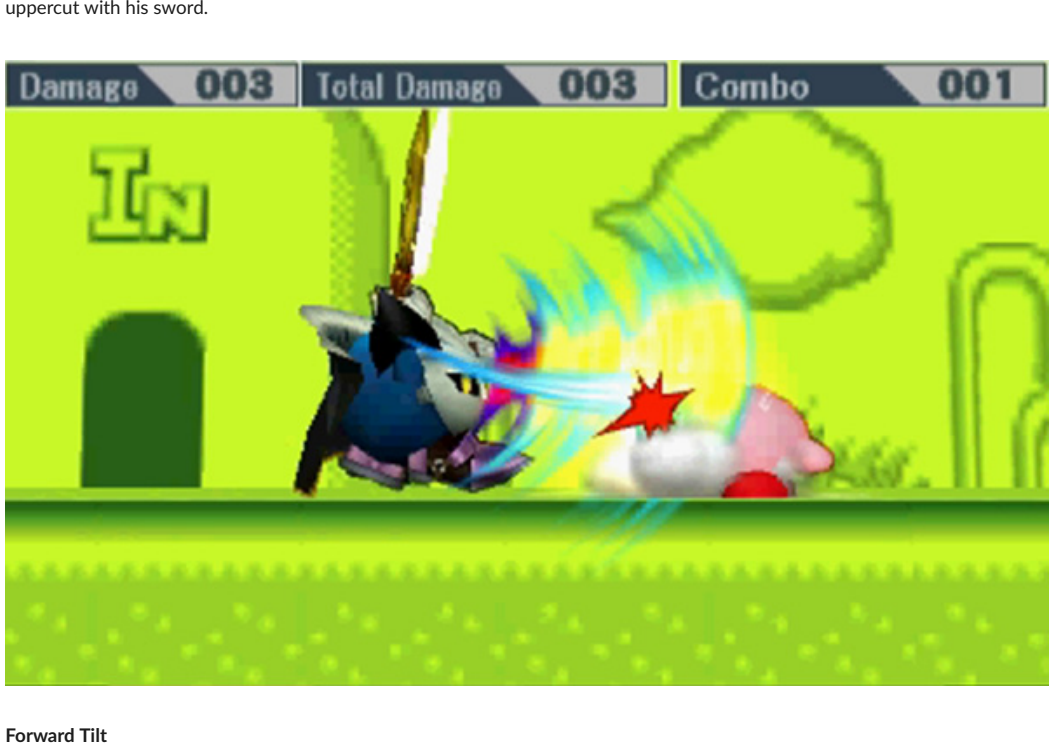
Meta Knight slashes furiously upward as he leaps into the air. Can hit up to three times before sending the opponent upward.

Basic Attacks


Damage 001
Total Damage 002
Combo 002

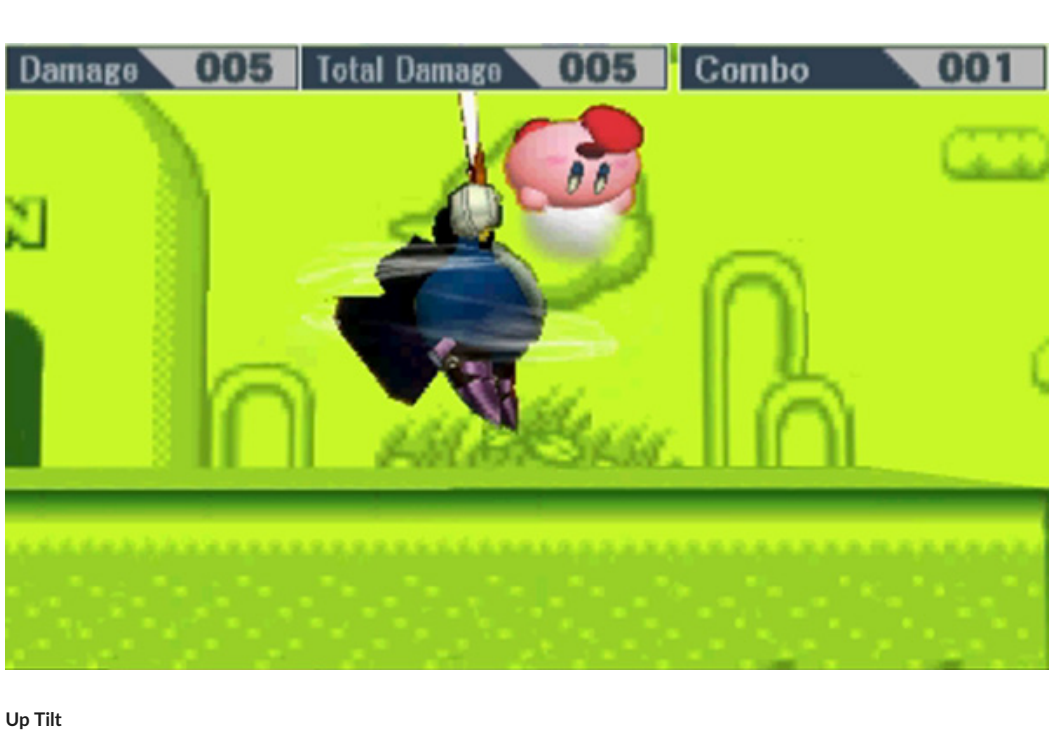
Standing Attack

Meta Knight goes straight into his rapid slashes! Letting go of the Attack button causes Meta Knight to end with a jumping uppercut with his sword.


Damage 003
Total Damage 003
Combo 001

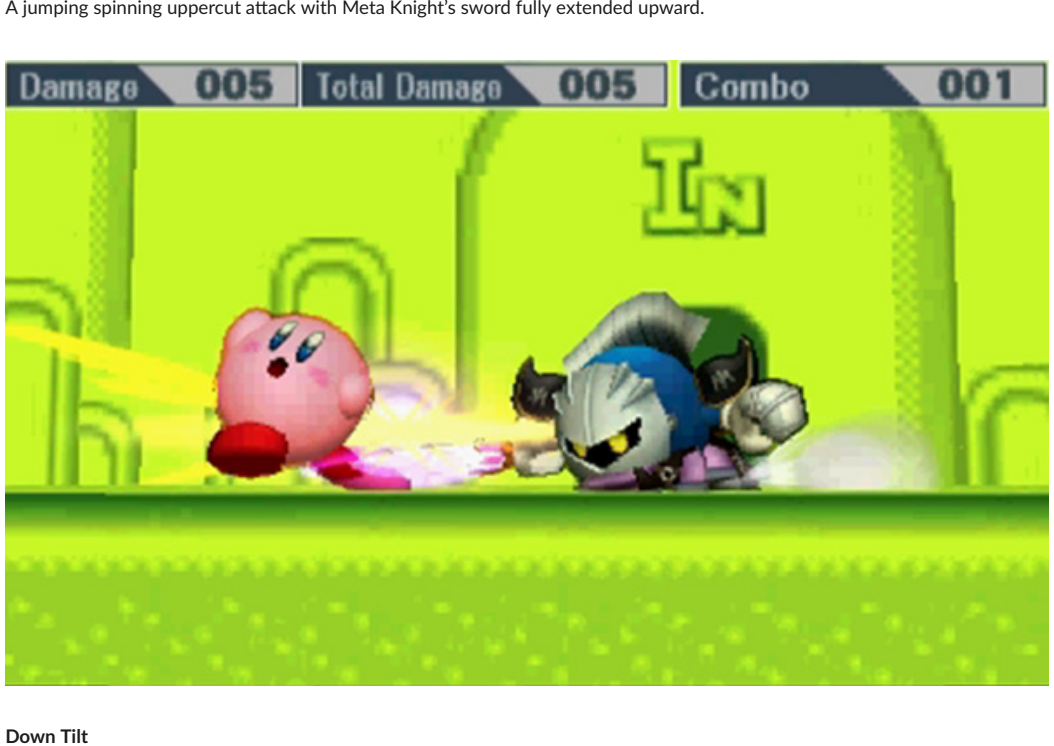
Forward Tilt

This leads into a three-hit attack if you continue to hit the Attack button. Two horizontal sword slashes followed by an upward slash. The third hit has good launching power.


Damage 005
Total Damage 005
Combo 001

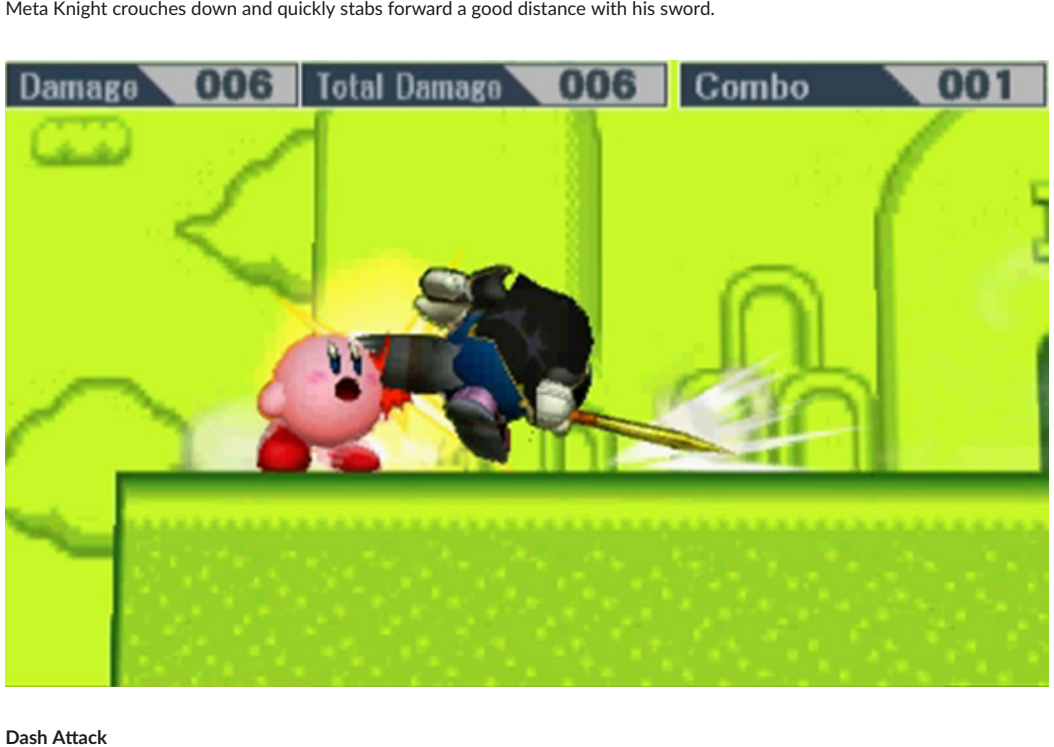
Up Tilt

A jumping spinning uppercut attack with Meta Knight's sword fully extended upward.


Damage 005
Total Damage 005
Combo 001

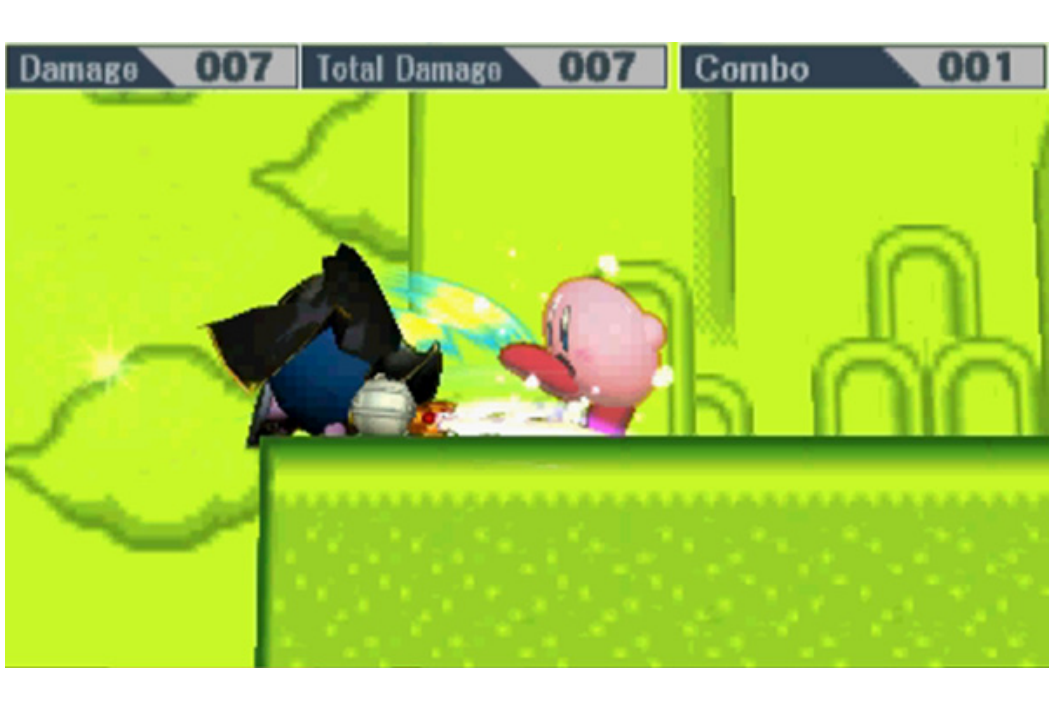
Down Tilt

Meta Knight crouches down and quickly stabs forward a good distance with his sword.


Damage 006
Total Damage 006
Combo 001

Dash Attack

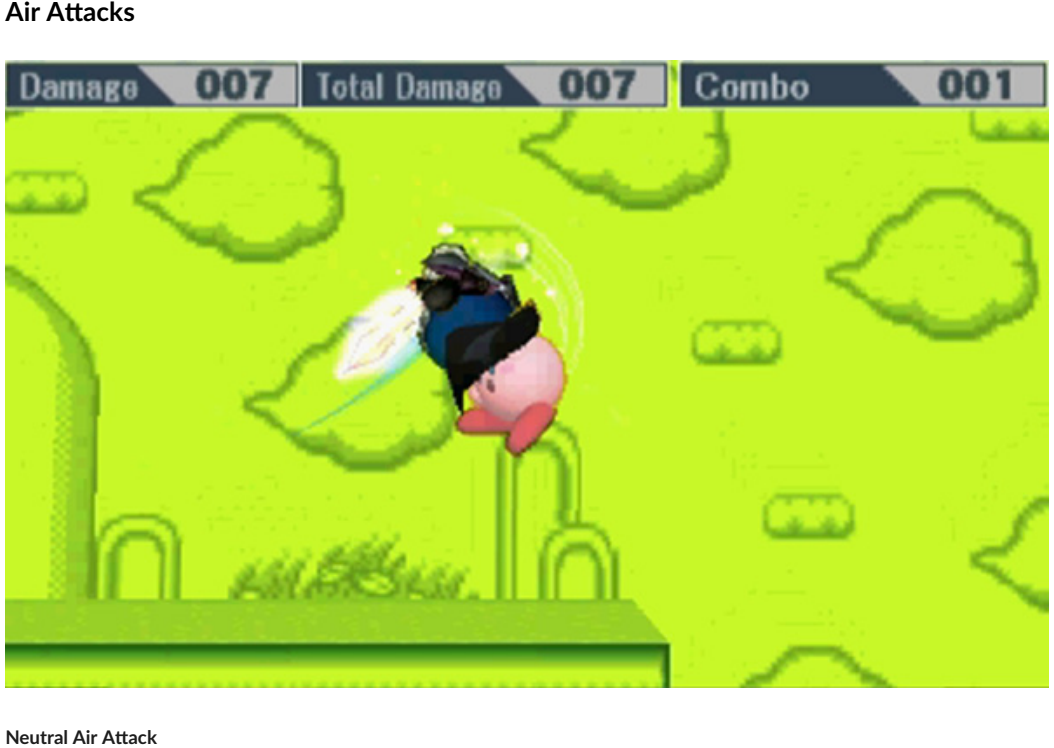
Meta Knight delivers a long-range jump kick to your opponent.


Damage 007
Total Damage 007
Combo 001

Edge Attack

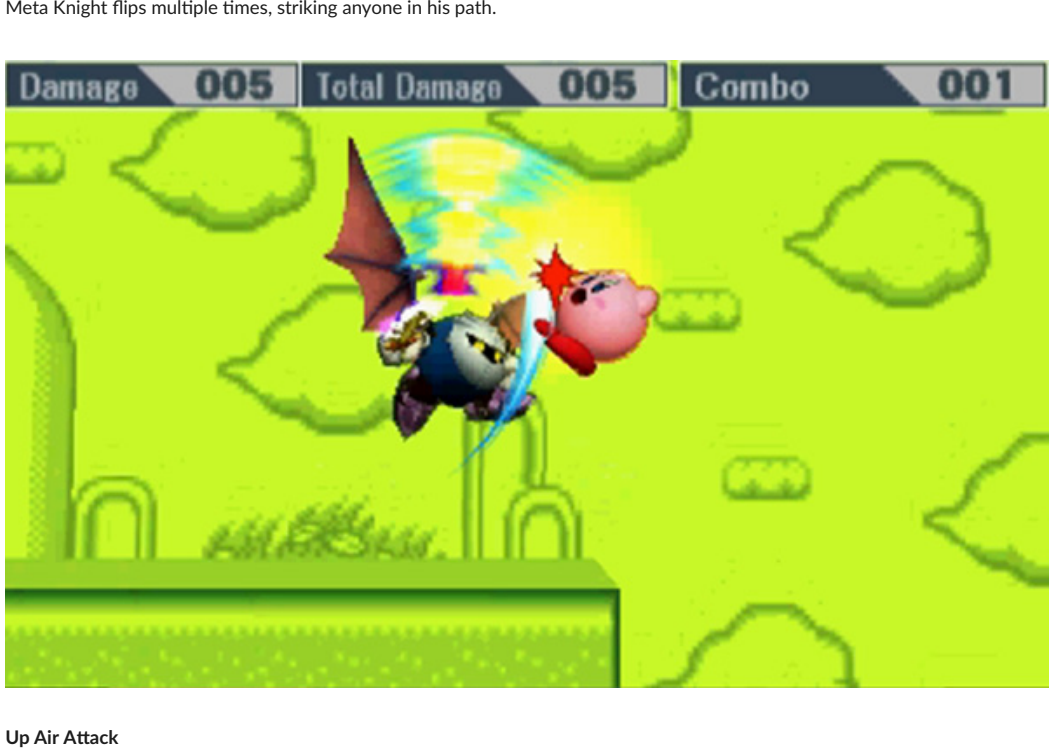
Meta Knight slowly pulls himself back to the stage before swinging his sword forward.

Air Attacks


Damage 007
Total Damage 007
Combo 001

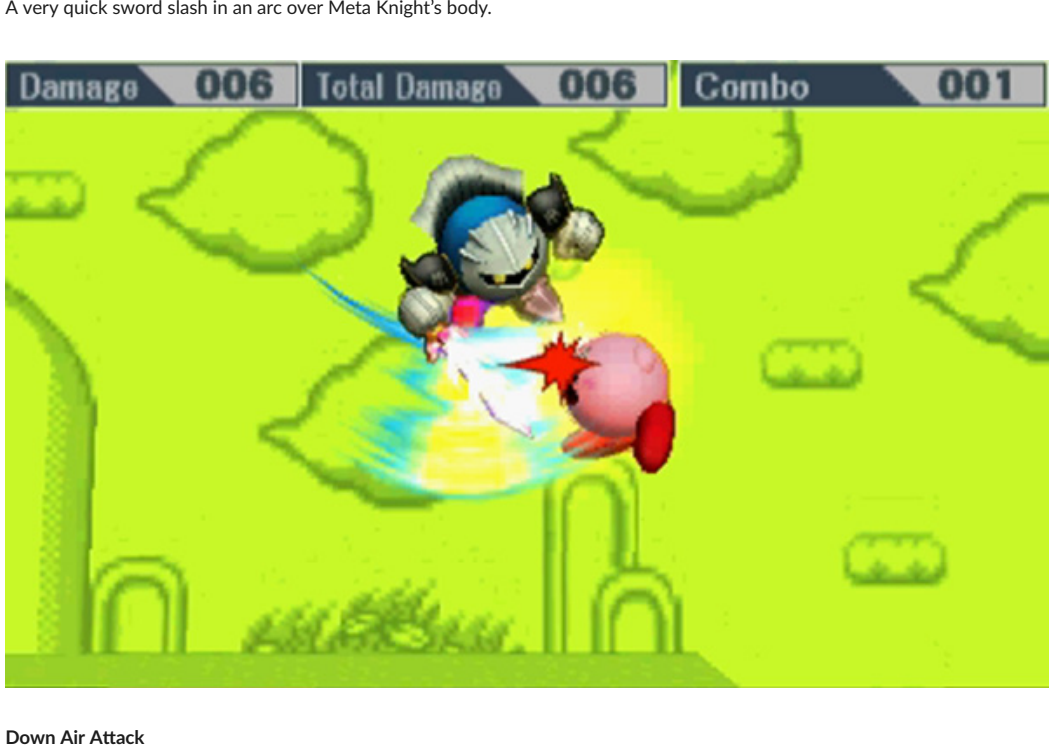
Neutral Air Attack

Meta Knight flips multiple times, striking anyone in his path.


Damage 005
Total Damage 005
Combo 001

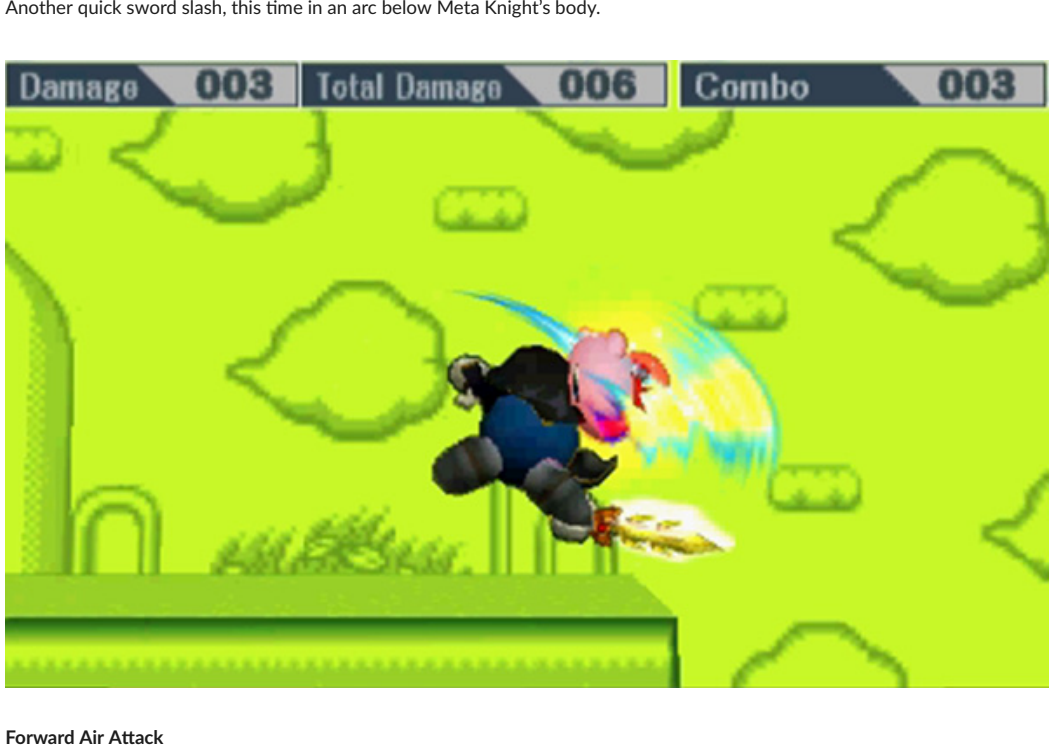
Up Air Attack

A very quick sword slash in an arc over Meta Knight's body.


Damage 006
Total Damage 006
Combo 001

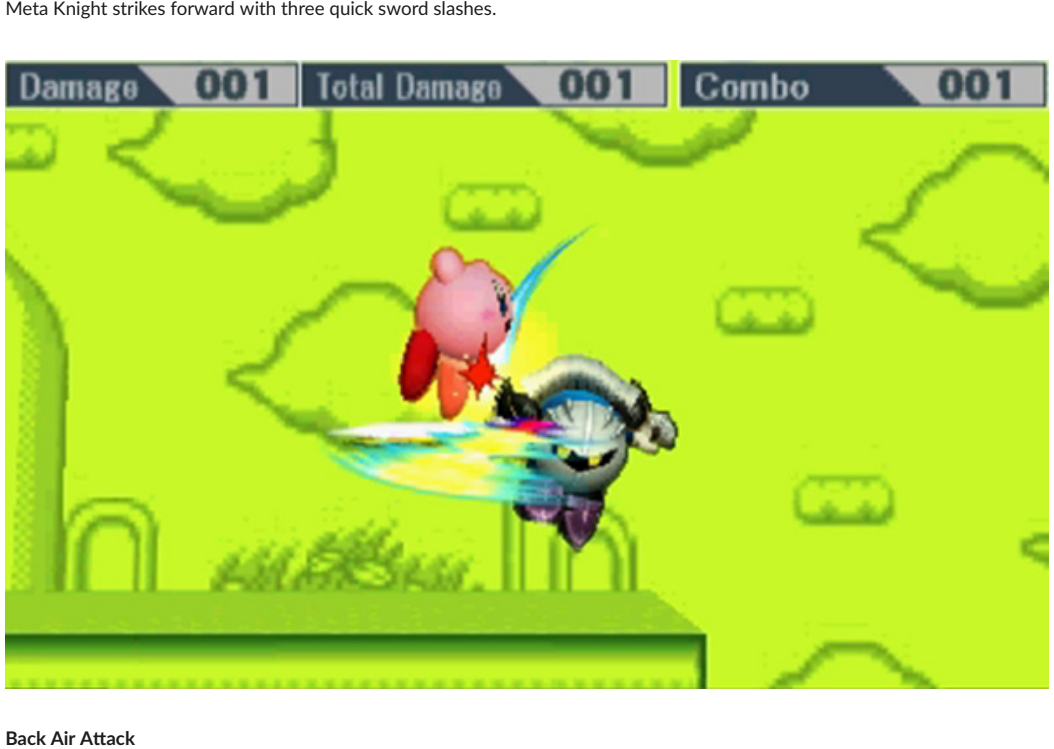
Down Air Attack

Another quick sword slash, this time in an arc below Meta Knight's body.


Damage 003
Total Damage 006
Combo 003

Forward Air Attack

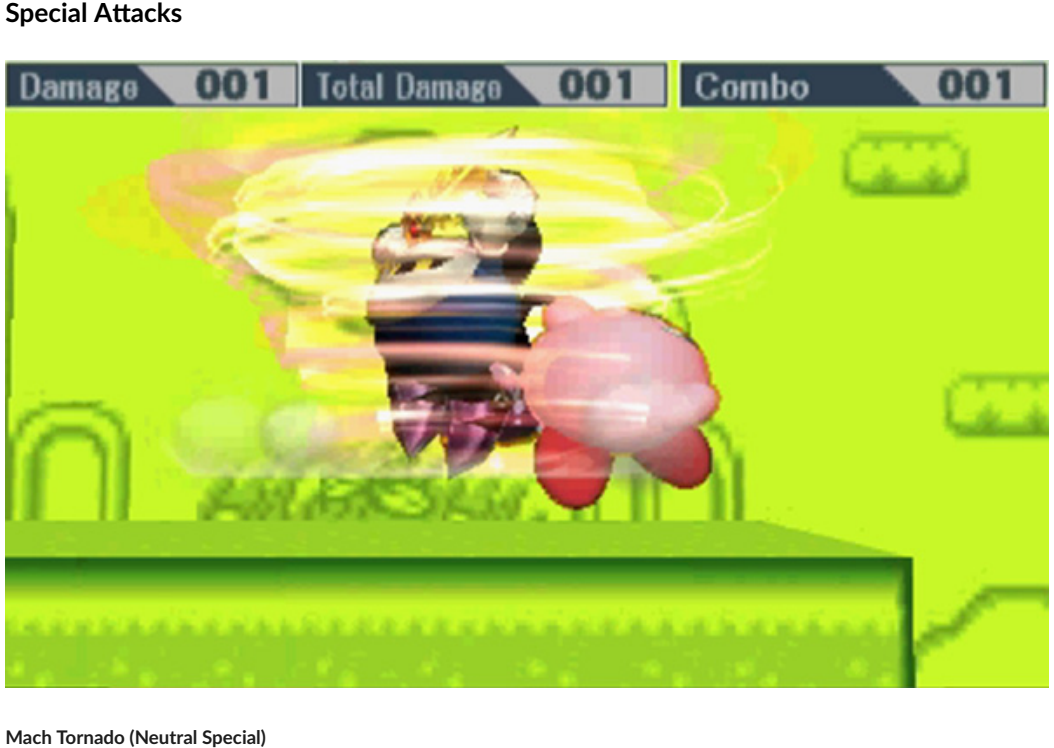
Meta Knight strikes forward with three quick sword slashes.


Damage 001
Total Damage 001
Combo 001

Back Air Attack

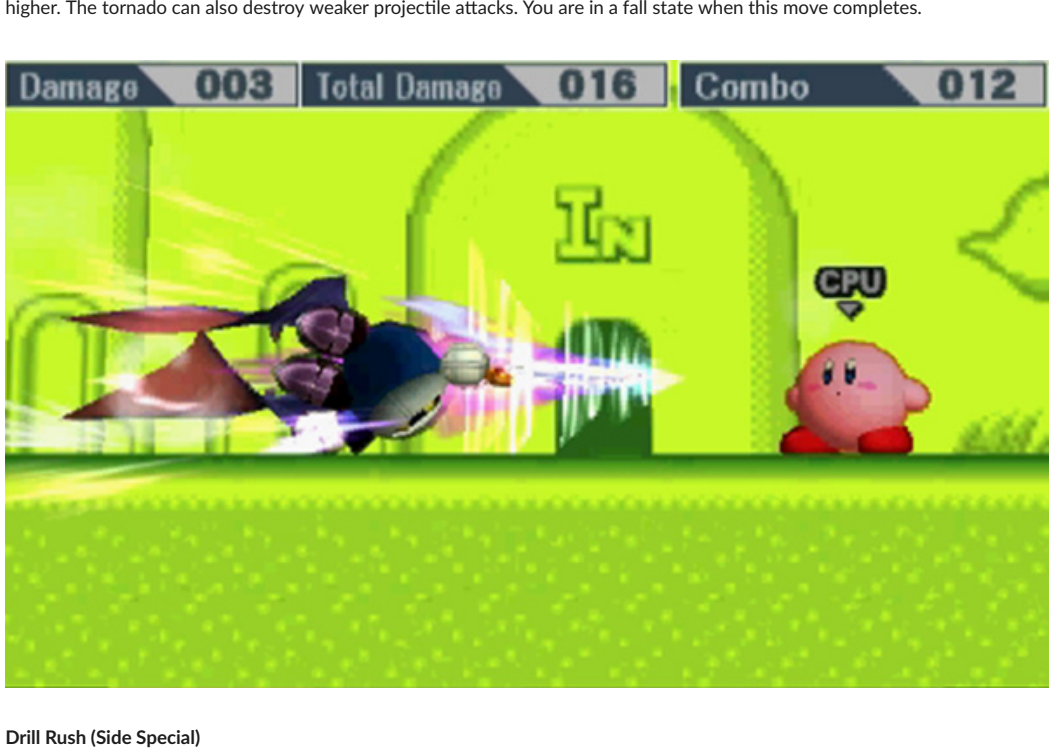
Three quick sword strikes behind Meta Knight.

Special Attacks


Damage 001
Total Damage 001
Combo 001

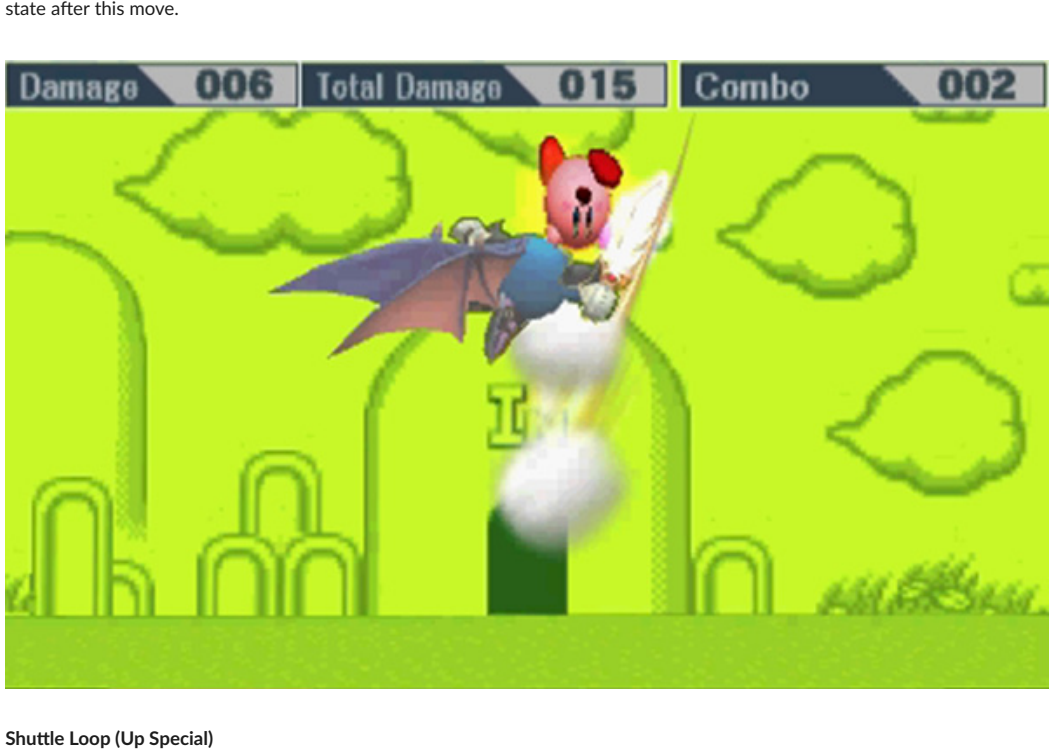
Mach Tornado (Neutral Special)

This spinning attack hits multiple times. Hitting the button repeatedly increases the number of spins and lifts Meta Knight higher. The tornado can also destroy weaker projectile attacks. You are in a fall state when this move completes.


Damage 003
Total Damage 016
Combo 012
CPU

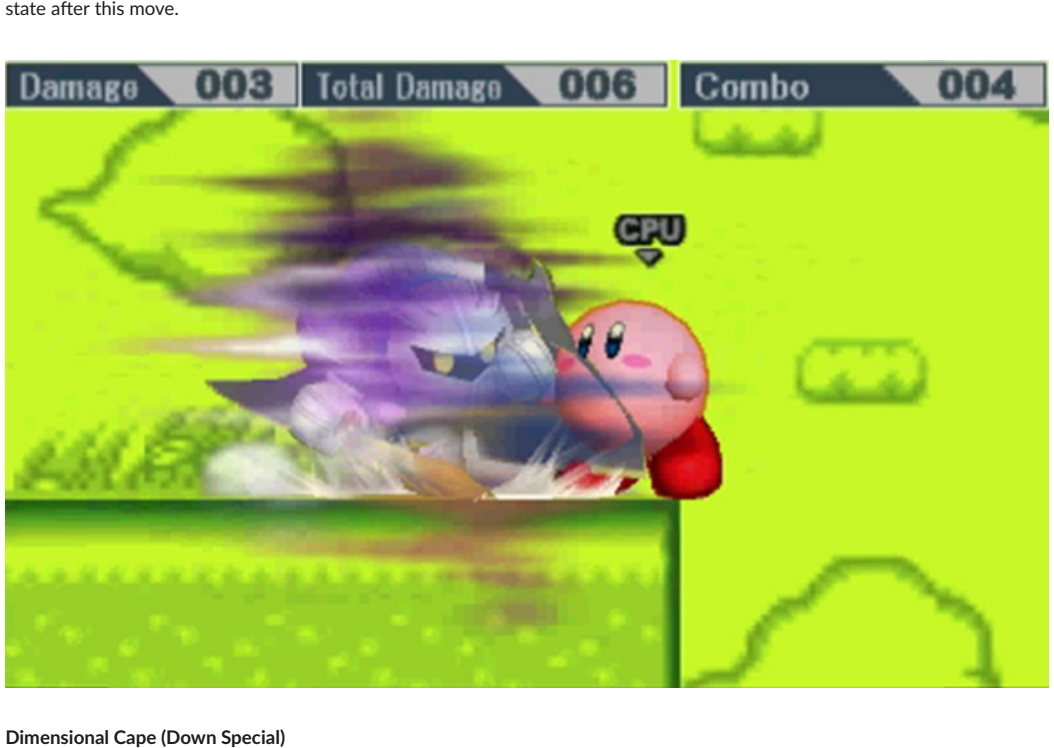
Drill Rush (Side Special)

Meta Knight flies forward, drilling his sword into his opponents. You can control the angle of the Drill Rush. You are in a fall state after this move.


Damage 006
Total Damage 015
Combo 002

Shuttle Loop (Up Special)

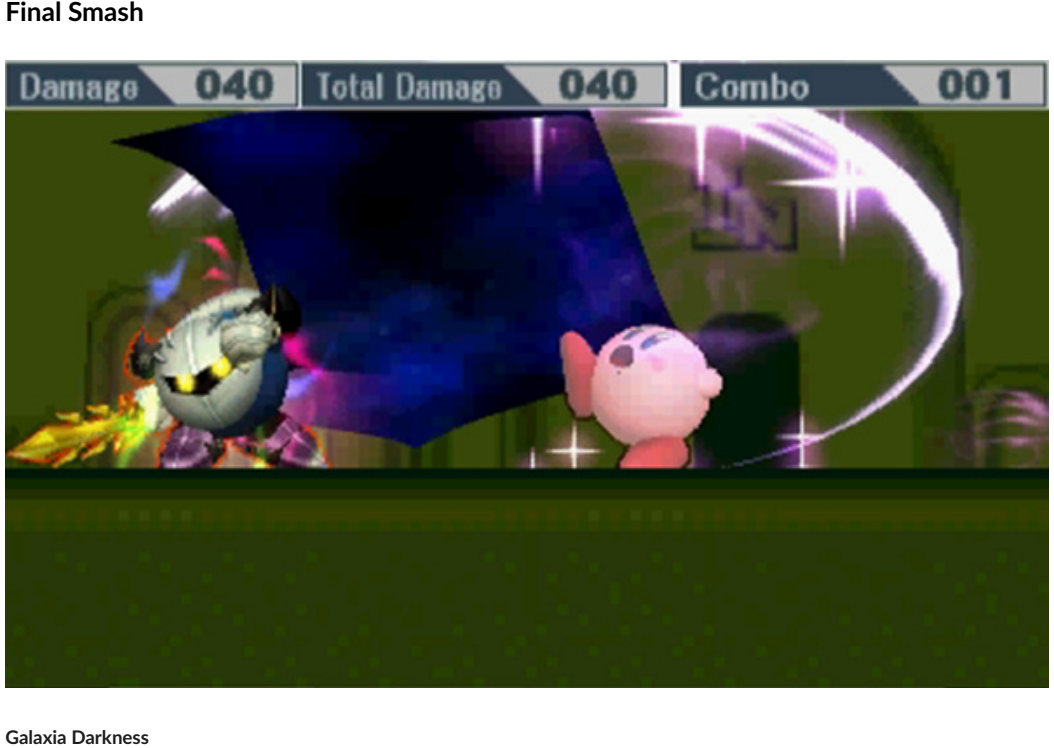
This jumping upward strike is followed by a looping second strike. It has more range than you might expect, but you are in a fall state after this move.


Damage 003
Total Damage 006
Combo 004
CPU

Dimensional Cape (Down Special)

Meta Knight teleports in the direction of your choosing. If you hold the button, he attacks when he reappears. With or without attacking, though, you're in a fall state after this move.

Final Smash

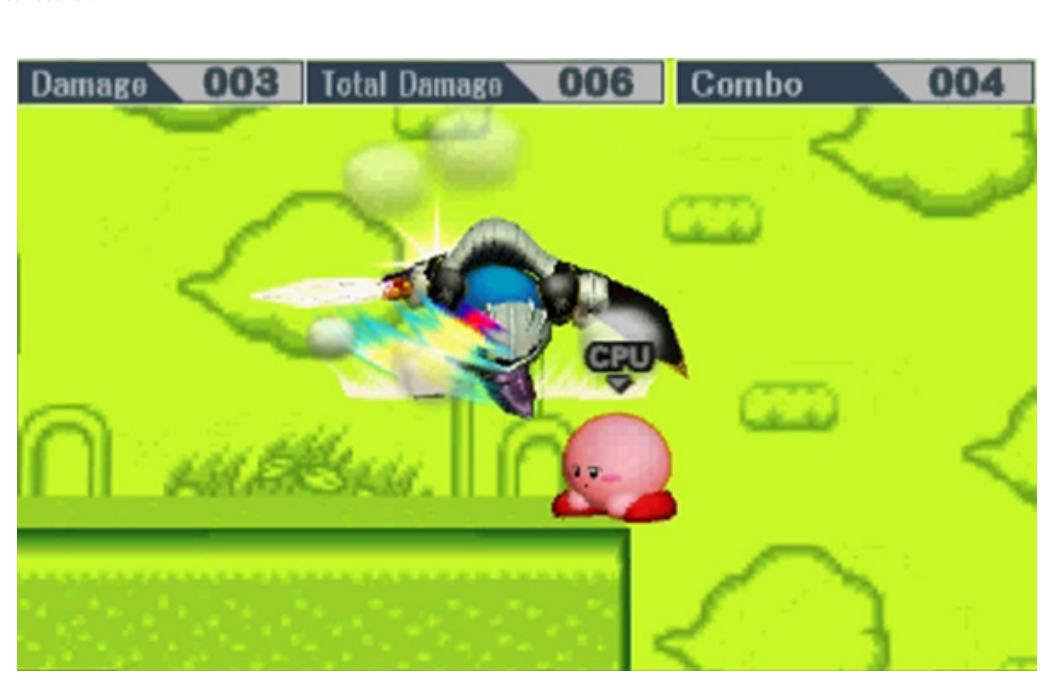

Damage 040
Total Damage 040
Combo 001

Galaxia Darkness

Meta Knight waves his cape over his opponents. The range on this cape is much farther than one would expect. You can see the range with the swipe and sparkles that follow along with the cape. Opponents who are hit flinch as the screen fades to black, and then Meta Knight strikes with a massive blow, sending them upward for 40% damage. All other characters on-screen who were not hit by the cape take about 10% damage. Because this launches more vertically than horizontally, use it closer to the tops of stages when possible.

Strategy

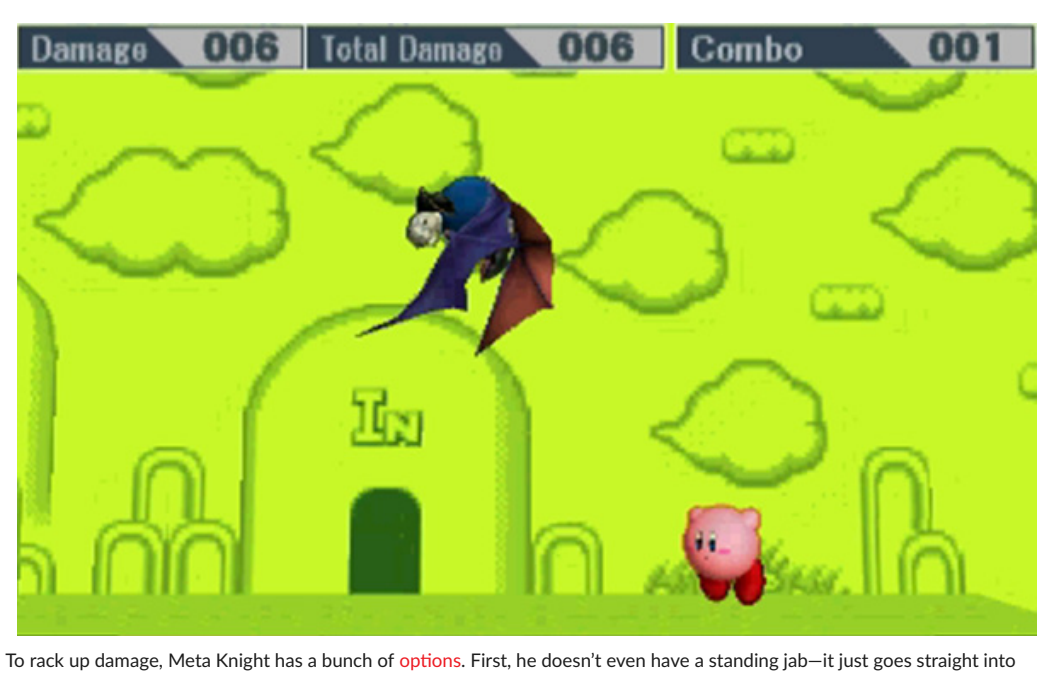
Meta Knight is one of the lightest and smallest characters in the game. His armor and cape only add make him a bit heavier over Kirby. He is also incredibly fast, both with his ground movement and his attack speed. All of his Special moves are attacks that can also be used for recovery in some way. Combine this with his multiple jumps ,and it makes his edge-guarding very strong—he can meet opponents off-stage while still retaining good recovery options. Aside from his lightweight status, his weaknesses are his aerial movement speed and his overall damage output. This makes him less effective in free-for-all settings but more viable in one-on-one modes. Overall, though, he has multiple tools to approach unpredictably, to KO opponents, and to recover.


Damage 003
Total Damage 006
Combo 004
CPU

Damage 001
Total Damage 005
Combo 005
CPU

Since Meta Knight is a lightweight and doesn't have any projectiles, opponents may try to use projectiles against him to rack up damage. Use your Mach Tornado to blow out weak projectiles while controlling your spacing from the opponent at the same time. Because you have so much control over Mach Tornado, this makes it harder for opponents to predict when Meta Knight is actually approaching. Another approach tool and long-range punish is Meta Knight's Drill Rush. Use it to punish opponents at range and carry them upward or downward over stage edges! Finally, for an unpredictable approach, keep opponents guessing with Dimensional Cape. Use it to move farther away or nearby to keep your opponent off guard. Try to catch opponents committing to long-range attacks, then teleport in and attack! Shuttle Loop does decent damage, but its flight path can be a little hard to hit opponents who aren't immediately above or beside you. And it leaves you in a fall state afterward, so make sure you land this attack or catch an edge with it!

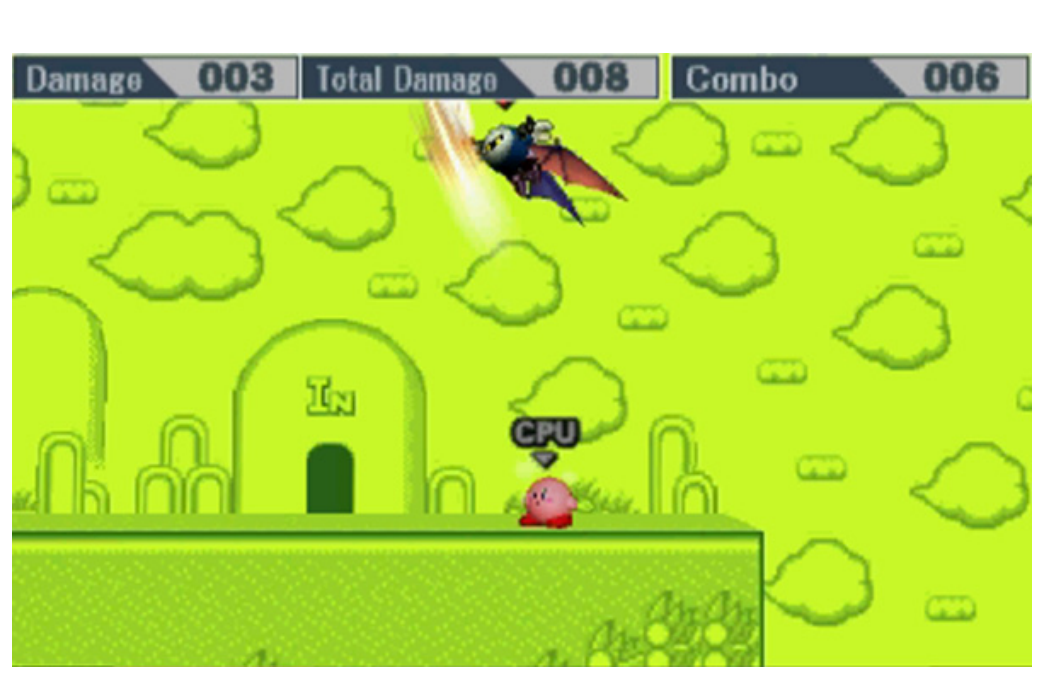
Damage 016
Total Damage 016
Combo 001

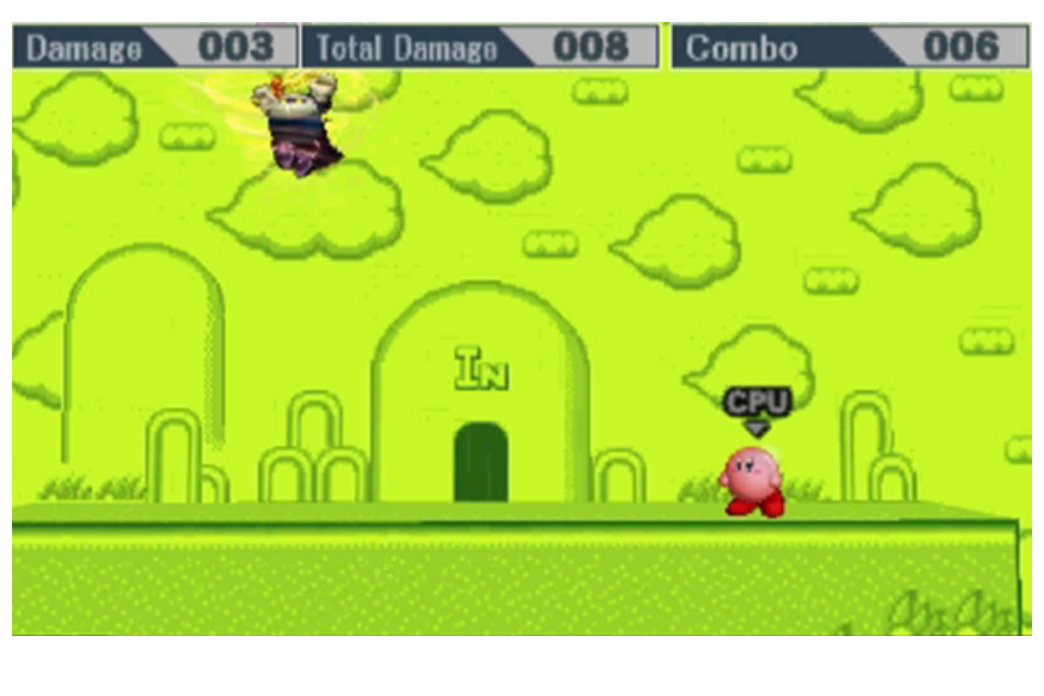

Damage 006
Total Damage 006
Combo 001

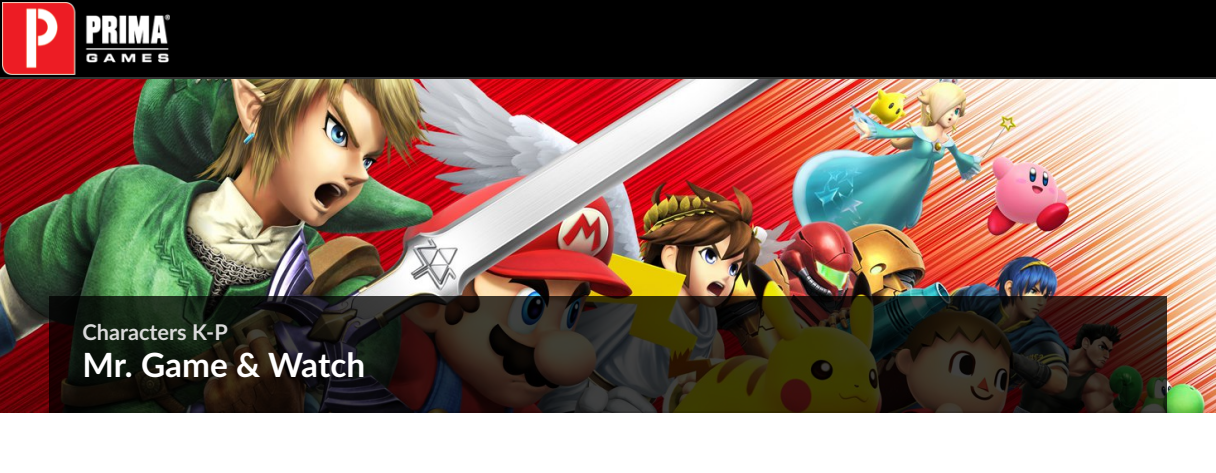
To rack up damage, Meta Knight has a bunch of options. First, he doesn't even have a standing jab—it just goes straight into rapid jabs! Additionally, his Forward Air and Back Air both start up quickly and do decent damage. Use his Drill Rush and Mach Tornado punish long-range mistakes. Meta Knight's Up Air is very quick, but it lacks damage. His Down Air is also fairly quick, but it also lacks damage and doesn't have a meteor effect. In general, this makes his best aerial options Forward or Back Air for KOs. From the ground, use his speed to your advantage along with Side Tilt and Down Tilt. Side Smash is his best option for KOs, but it isn't as fast as his Down Smash, which also hits on both sides. All of his Special moves deal decent knockback as well and can be used to KO opponents.

Recovery

Meta Knight has a variety of recovery options in addition to his six jumps! All of his Special attacks can be used for recovery in some form, but all of them leave Meta Knight in a fall state! With Mach Tornado, you can recover horizontally while attacking. Drill Rush lets you control some horizontal and vertical recovery. Shuttle Loop is Meta Knight's highest vertical recovery tool. Dimensional Cape allows for both horizontal and vertical recovery. In general, you should try to get back to the stage using your jumps and aerials before relying on your Specials.


Damage 003
Total Damage 008
Combo 006
CPU


Damage 003
Total Damage 008
Combo 006
CPU



Mr. Game & Watch

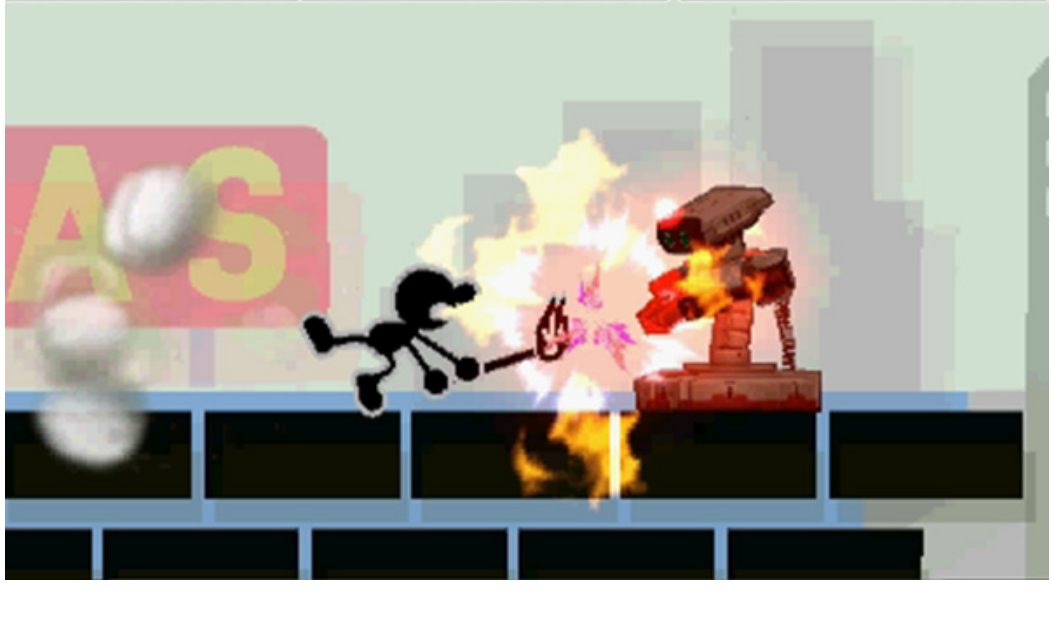
Trophy Description

Game & Watch was first released in 1980, making the series the father of the Game Boy and Nintendo DS. Or maybe an older sibling? Anyway...in *Smash Bros.*, Mr. Game & Watch uses distinct retro-moves to damage his foes. However, he's only two dimensional, so he's pretty easy to send flying.

Statistics

- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

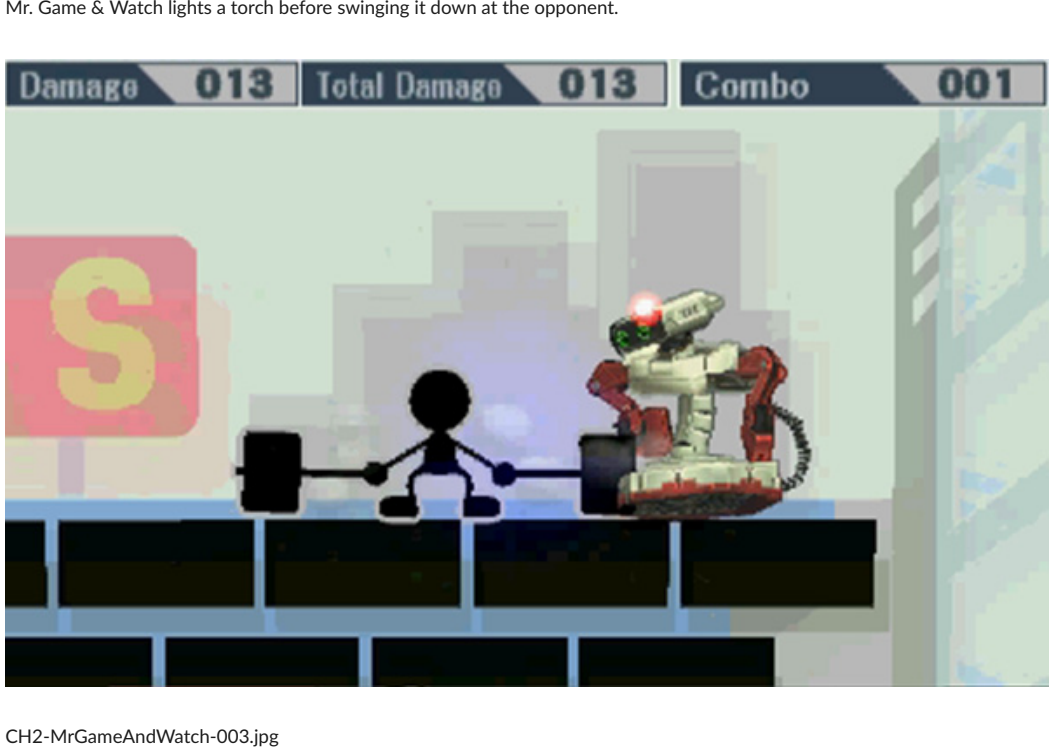
Smash Attacks


Damage 018
Total Damage 018
Combo 001
GAS

CH2-MrGameAndWatch-002.jpg

SIDE SMASH

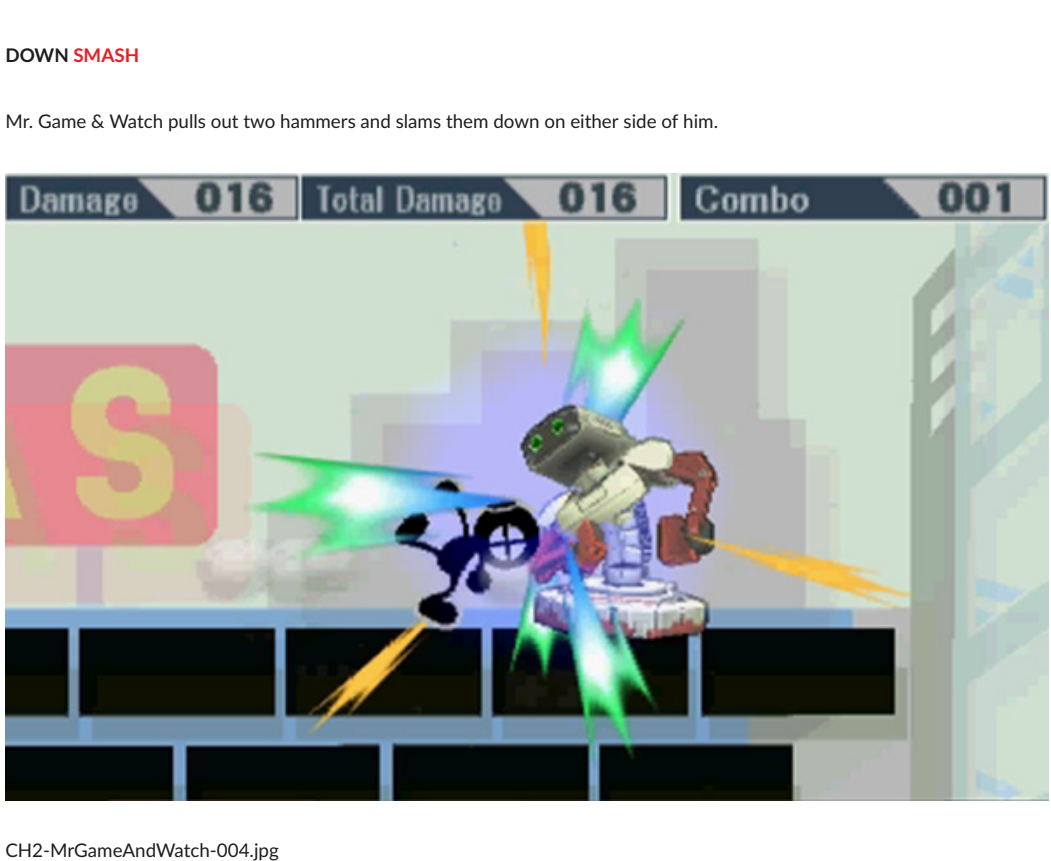
Mr. Game & Watch lights a torch before swinging it down at the opponent.


Damage 013
Total Damage 013
Combo 001

CH2-MrGameAndWatch-003.jpg

DOWN SMASH

Mr. Game & Watch pulls out two hammers and slams them down on either side of him.

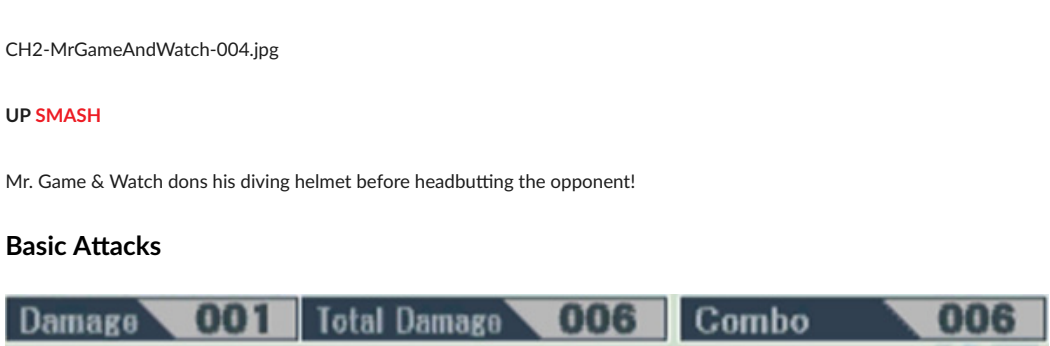

Damage 016
Total Damage 016
Combo 001

CH2-MrGameAndWatch-004.jpg

UP SMASH

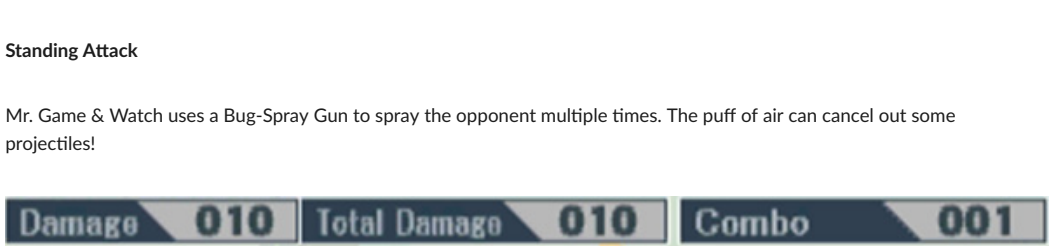
Mr. Game & Watch dons his diving helmet before headbutting the opponent!

Basic Attacks


Damage 001
Total Damage 006
Combo 006

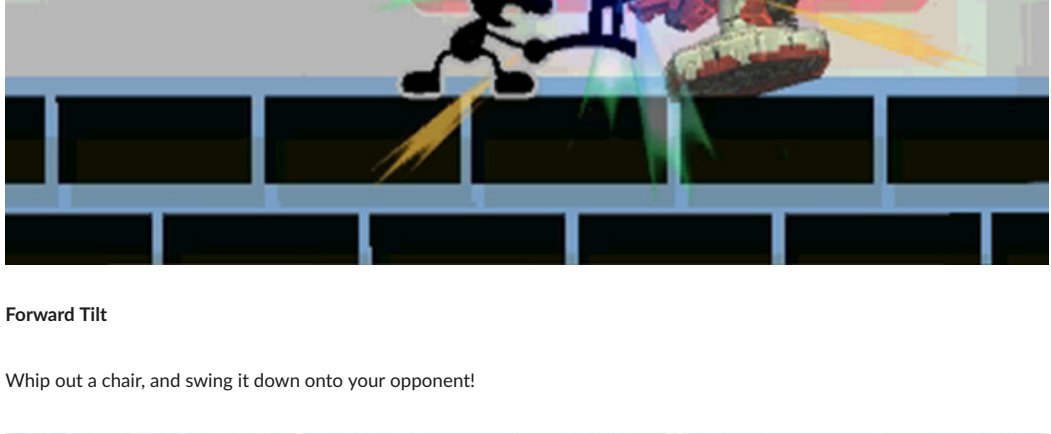
Standing Attack

Mr. Game & Watch uses a Bug-Spray Gun to spray the opponent multiple times. The puff of air can cancel out some projectiles!


Damage 010
Total Damage 010
Combo 001
CPU
GAS

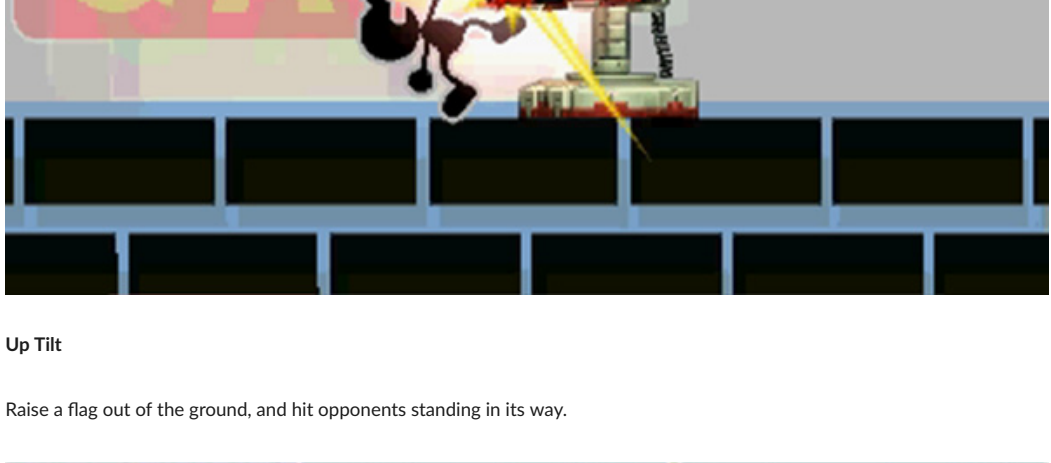
Forward Tilt

Whip out a chair, and swing it down onto your opponent!


Damage 007
Total Damage 007
Combo 001
GAS

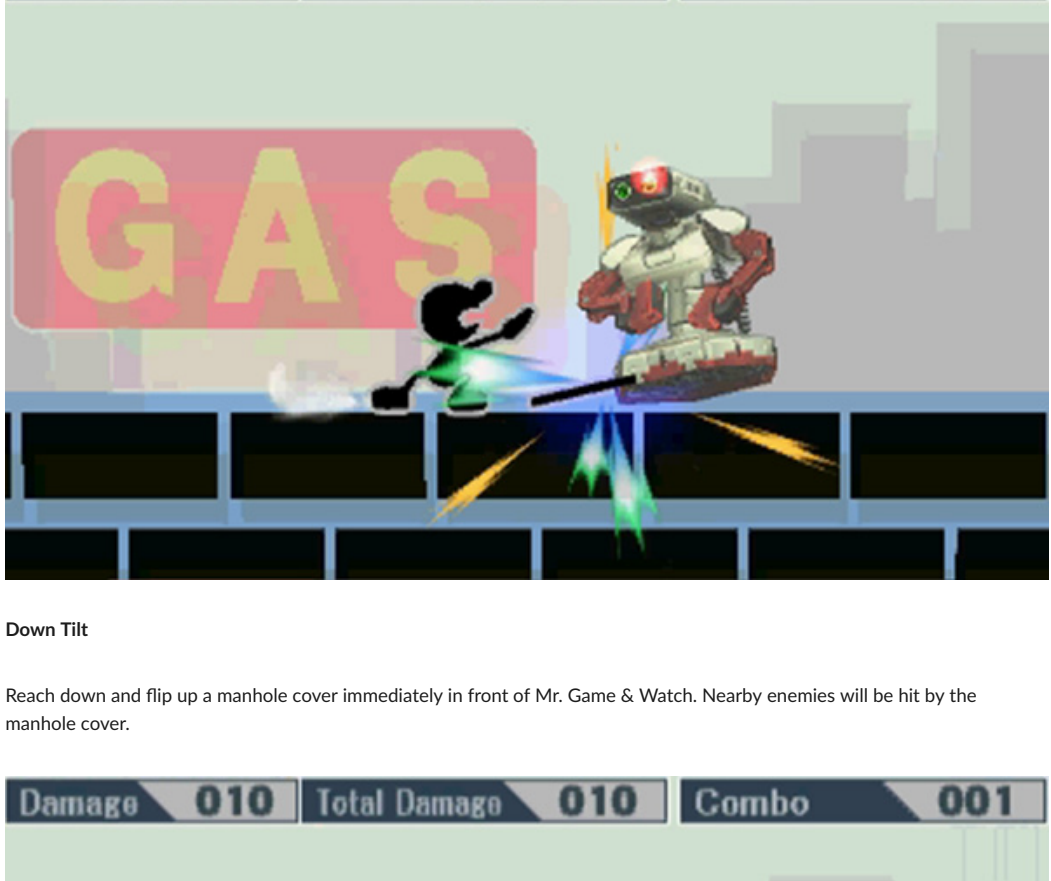
Up Tilt

Raise a flag out of the ground, and hit opponents standing in its way.


Damage 006
Total Damage 006
Combo 001
GAS

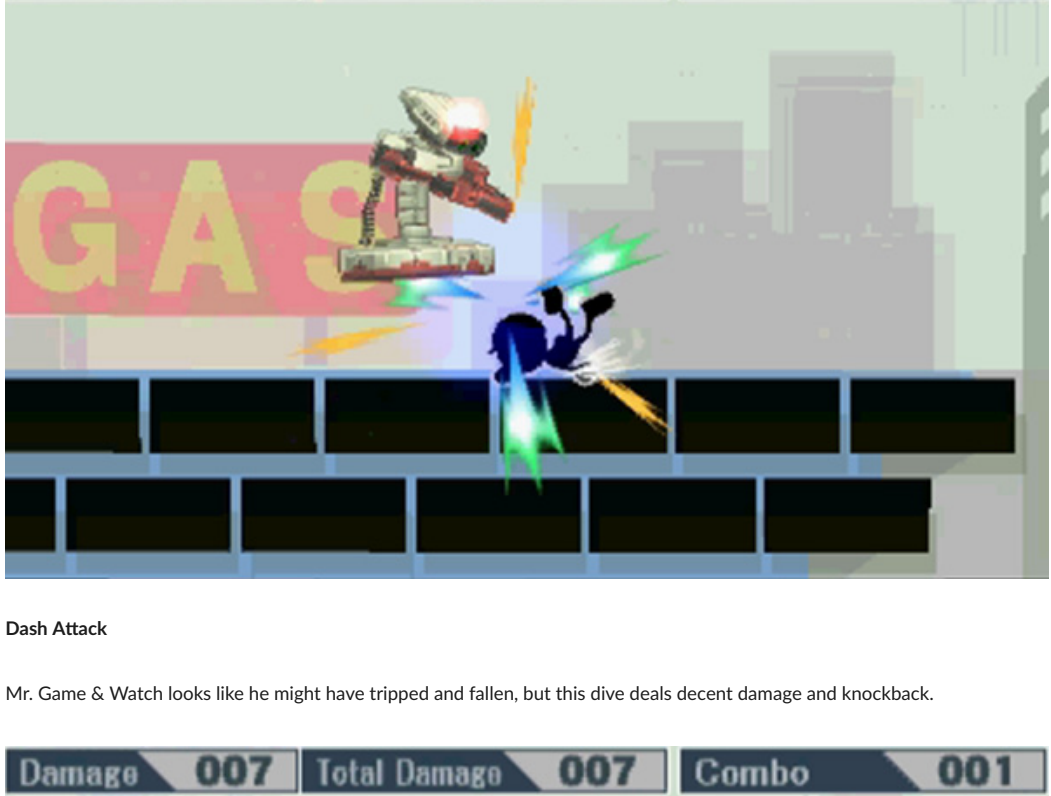
Down Tilt

Reach down and flip up a manhole cover immediately in front of Mr. Game & Watch. Nearby enemies will be hit by the manhole cover.


Damage 010
Total Damage 010
Combo 001
GAS

Dash Attack

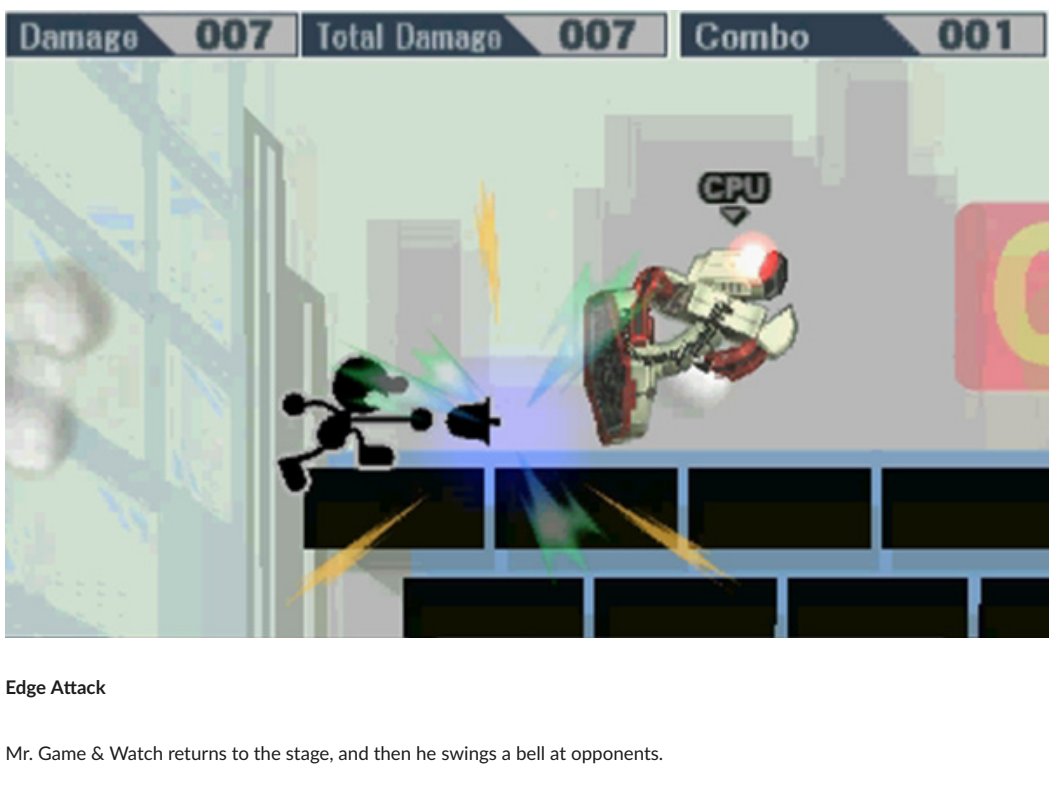
Mr. Game & Watch looks like he might have tripped and fallen, but this dive deals decent damage and knockback.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

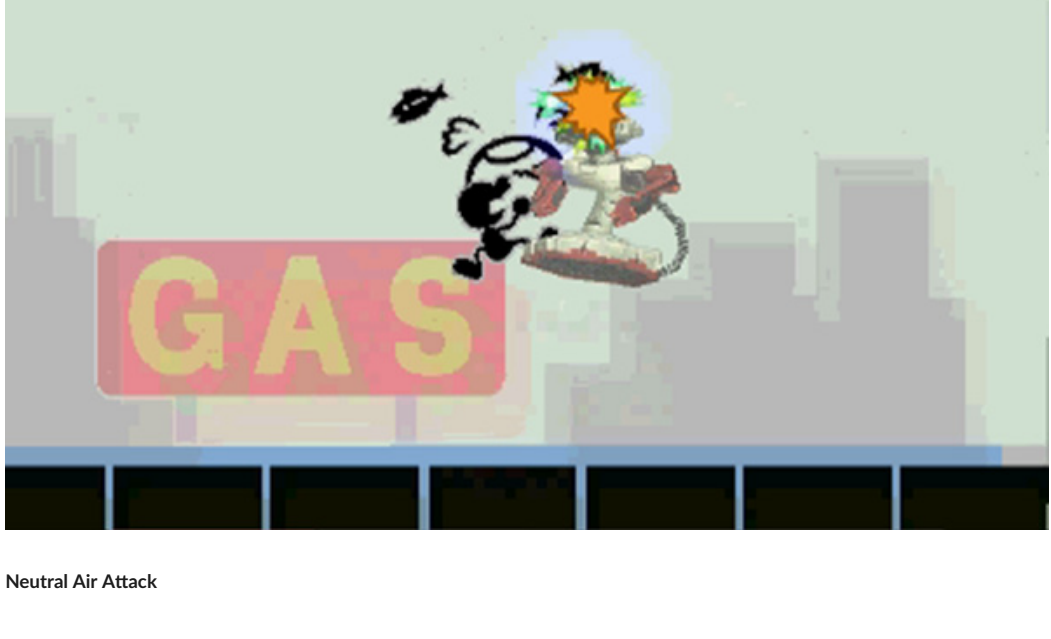
Mr. Game & Watch returns to the stage, and then he swings a bell at opponents.

Air Attacks


Damage 004
Total Damage 004
Combo 001
GAS

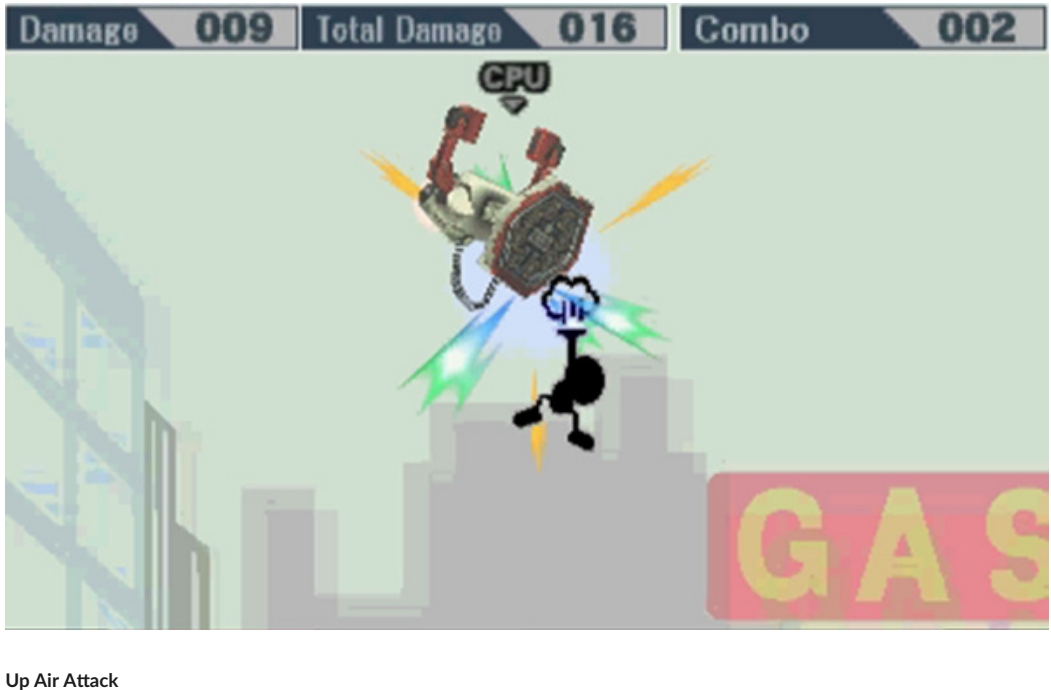
Neutral Air Attack

Hold up a bowl of fish above your head. The fish will jump out of the bowl and can deal damage to enemies!


Damage 009
Total Damage 016
Combo 002
CPU
GAS

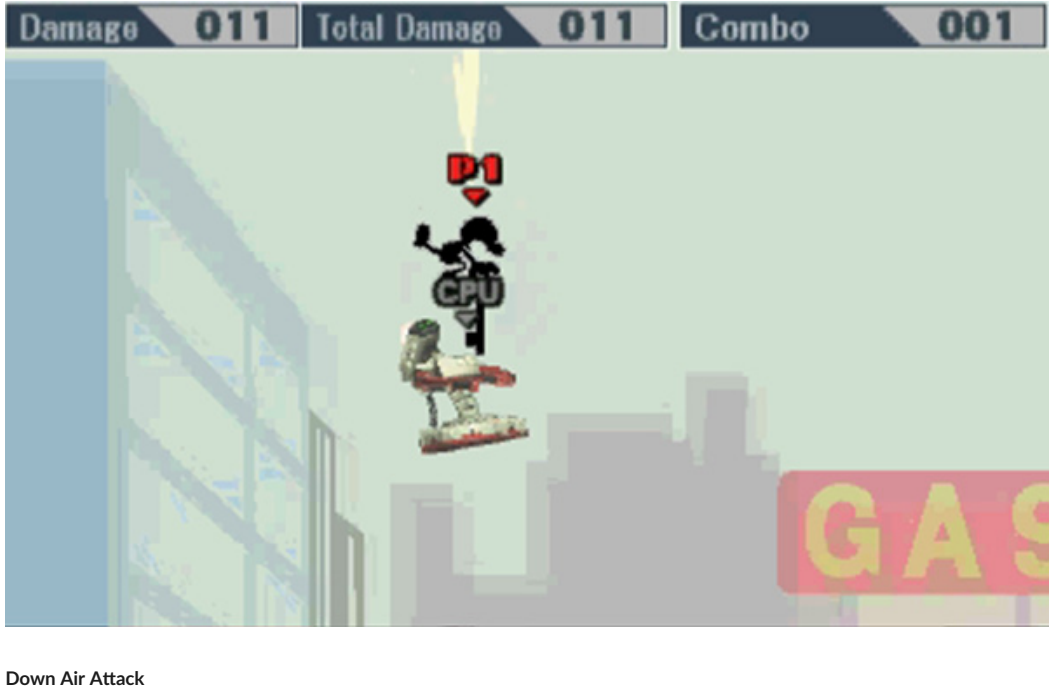
Up Air Attack

Shoot air upward at opponents. If opponents are too far to deal damage to them, this can still push them.


Damage 011
Total Damage 011
Combo 001
P1
CPU
GAS

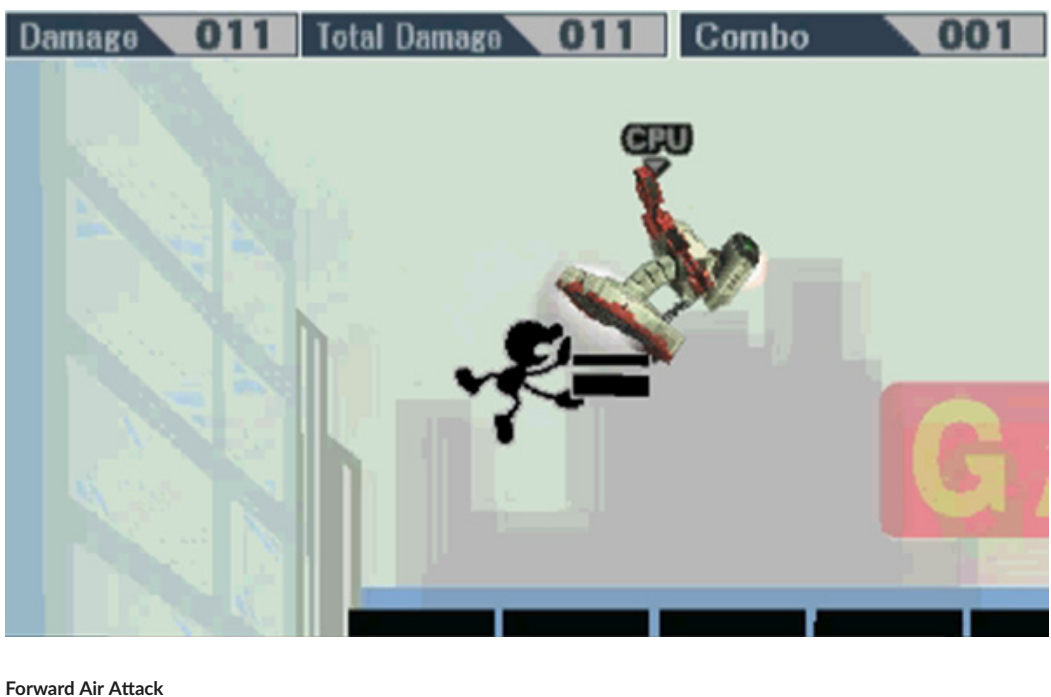
Down Air Attack

Mr. Game & Watch pulls out a key and rides it down into the ground. Can meteor smash and ground-bounce opponents, but it has a lot of recovery!


Damage 011
Total Damage 011
Combo 001
CPU

Forward Air Attack

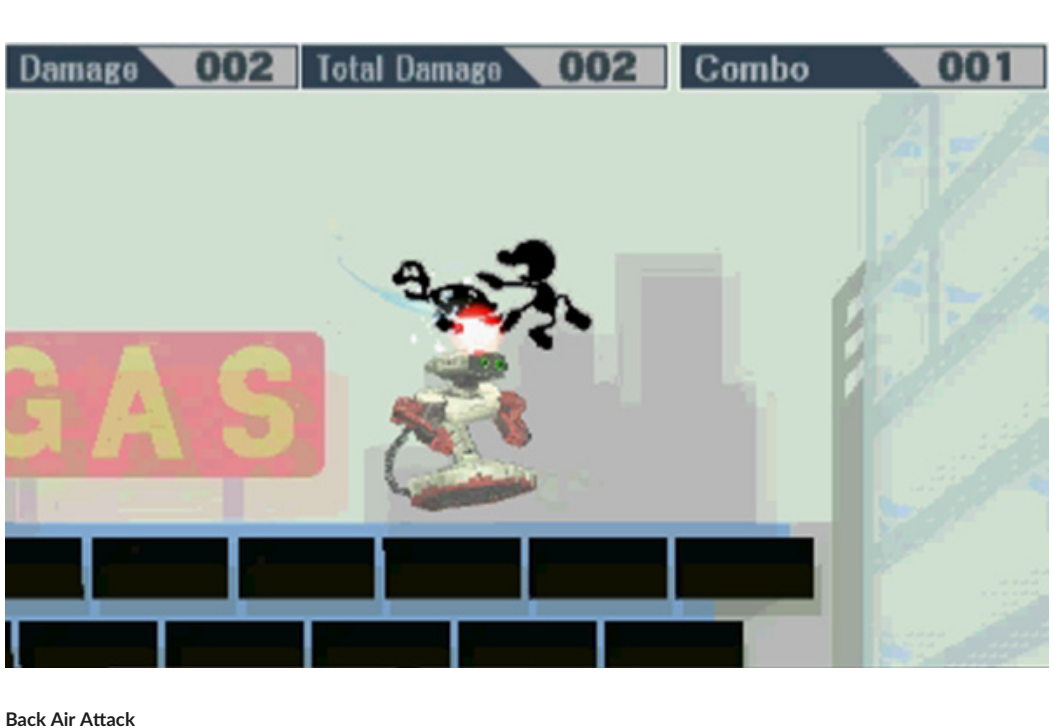
Swing a box downward onto nearby opponents.


Damage 002
Total Damage 002
Combo 001
GAS

Back Air Attack

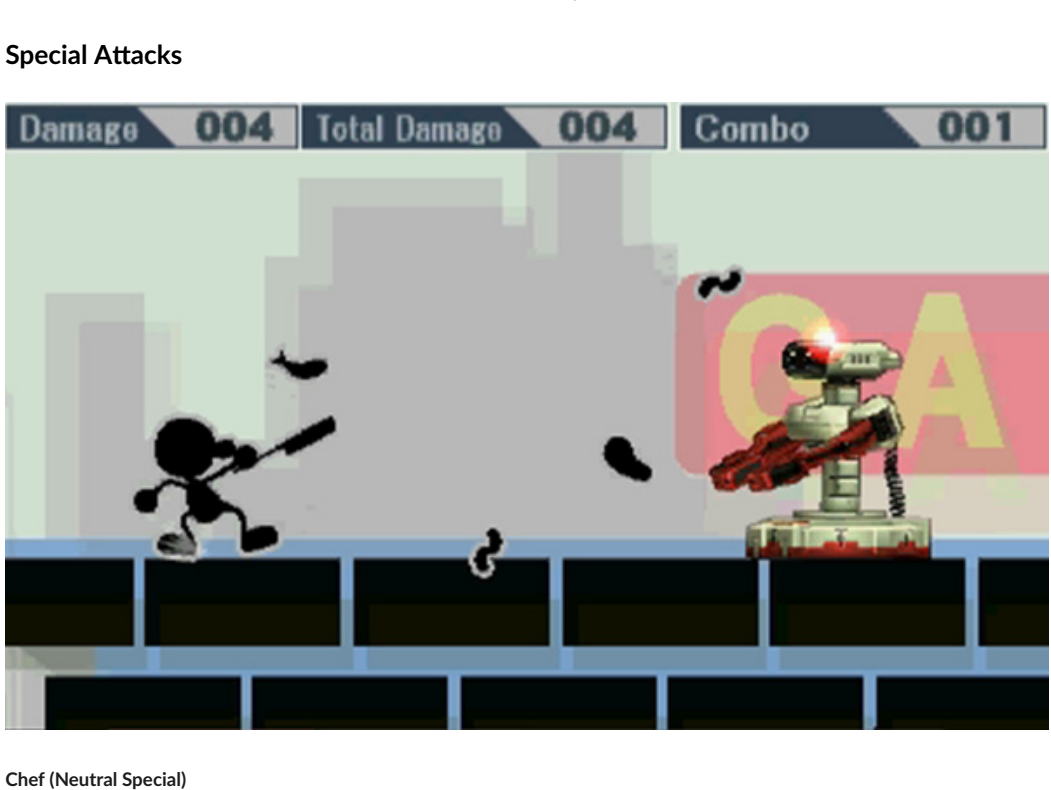
Mr. Game & Watch attacks behind him with a turtle that can hit multiple times!

Special Attacks


Damage 004
Total Damage 004
Combo 001

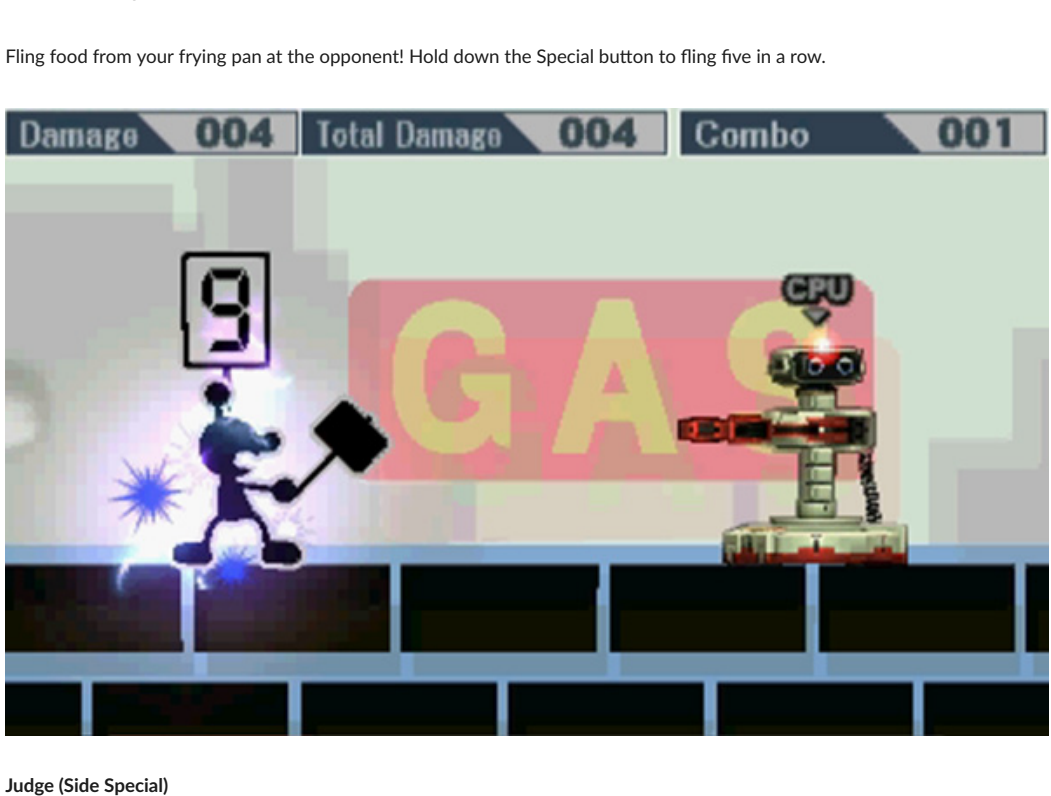
Chef (Neutral Special)

Fling food from your frying pan at the opponent! Hold down the Special button to fling five in a row.


Damage 004
Total Damage 004
Combo 001
9
CPU
GAS

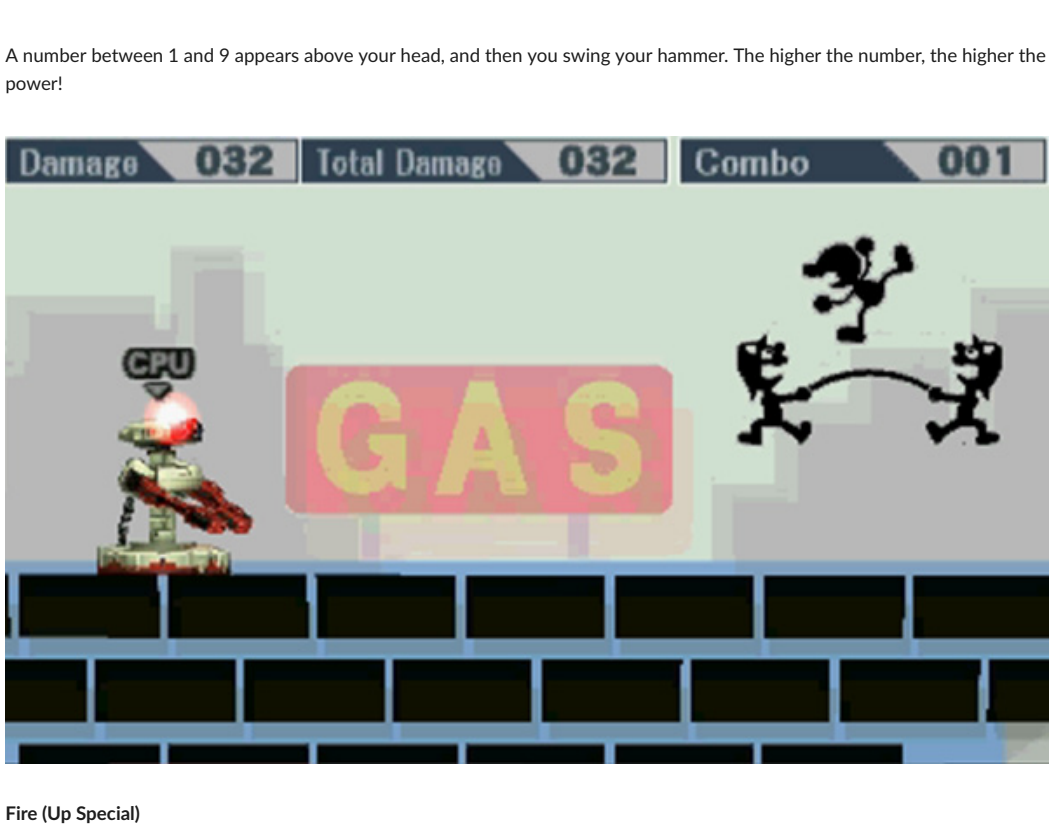
Judge (Side Special)

A number between 1 and 9 appears above your head, and then you swing your hammer. The higher the number, the higher the power!


Damage 032
Total Damage 032
Combo 001
CPU
GAS

Fire (Up Special)

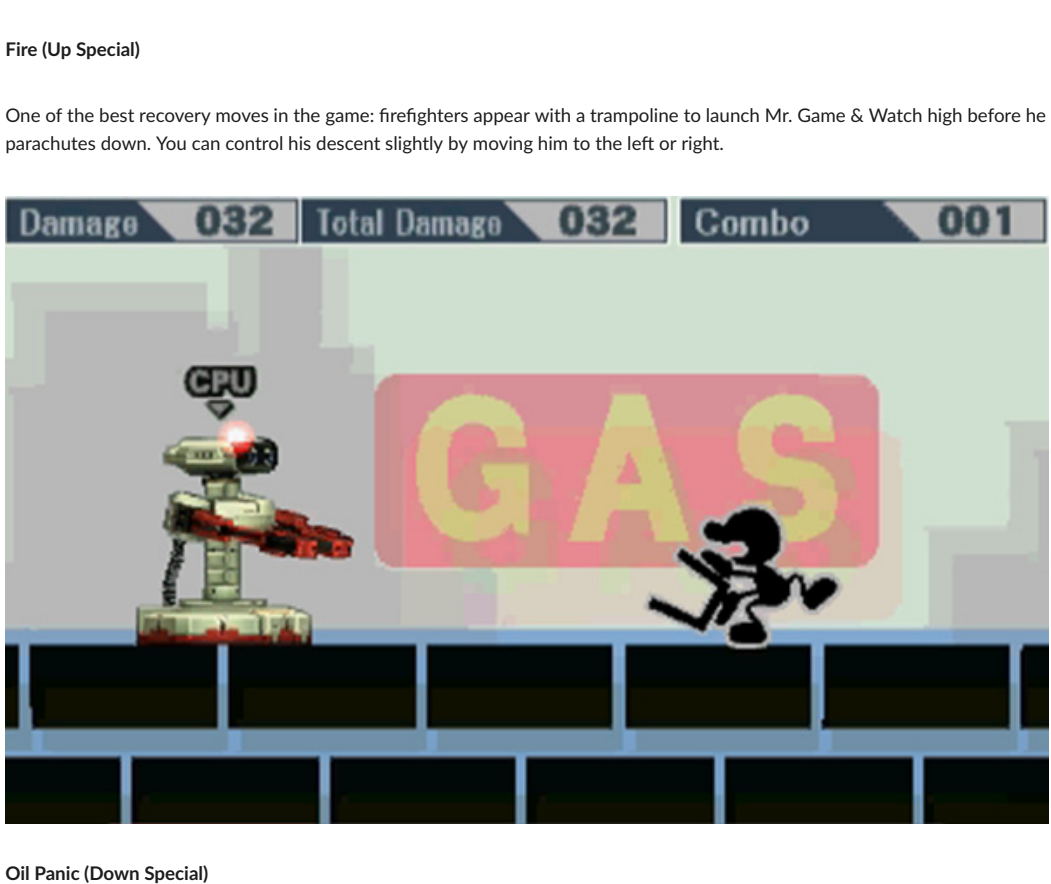
One of the best recovery moves in the game: firefighters appear with a trampoline to launch Mr. Game & Watch high before he parachutes down. You can control his descent slightly by moving him to the left or right.


Damage 032
Total Damage 032
Combo 001
CPU
GAS

Oil Panic (Down Special)

Mr. Game & Watch absorbs energy-based projectiles, though not physical ones like Link's arrows. Notice the bucket filling up with each catch? Once filled, unleash its power against your opponents!

Final Smash

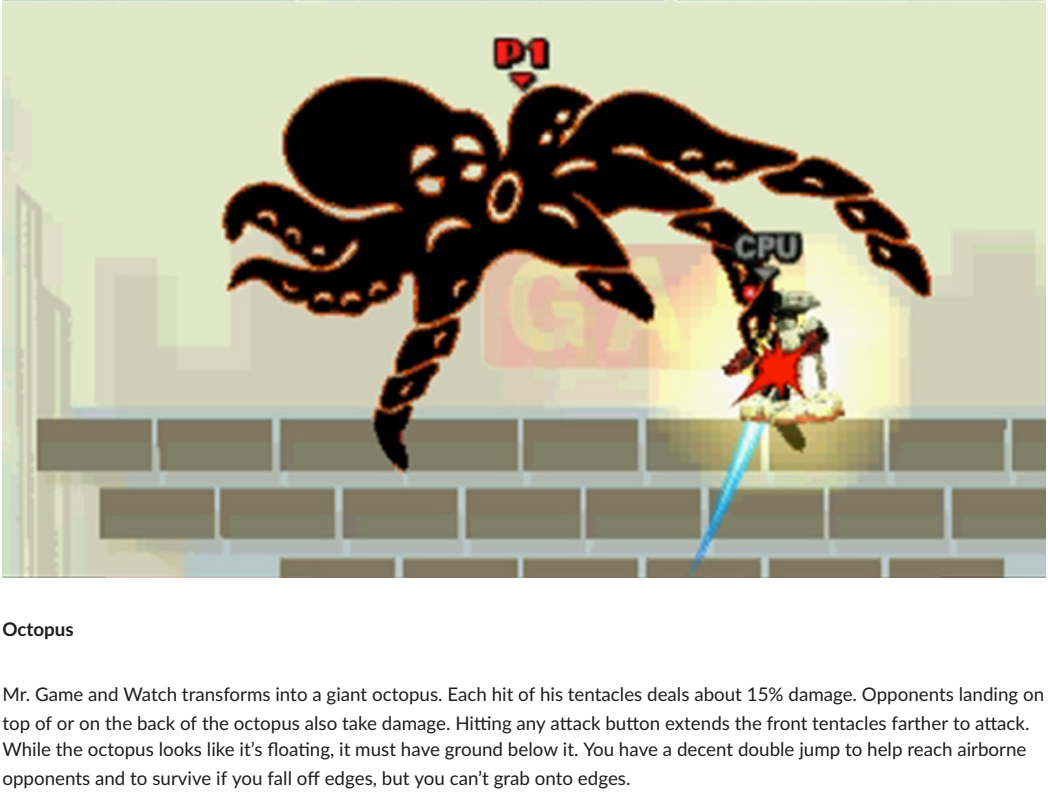

Damage 015
Total Damage 015
Combo 001
P1
CPU

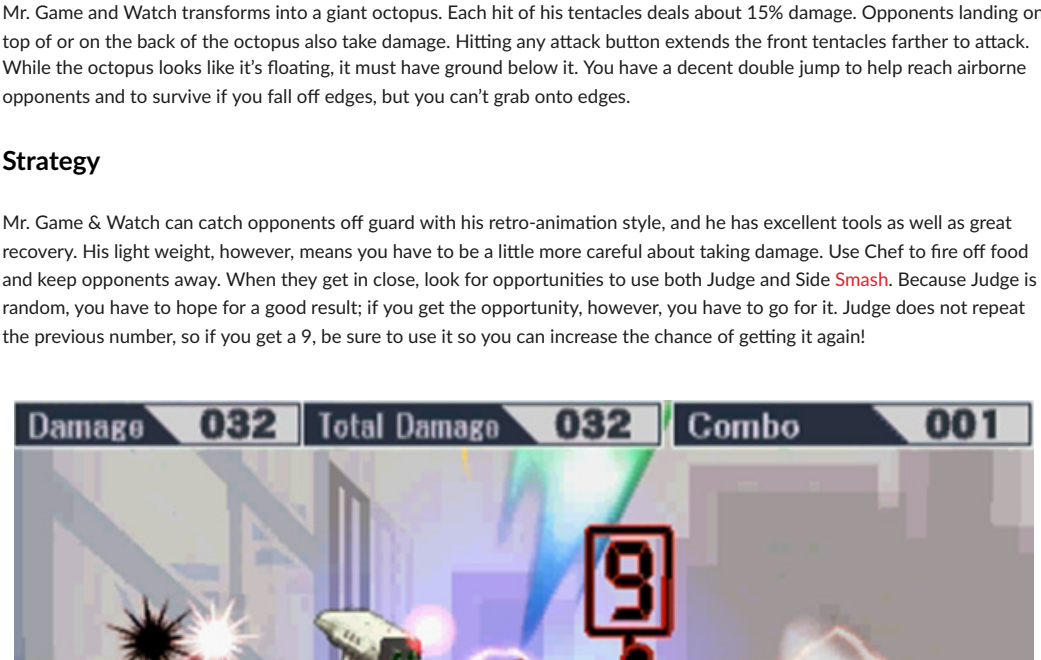
Octopus

Mr. Game and Watch transforms into a giant octopus. Each hit of his tentacles deals about 15% damage. Opponents landing on top of or on the back of the octopus also take damage. Hitting any attack button extends the front tentacles farther to attack. While the octopus looks like it's floating, it must have ground below it. You have a decent double jump to help reach airborne opponents and to survive if you fall off edges, but you can't grab onto edges.

Strategy

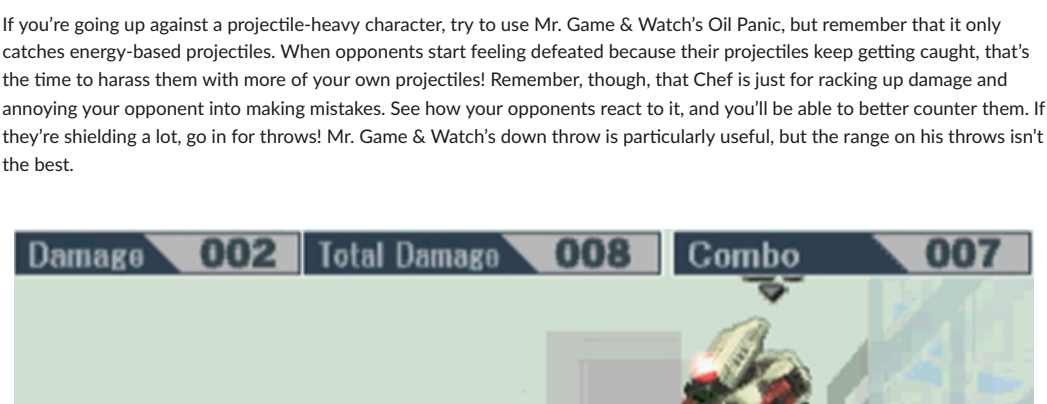
Mr. Game & Watch can catch opponents off guard with his retro-animation style, and he has excellent tools as well as great recovery. His light weight, however, means you have to be a little more careful about taking damage. Use Chef to fire off food and keep opponents away. When they get in close, look for opportunities to use both Judge and Side Smash. Because Judge is random, you have to hope for a good result; if you get the opportunity, however, you have to go for it. Judge does not repeat the previous number, so if you get a 9, be sure to use it so you can increase the chance of getting it again!


Damage 032
Total Damage 032
Combo 001
9


Damage 004
Total Damage 004
Combo 001

If you're going up against a projectile-heavy character, try to use Mr. Game & Watch's Oil Panic, but remember that it only catches energy-based projectiles. When opponents start feeling defeated because their projectiles keep getting caught, that's the time to harass them with more of your own projectiles! Remember, though, that Chef is just for racking up damage and annoying your opponent into making mistakes. See how your opponents react to it, and you'll be able to better counter them. If they're shielding a lot, go in for throws! Mr. Game & Watch's down throw is particularly useful, but the range on his throws isn't the best.

Damage 002
Total Damage 008
Combo 007


Damage 003
Total Damage 007
Combo 003

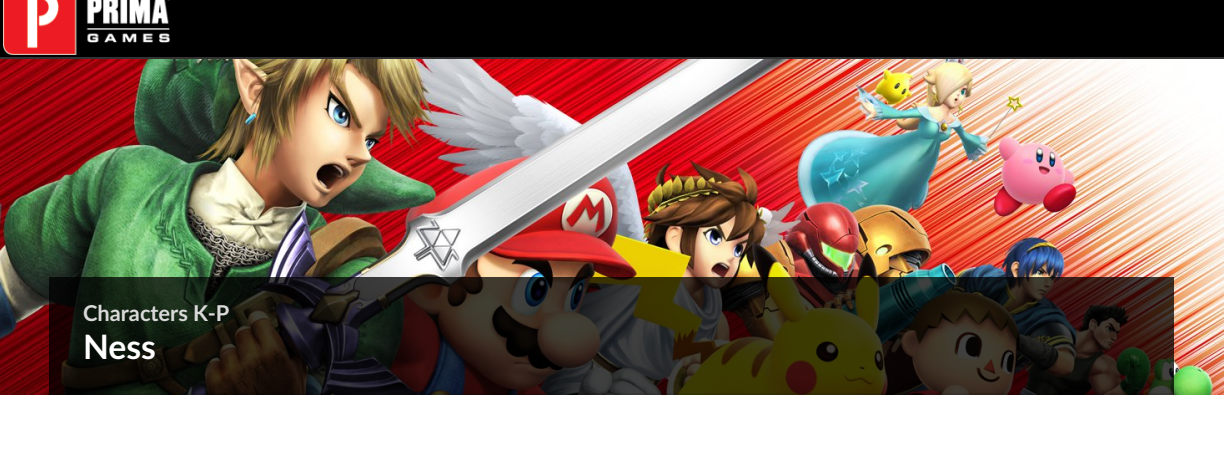
In the air, Mr. Game & Watch has a lot of good tools. His Neutral Air, Forward Air, and Back Air have a large hitbox away from him, which makes them very useful. His Down Air can meteor smash, but don't use this too much as it has a ton of recovery when it hits the ground. Note that both his jab and his Down Tilt are capable of canceling out some projectiles, so you have these options, along with Oil Panic, to deal with projectile-happy opponents. For knocking opponents out, all of Mr. Game and Watch's Smash attacks have good potential, but Up Smash is your best bet if you get to charge up. Down Smash is good against opponents who roll a lot, as it covers both sides, and Forward Smash is good to guard the edge. Be sure to cycle through the Smash attacks to keep them all fresh!

Recovery

Mr. Game and Watch is a fairly floaty character, which makes returning to the stage with him a little easier. He doesn't really have any Special attack to advance him horizontally, so you have to rely on him being floaty to move him left and right as he falls. His vertical recovery tool is his Fire Special, where firemen launch him up extremely high before he parachutes down again. The parachute slows his fall even more, so you have to use this time to move him left and right. You can also use his Oil Panic as a small stalling tactic to throw off your opponent's timing; however, it takes awhile for Oil Panic to complete before you can use Fire to continue your recovery. Be ready to attack with your Down Air or Forward Air as you float back down, though, because opponents have plenty of time to prepare for your return!

Damage 032
Total Damage 032
Combo 001
CPU
GAS
P1

Damage 032
Total Damage 032
Combo 001
CPU
GAS
P1



Characters K-P

Ness

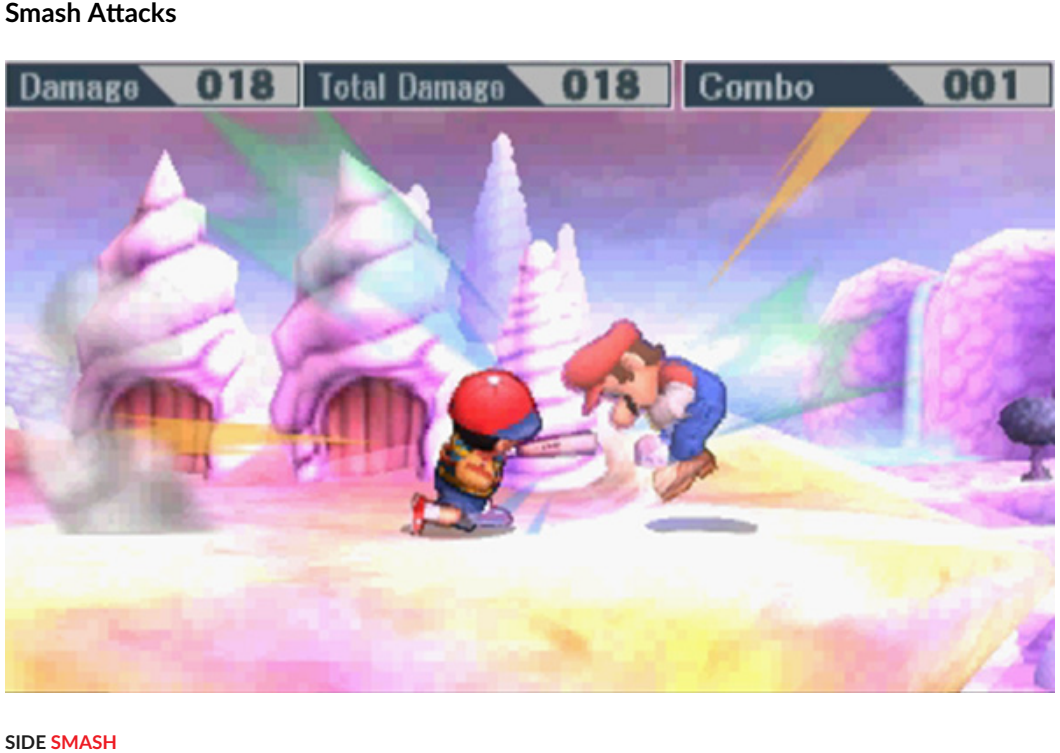
Trophy Description

Hailing from Onett, a small town in Eagleland, this young boy's ordinary looks hide his psychic powers. Ness fought against the evil Gigas in *EarthBound*, and in *Smash Bros.*, he unleashes some of the same PSI moves. Watch out for the PK Thunder, a guided attack that can also launch Ness like a rocket!

Statistics

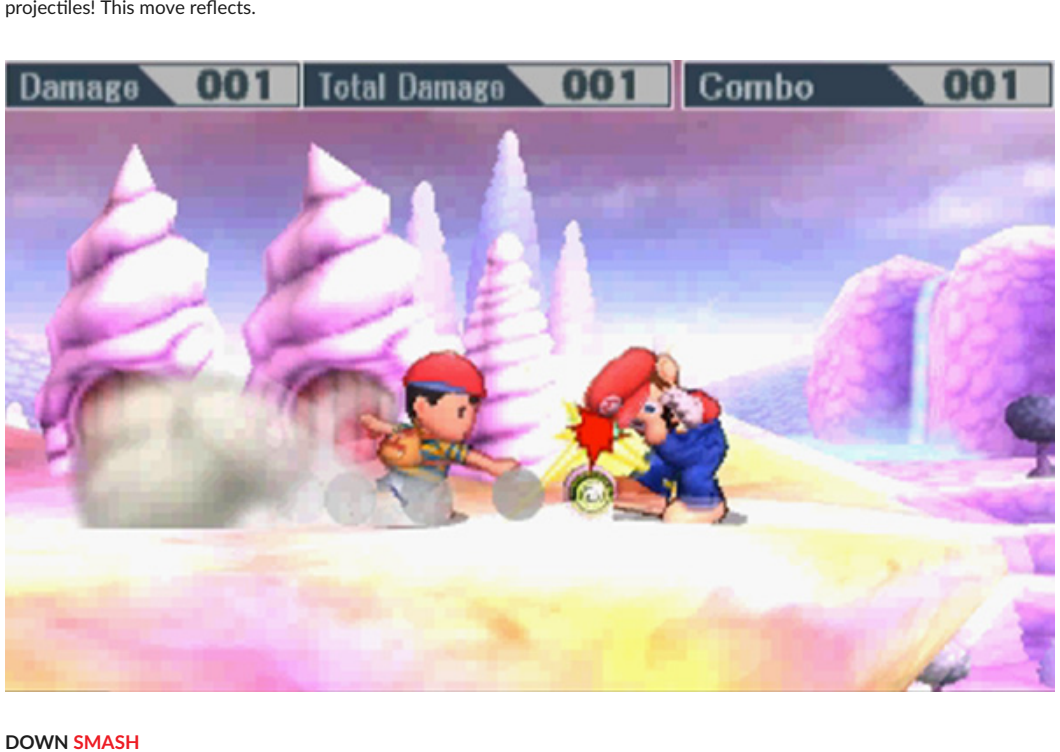
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 018
Total Damage 018
Combo 001

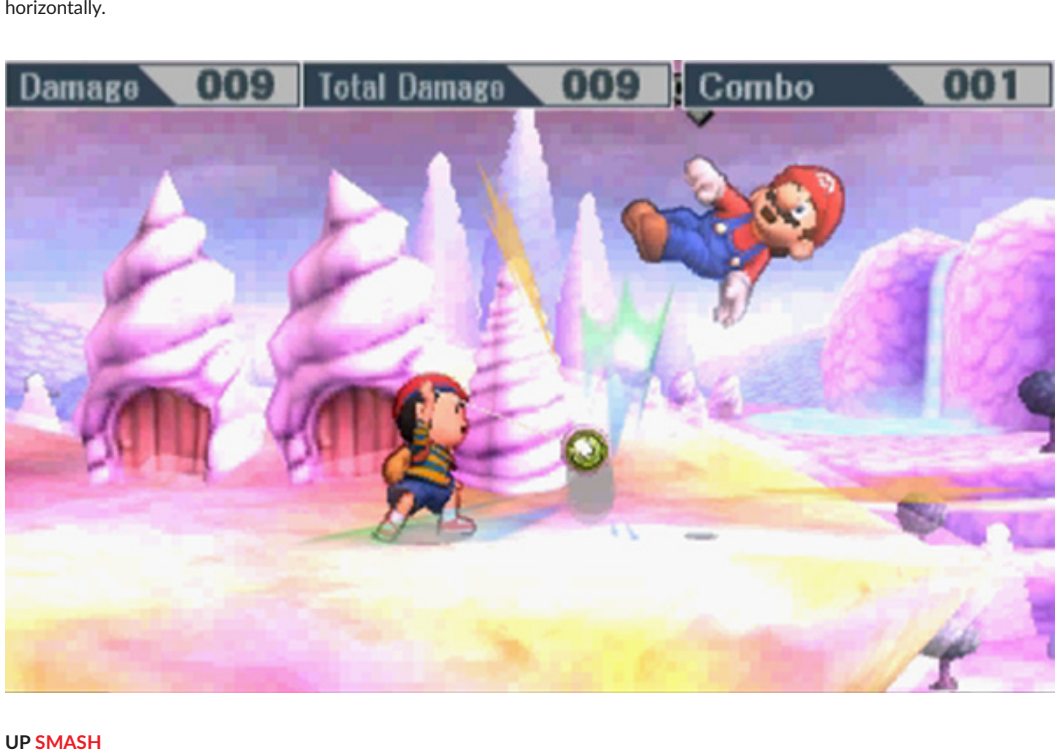
SIDE SMASH

Ness swings a baseball bat at the opponent horizontally. This baseball bat has insane launching power and can also be used on projectiles! This move reflects.


Damage 001
Total Damage 001
Combo 001

DOWN SMASH

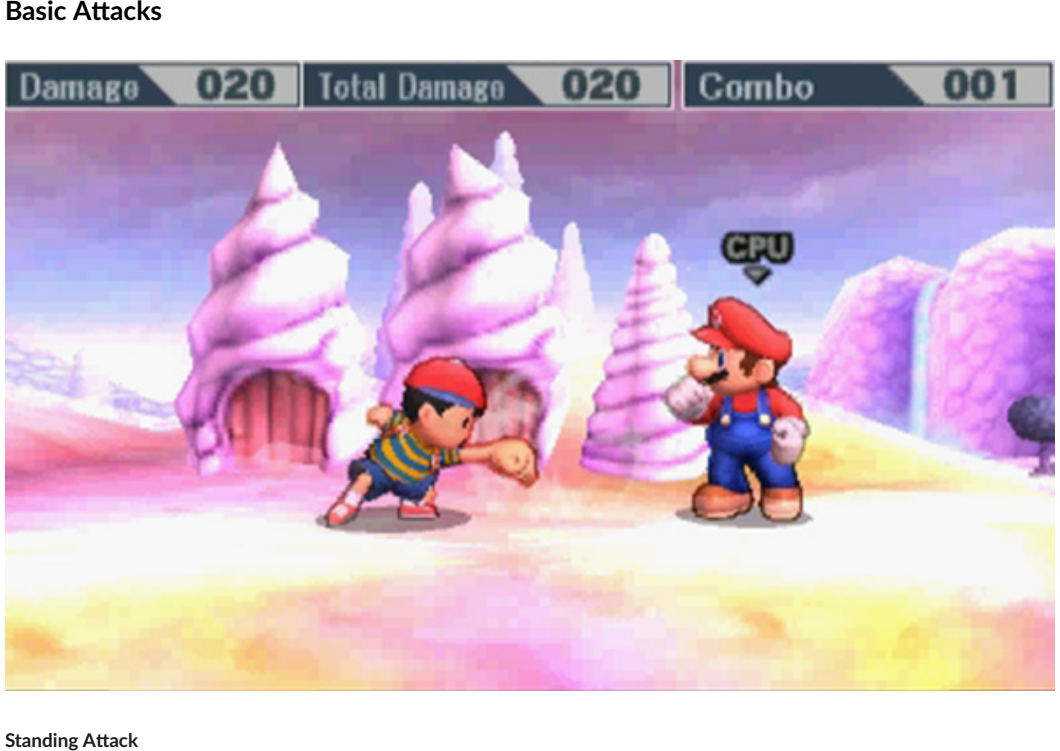
Ness sends his yo-yo backward before rolling it forward with the "walk the dog" trick. This knocks opponents away horizontally.


Damage 009
Total Damage 009
Combo 001

UP SMASH

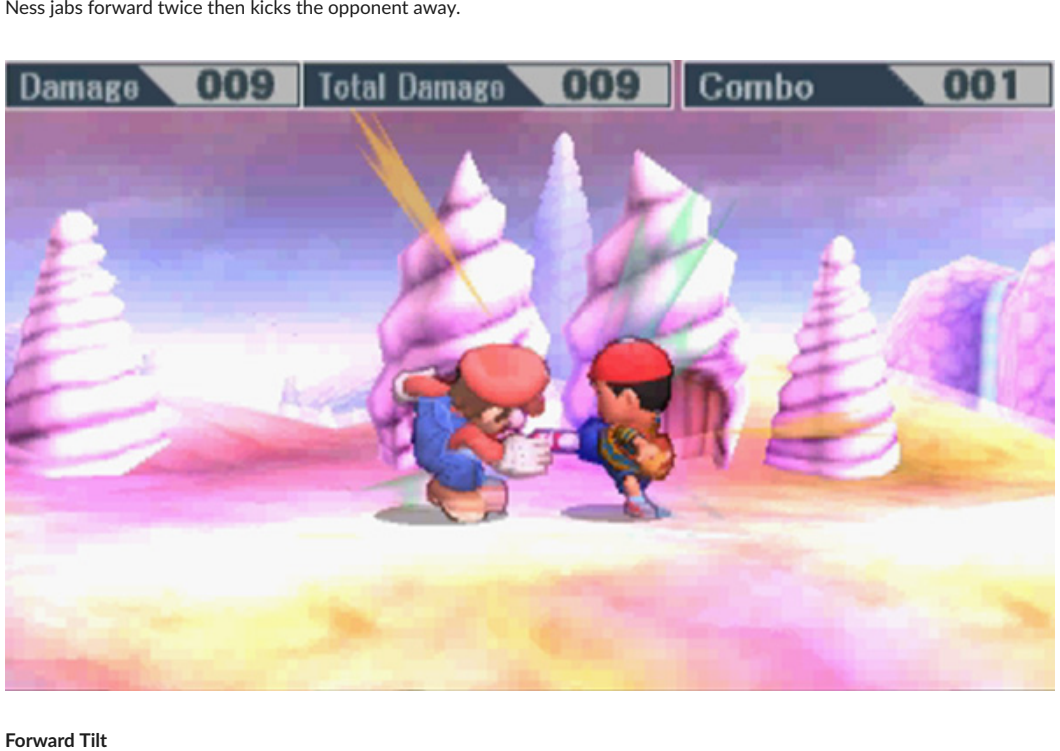
Ness swings a yo-yo at your opponent. This attack actually starts behind Ness before swinging all the way around.

Basic Attacks


Damage 020
Total Damage 020
Combo 001
CPU

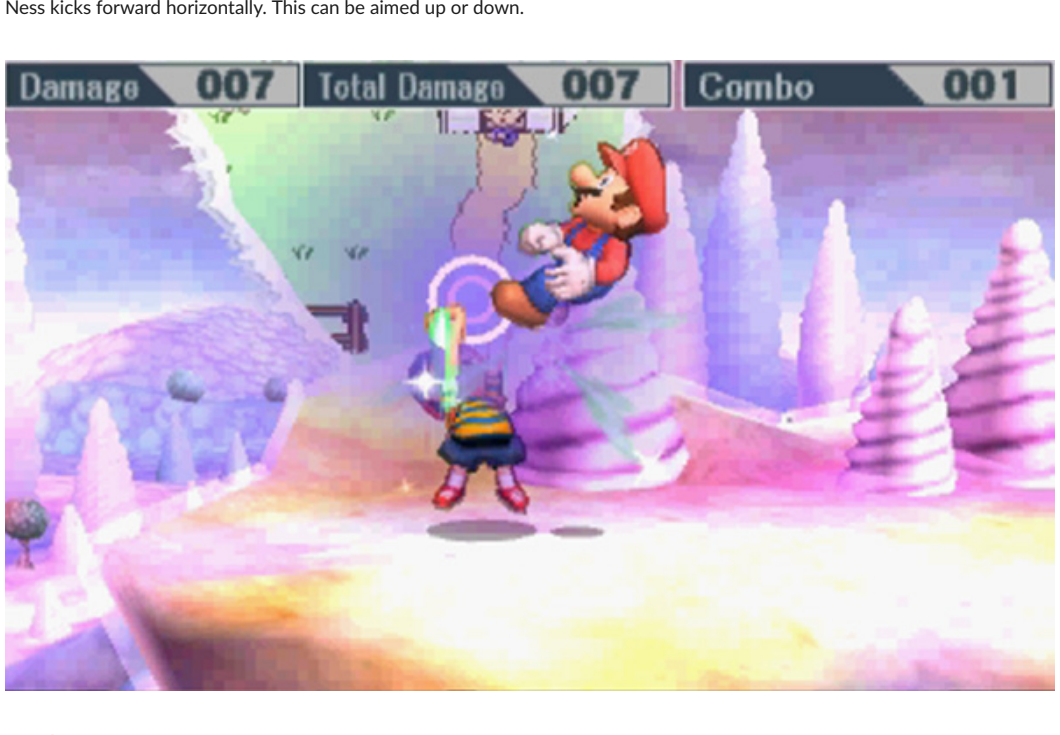
Standing Attack

Ness jabs forward twice then kicks the opponent away.


Damage 009
Total Damage 009
Combo 001

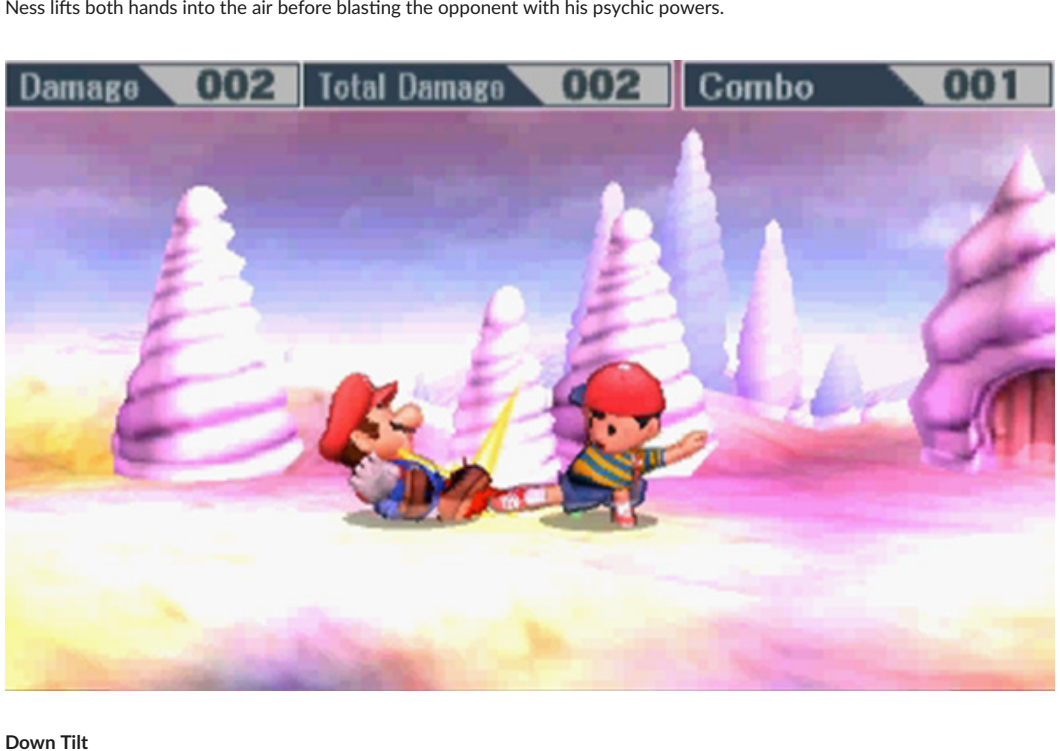
Forward Tilt

Ness kicks forward horizontally. This can be aimed up or down.


Damage 007
Total Damage 007
Combo 001

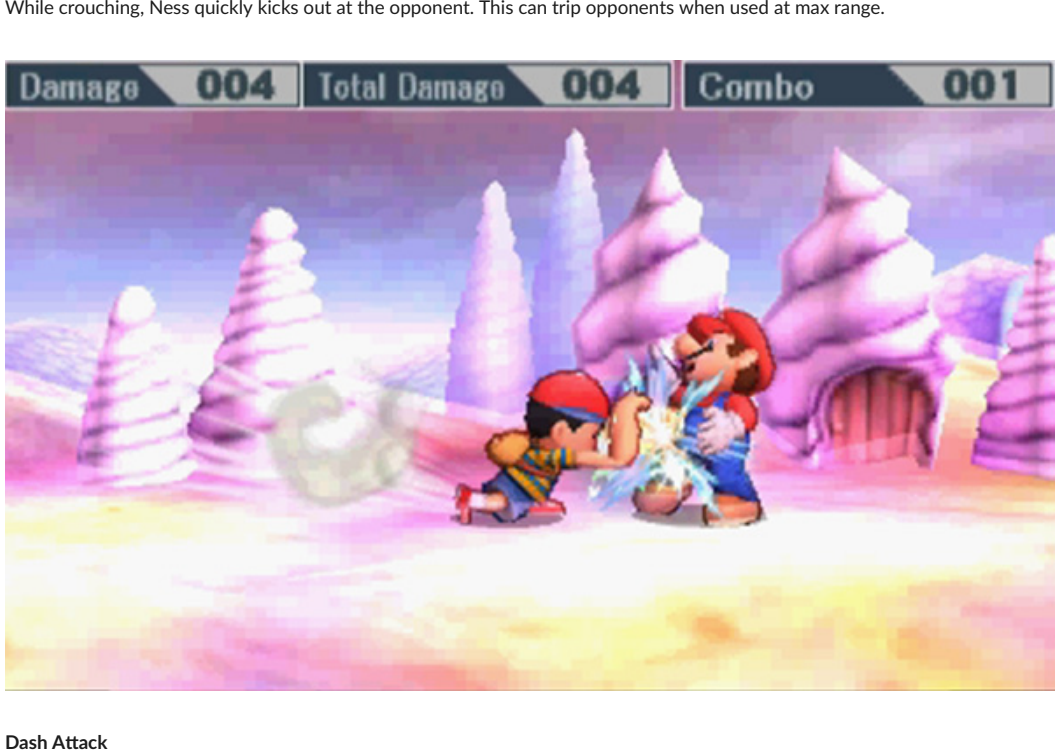
Up Tilt

Ness lifts both hands into the air before blasting the opponent with his psychic powers.


Damage 002
Total Damage 002
Combo 001

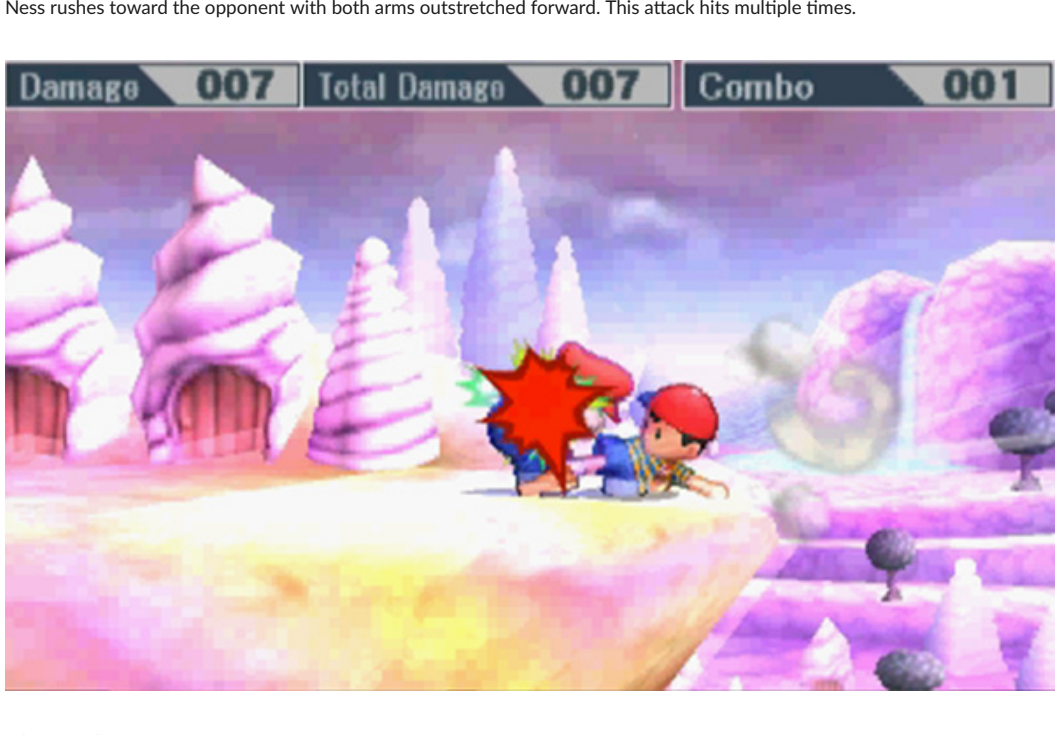
Down Tilt

While crouching, Ness quickly kicks out at the opponent. This can trip opponents when used at max range.


Damage 004
Total Damage 004
Combo 001

Dash Attack

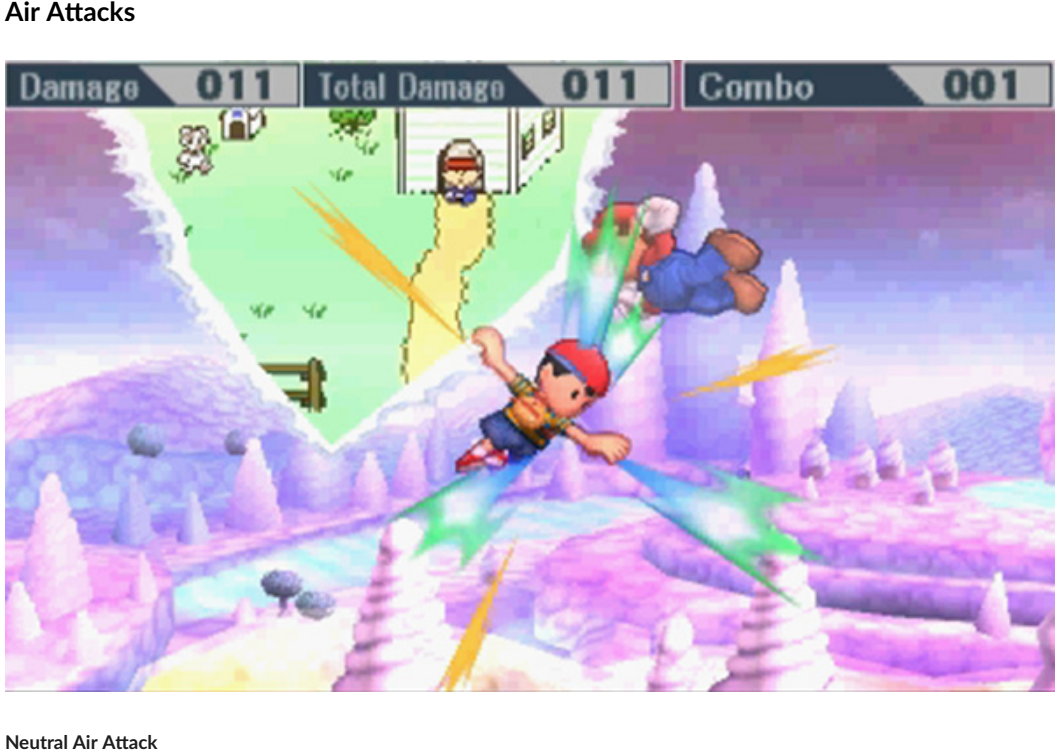
Ness rushes toward the opponent with both arms outstretched forward. This attack hits multiple times.


Damage 007
Total Damage 007
Combo 001

Edge Attack

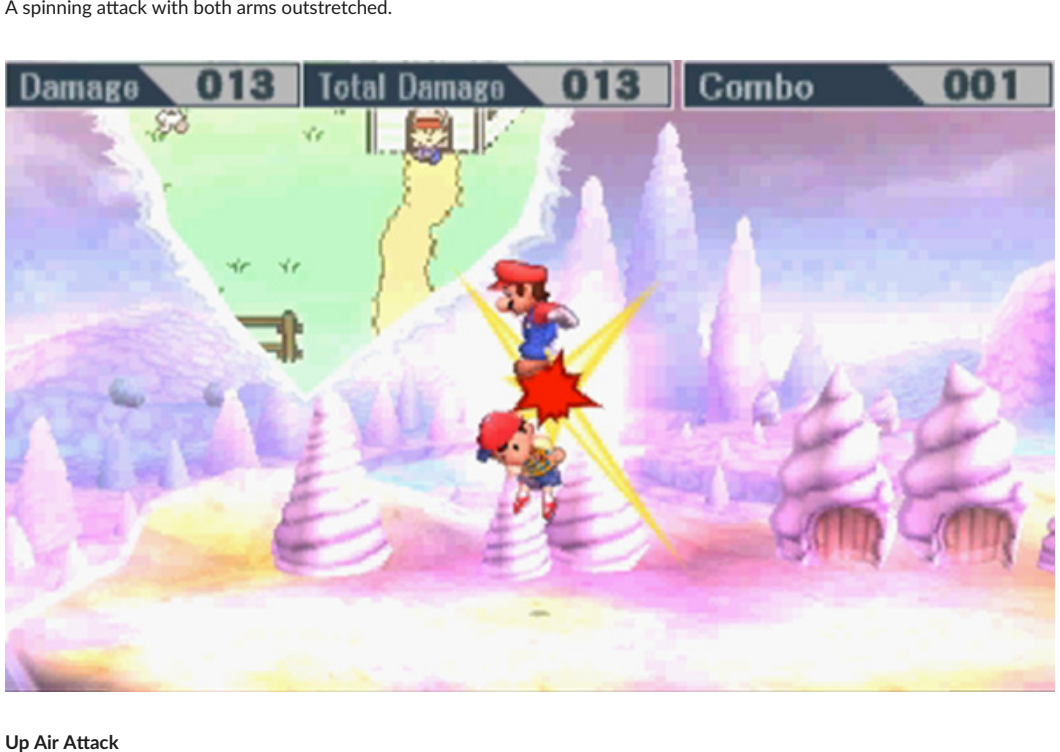
Ness returns to the stage and does a quick sweep attack.

Air Attacks


Damage 011
Total Damage 011
Combo 001

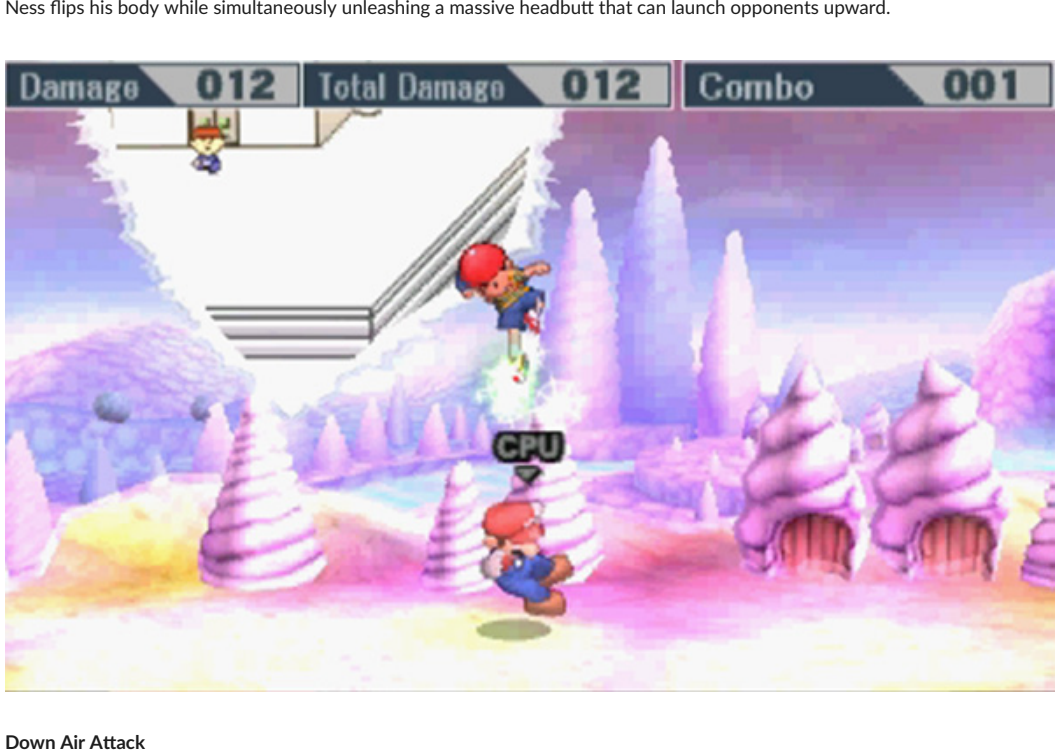
Neutral Air Attack

A spinning attack with both arms outstretched.


Damage 013
Total Damage 013
Combo 001

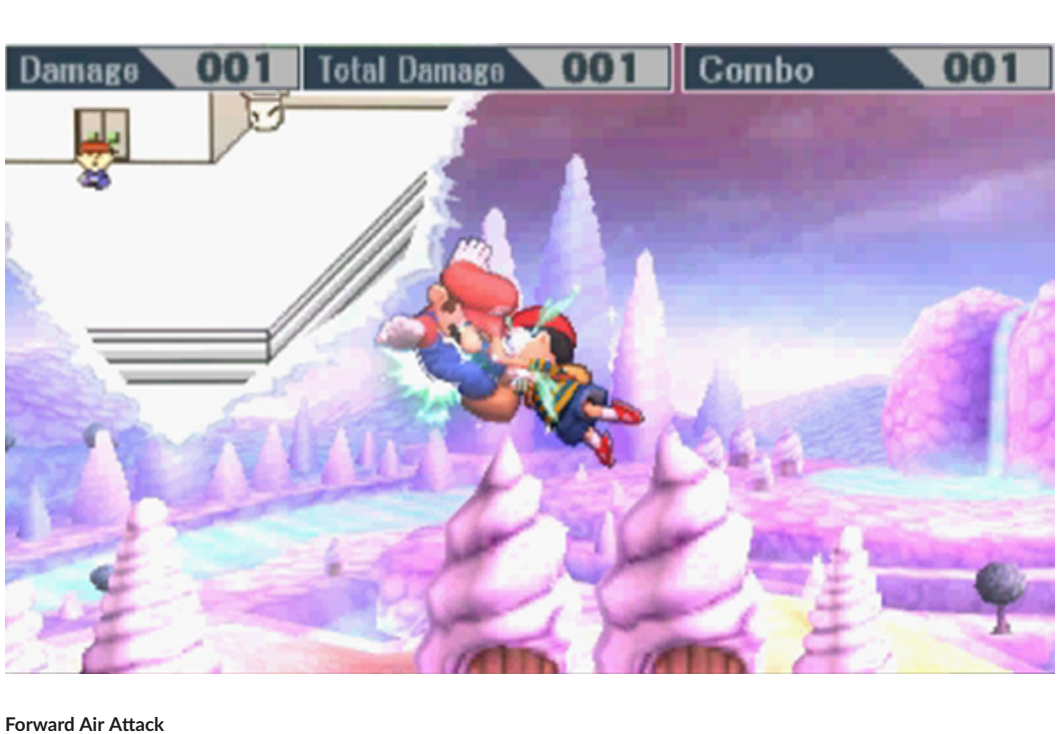
Up Air Attack

Ness flips his body while simultaneously unleashing a massive headbutt that can launch opponents upward.


Damage 012
Total Damage 012
Combo 001
CPU

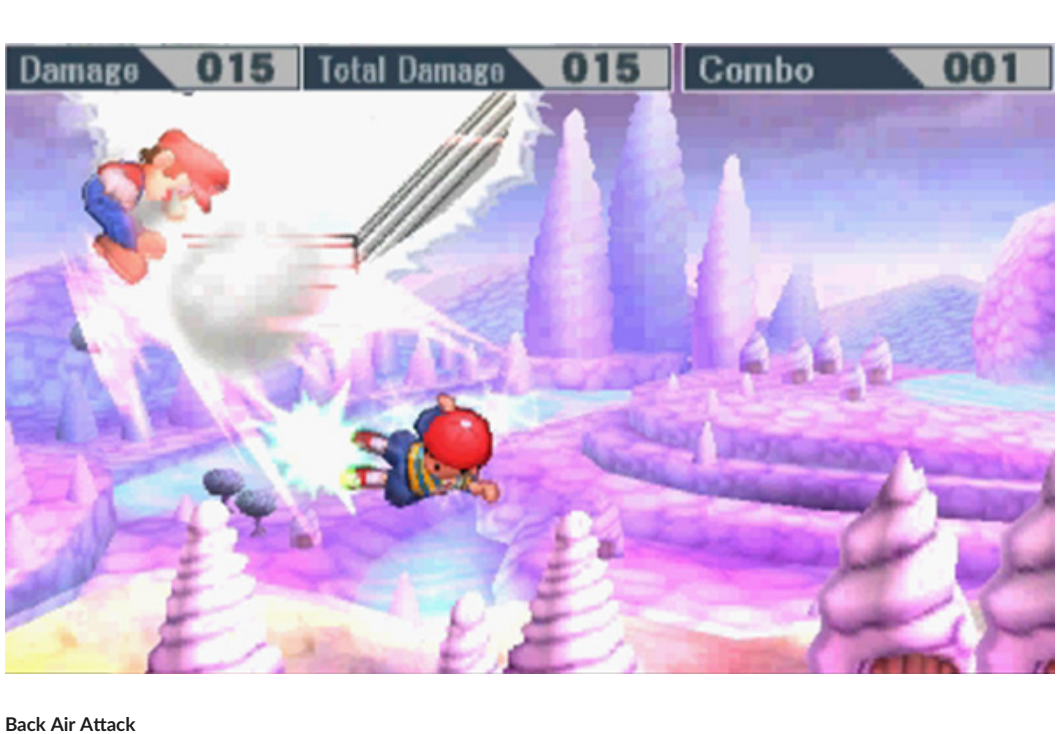
Down Air Attack

Ness kicks downward with one leg. This attack can meteor smash your opponent.


Damage 001
Total Damage 001
Combo 001

Forward Air Attack

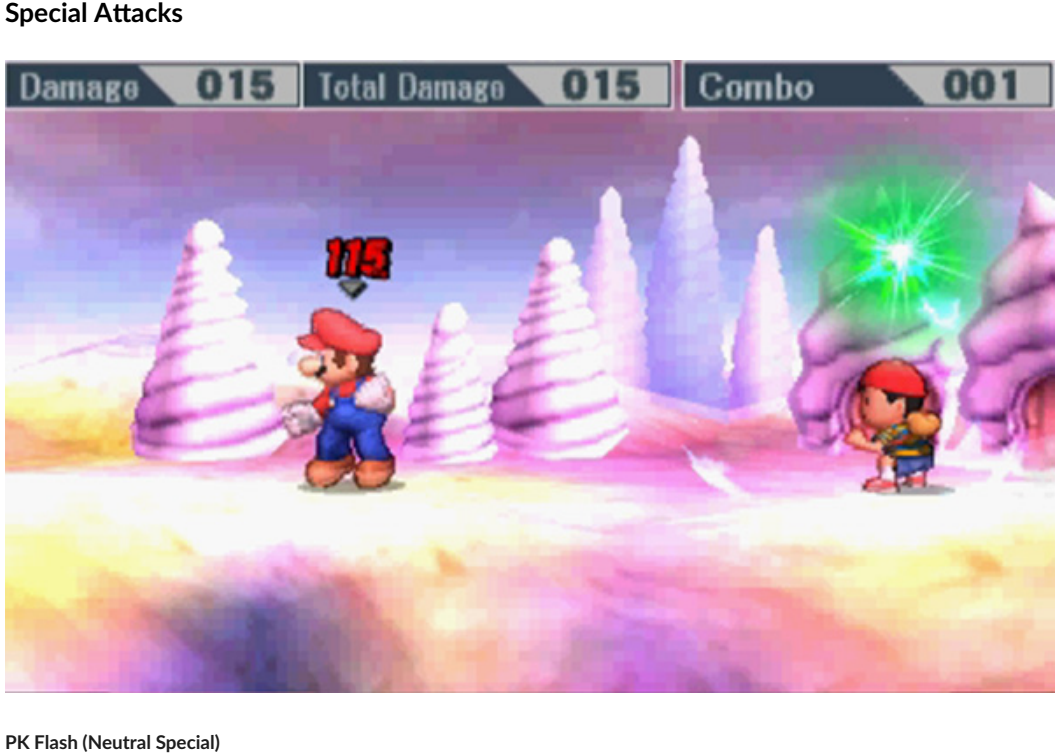
Ness reaches forward to blast opponents with his psychic powers. This can hit multiple times.


Damage 015
Total Damage 015
Combo 001

Back Air Attack

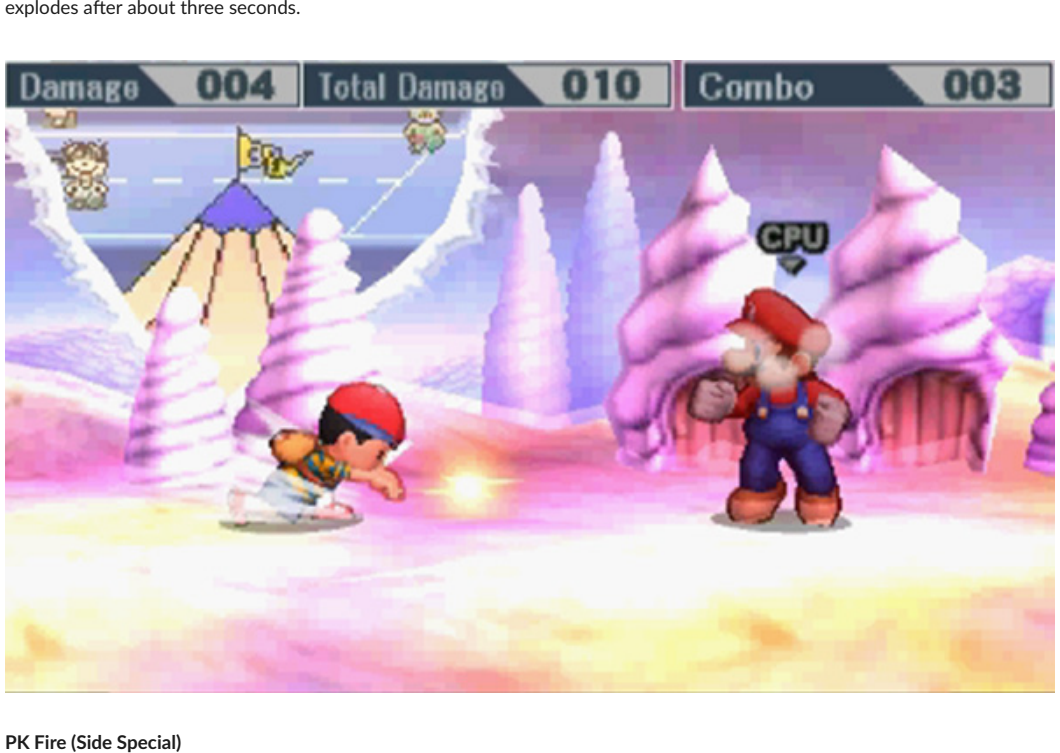
A reverse dropkick attack with decent knockback.

Special Attacks


Damage 015
Total Damage 015
Combo 001
115

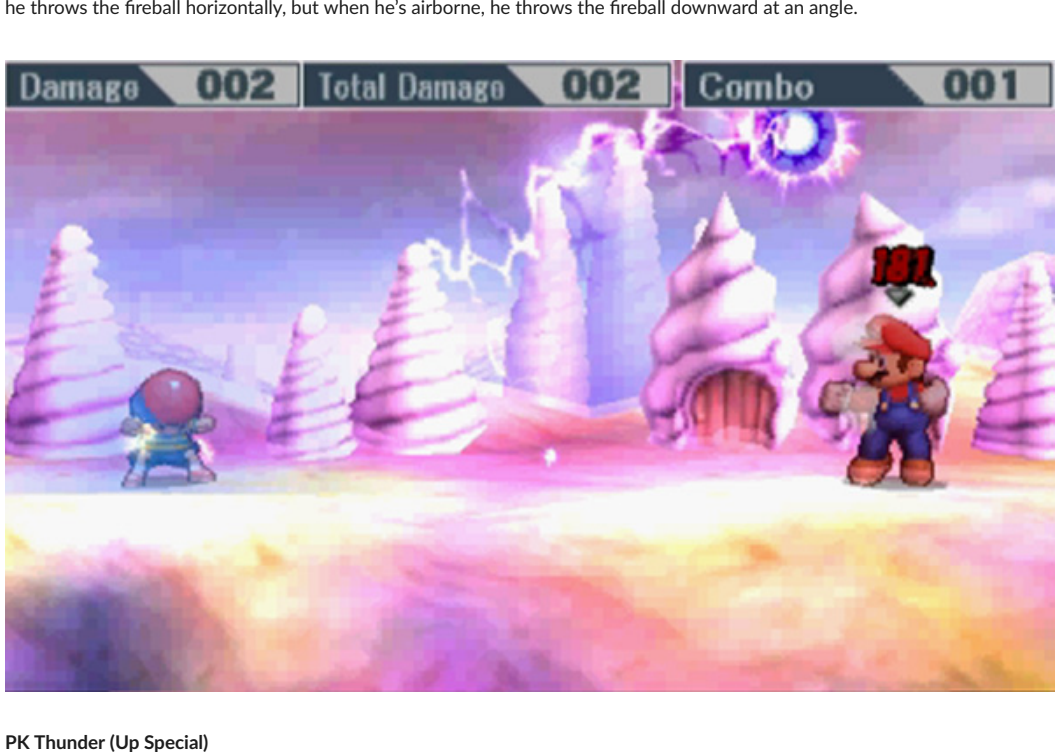
PK Flash (Neutral Special)

This electrical blast rises vertically out of Ness before descending. You can control its downward arc either to the left or right. Hold the button to extend the amount of time you have to control it. Once you release the button, the blast explodes. It also explodes after about three seconds.


Damage 004
Total Damage 010
Combo 003
CPU

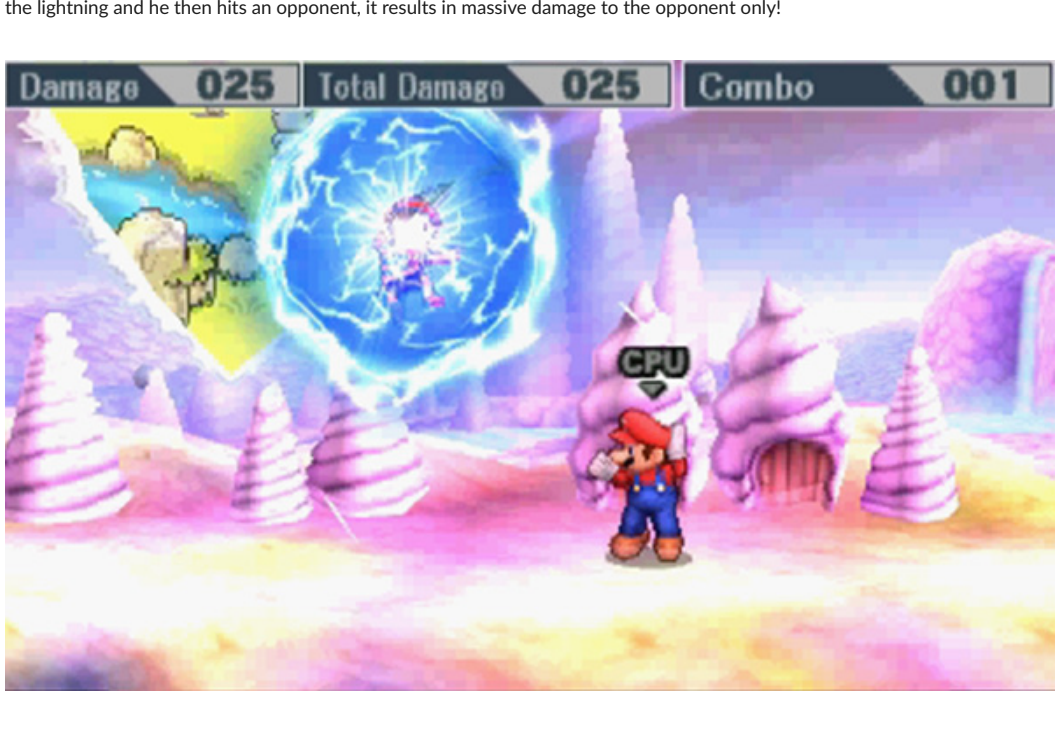
PK Fire (Side Special)

Ness throws a fireball attack that explodes into a pillar of flames once it connects with an opponent. When Ness is grounded, he throws the fireball horizontally, but when he's airborne, he throws the fireball downward at an angle.


Damage 002
Total Damage 002
Combo 001
181

PK Thunder (Up Special)

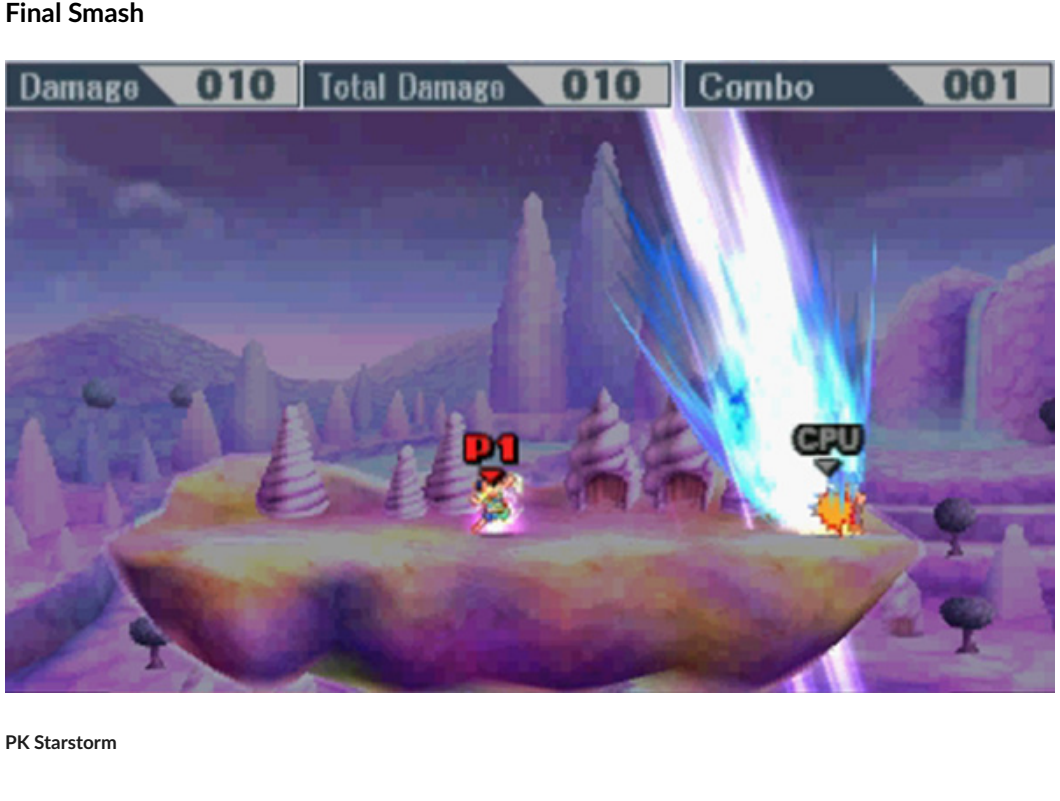
Ness releases a ball of lightning that you have total control over. Hitting your opponent with this nets you some damage. If you can steer it back into Ness, it shoots Ness off in the direction it was last traveling; Ness takes 0 damage. If you hit Ness with the lightning and he then hits an opponent, it results in massive damage to the opponent only!


Damage 025
Total Damage 025
Combo 001
CPU

PSI Magnet (Down Special)

Ness surrounds himself in a giant magnet bubble that absorbs projectiles while healing damage. Hold the button to extend the duration of the bubble. When you release the button, it has a push effect on anyone else inside or near the bubble.

Final Smash

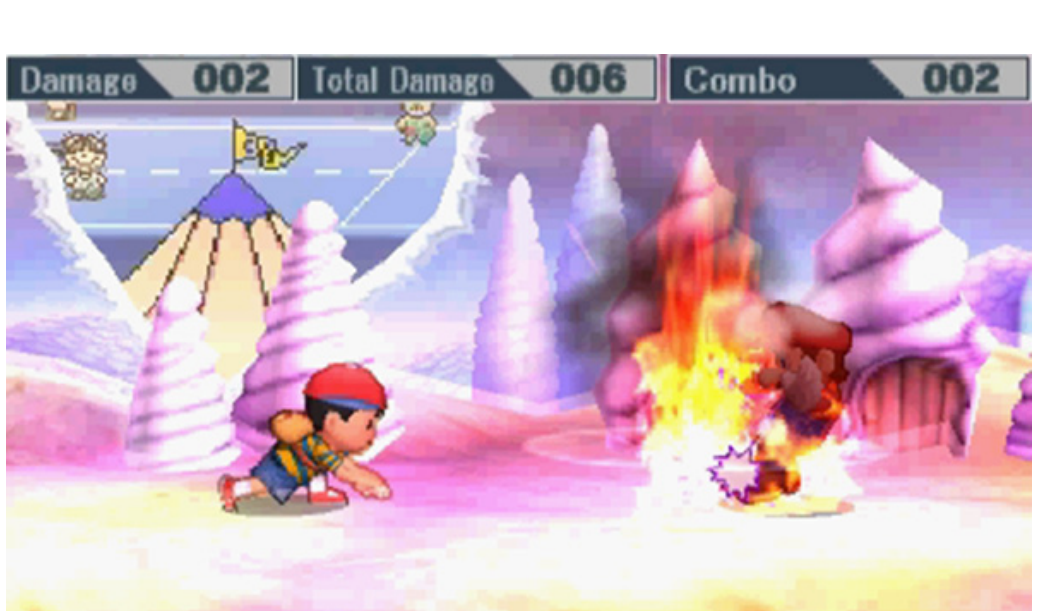


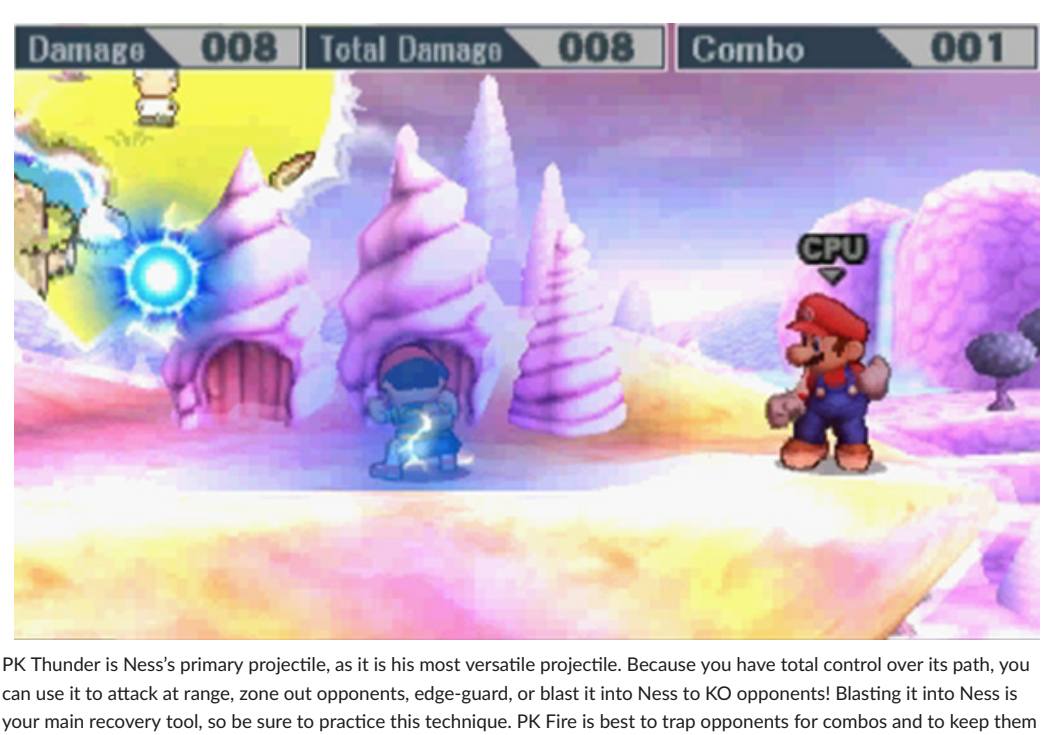
PK Starstorm

Ness calls down a rain of stars to the center of the stage. You can control the PK Starstorm by angling it left or right, but its origin point is over the center of the stage. Each hit does about 8% damage and knocks the opponent away more horizontally than vertically.

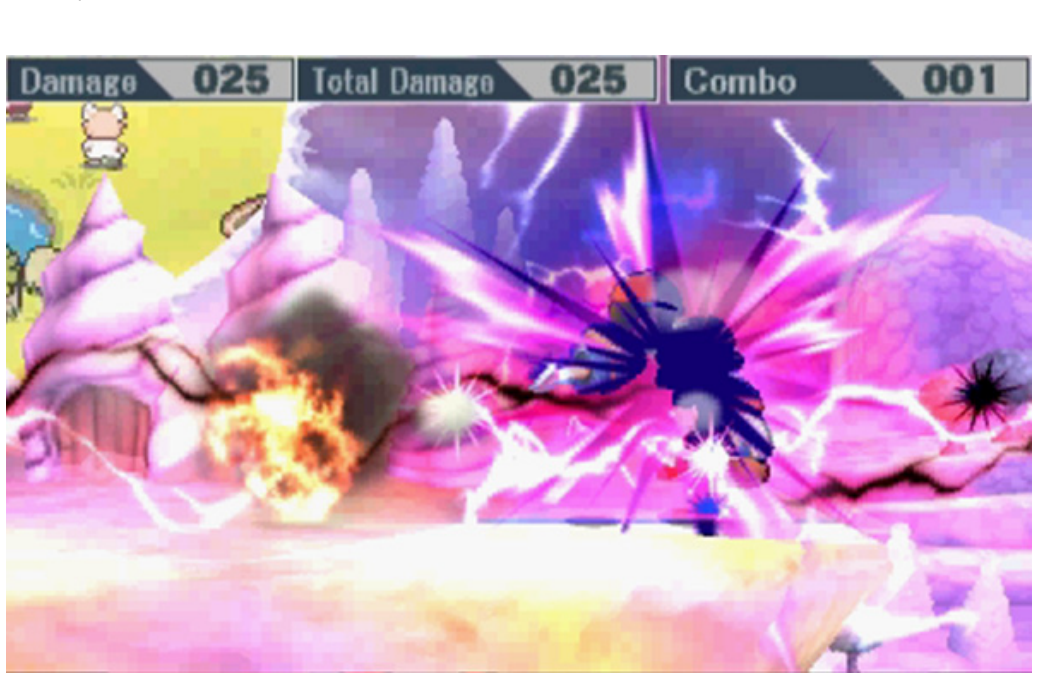
Strategy

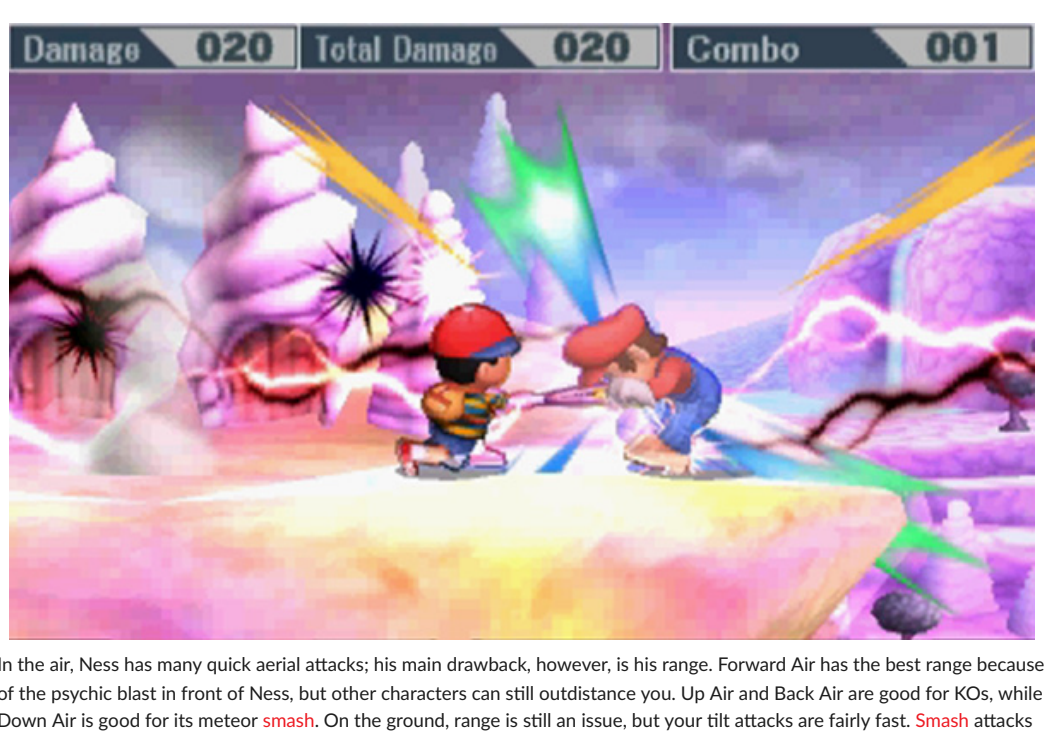
Despite Ness's compact size, he is actually an average-weight character! He has a variety of projectile attacks to protect himself at range, and he has some devastating throws and Smash attacks. His mobility and jump height are average, but he has a unique double jump that sends him higher than most. His weaknesses are in his recovery and his attack range. With quick attacks, a decent projectile game, and surprise KO power, though, he's a force to be reckoned with. For surprise KOs, master using PK Thunder to hit Ness into opponents and learn the range on Ness's Side Smash!


Damage 002
Total Damage 006
Combo 002


Damage 008
Total Damage 008
Combo 001
CPU

PK Thunder is Ness's primary projectile, as it is his most versatile projectile. Because you have total control over its path, you can use it to attack at range, zone out opponents, edge-guard, or blast it into Ness to KO opponents! Blasting it into Ness is your main recovery tool, so be sure to practice this technique. PK Fire is best to trap opponents for combos and to keep them out. PK Flash is a good way to protect yourself from opponents above you, but it has a long startup and recovery. Make sure you have enough space before attempting to use this. PSI Magnet heals Ness when used against projectile-heavy characters. Note, however, that this only absorbs energy-based projectiles. So, while this absorbs Mario's fireballs, it does not absorb Dr. Mario's capsules!

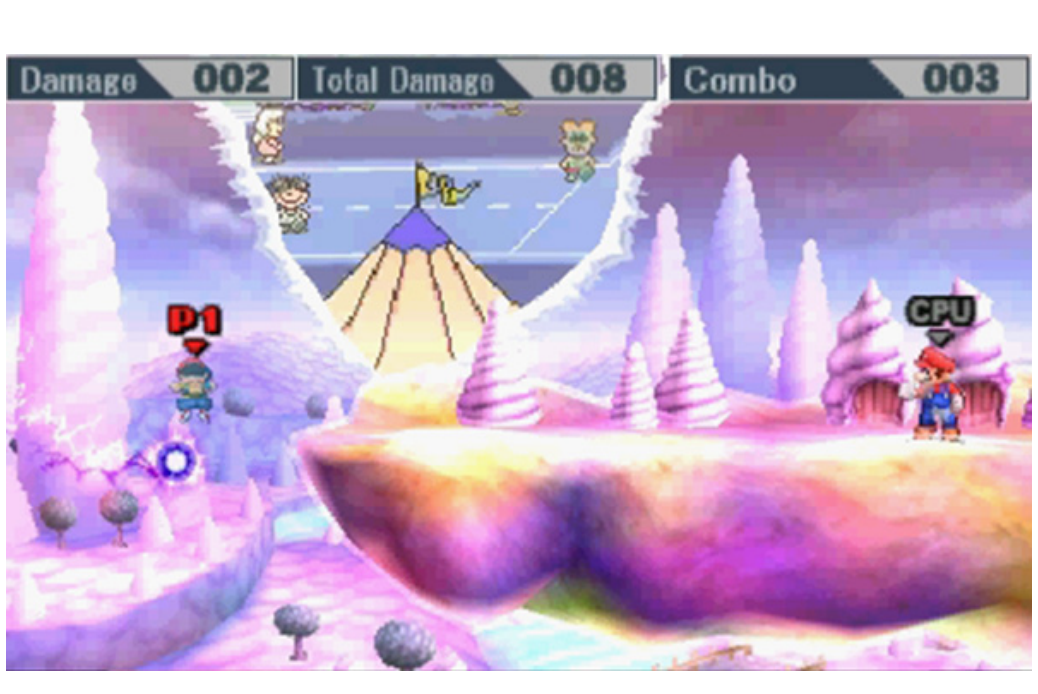

Damage 025
Total Damage 025
Combo 001

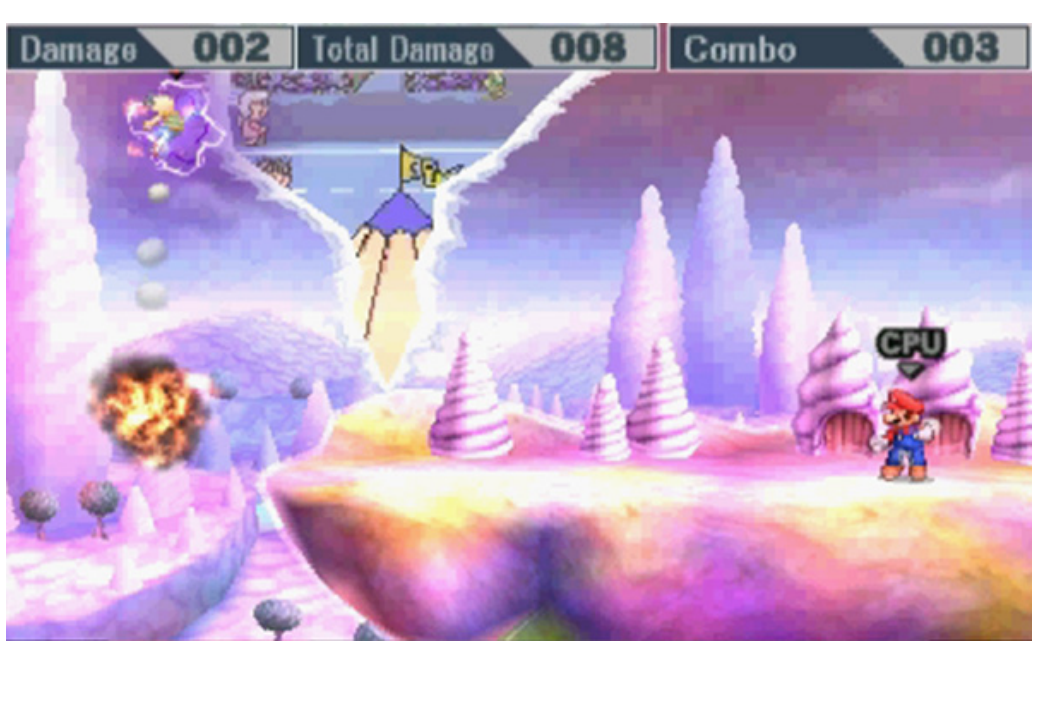

Damage 020
Total Damage 020
Combo 001

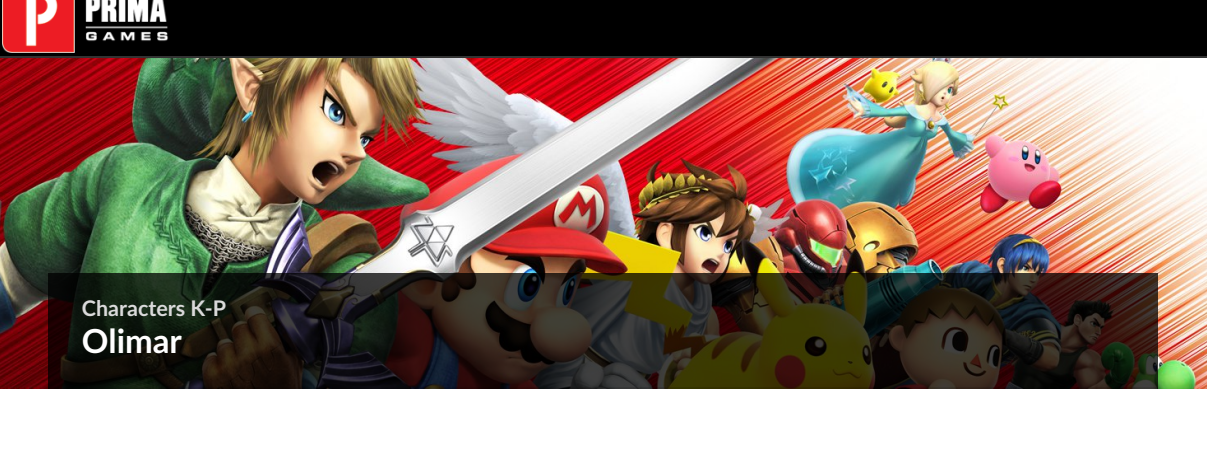
In the air, Ness has many quick aerial attacks; his main drawback, however, is his range. Forward Air has the best range because of the psychic blast in front of Ness, but other characters can still outdistance you. Up Air and Back Air are good for KOs, while Down Air is good for its meteor smash. On the ground, range is still an issue, but your tilt attacks are fairly fast. Smash attacks have the best range, and Up Smash can actually cause damage while being charged. Ness's throws are also particularly good if you can reach your opponent, particularly with Ness's Back Throw. The Side Smash baseball bat has awesome KO power, so this is definitely the option you want to look for. When edge-guarding, use your PK Thunder to make it difficult for opponents to get back. PK Fire is a good trap on-stage and can also be thrown at opponents as they try to make their way back to the stage.

Recovery

Ness is one of the most difficult characters to recover with in the game. While his double jump gets him fairly high, none of his Specials move him vertically or horizontally. Instead, master PK Thunder to circle around yourself then hit you in the correct direction you want to recover in. After this hits Ness, though, you are left in a fall state unless you collide with a stage floor or an opponent. If approaching from above the stage, hitting yourself into the stage floor is usually your best option. The best way to hit this is to control PK Thunder up and away from Ness then down and toward him. If opponents are hitting you with projectiles, use PSI Magnet to absorb them before using PK Thunder to get back to the stage.


Damage 002
Total Damage 008
Combo 003
P1
CPU


Damage 002
Total Damage 008
Combo 003
CPU



Characters K-P

Olimar

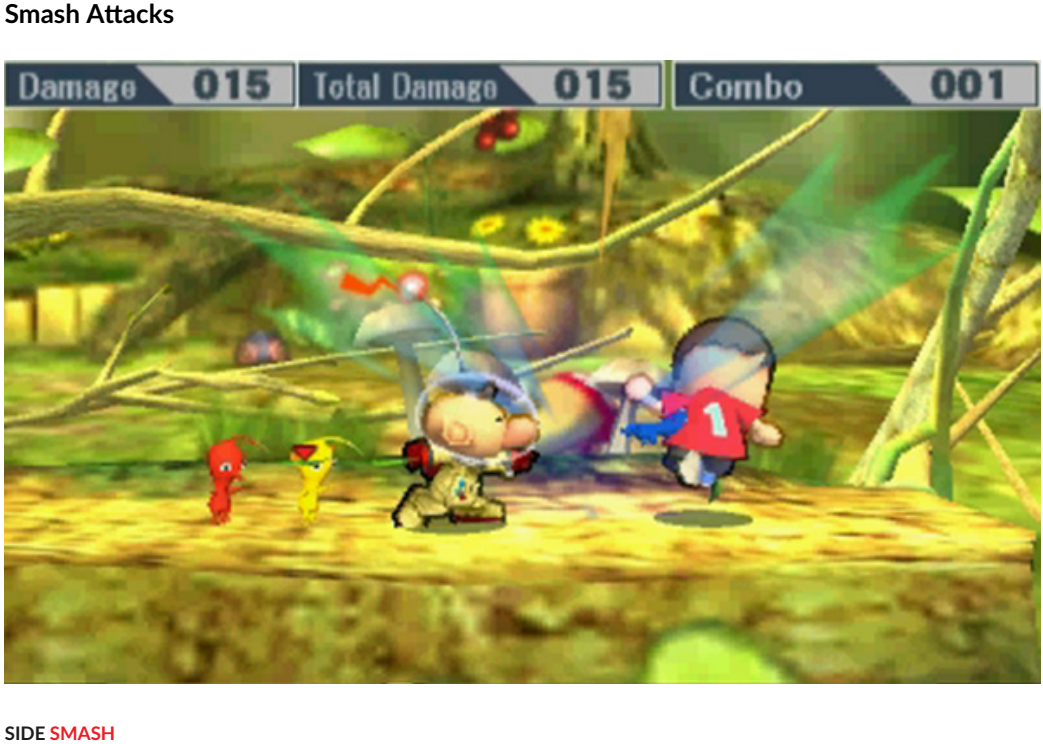
Trophy Description

A veteran spaceship pilot for Hocotate Freight, Captain Olimar partners with Pikmin in *Smash Bros.* to help him in battle. Olimar is much stronger when he's got Pikmin with him, so keep them plucked and good to go. Pikmin abilities are based on their color—learn what each is best at!

Statistics

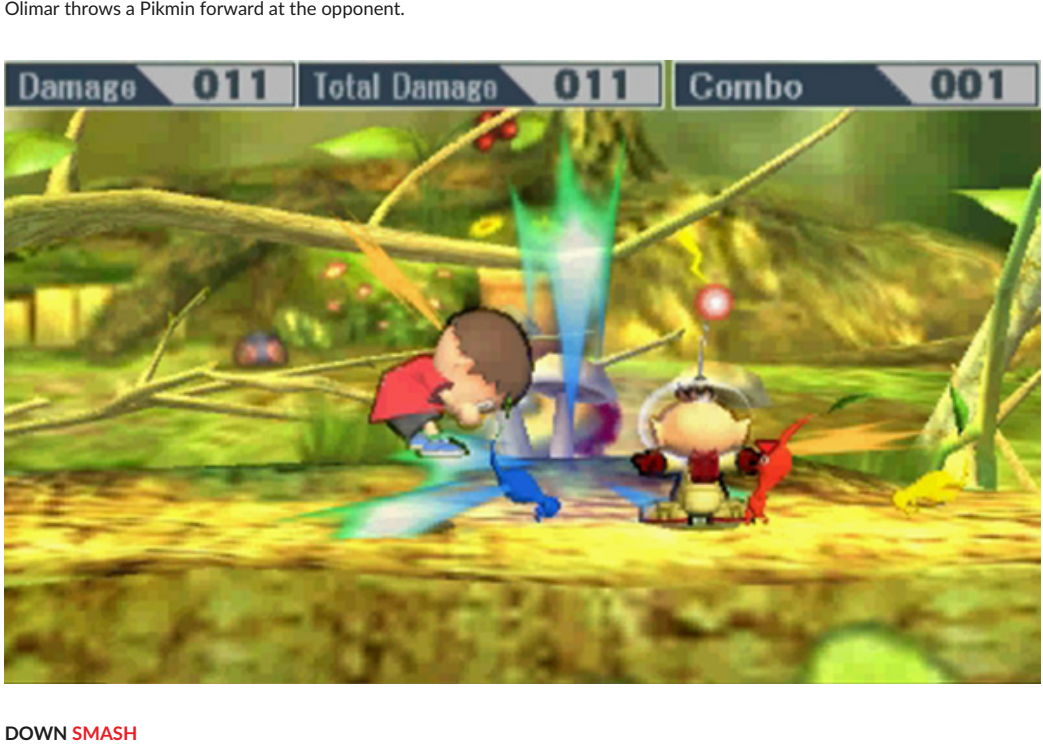
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 015
Total Damage 015
Combo 001

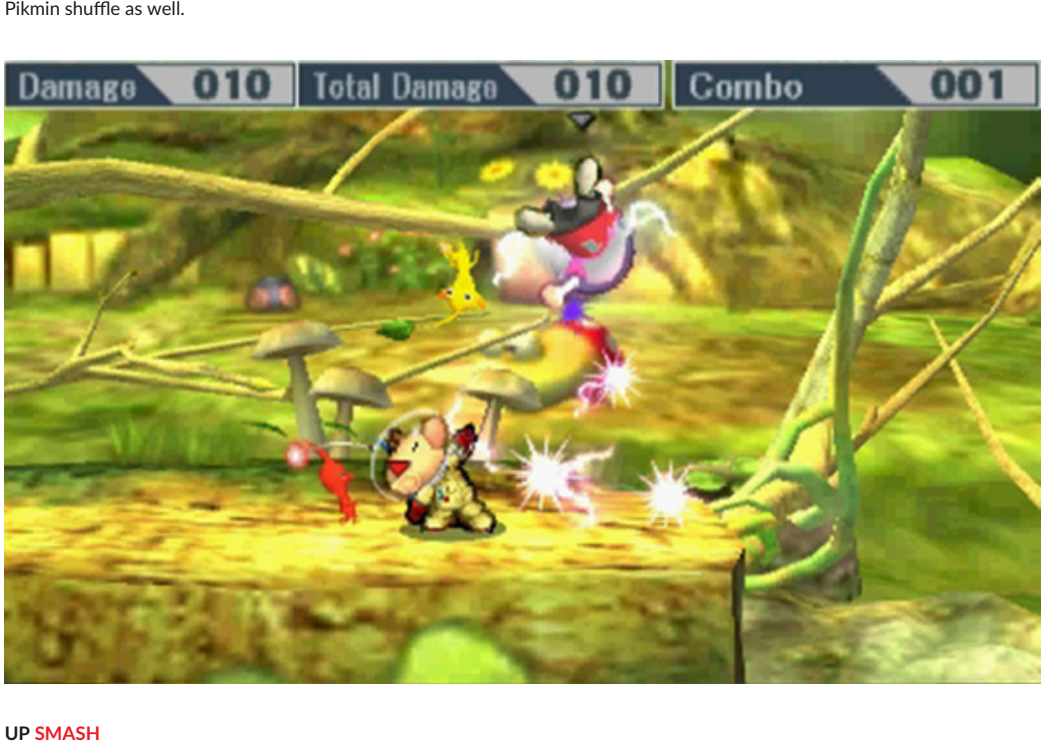
SIDE SMASH

Olimar throws a Pikmin forward at the opponent.


Damage 011
Total Damage 011
Combo 001

DOWN SMASH

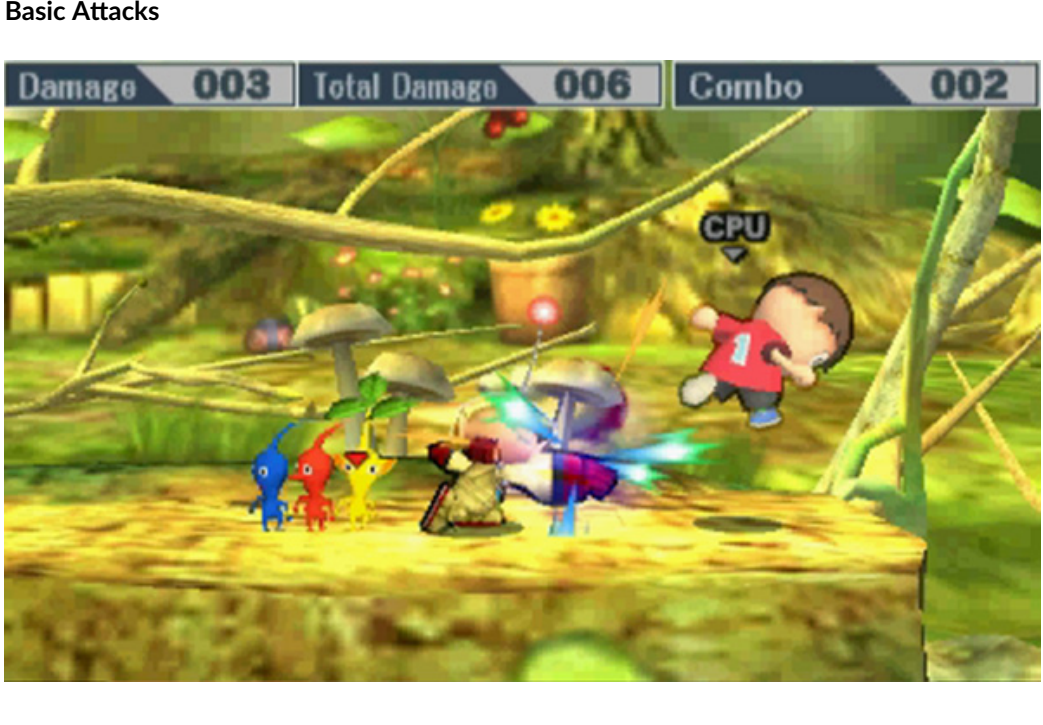
Olimar sends out a Pikmin to either side of him. This uses the next two Pikmin you have queued up, making it useful for a quick Pikmin shuffle as well.


Damage 010
Total Damage 010
Combo 001

UP SMASH

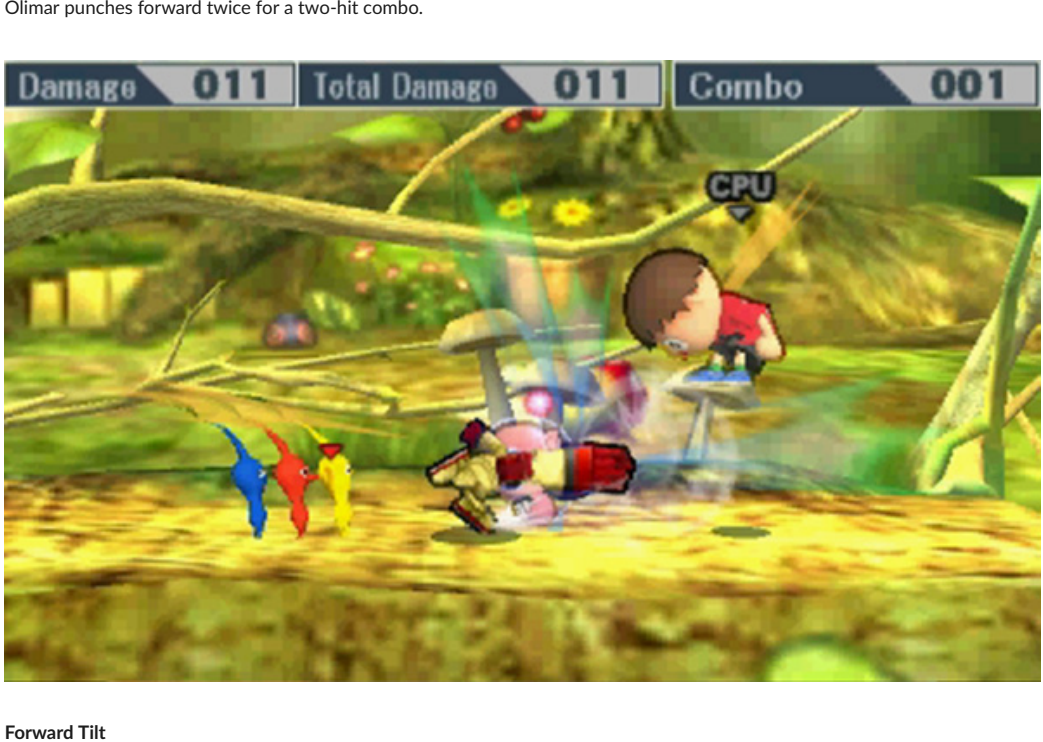
Olimar swings a Pikmin upward to launch opponents upward.

Basic Attacks


Damage 003
Total Damage 006
Combo 002
CPU

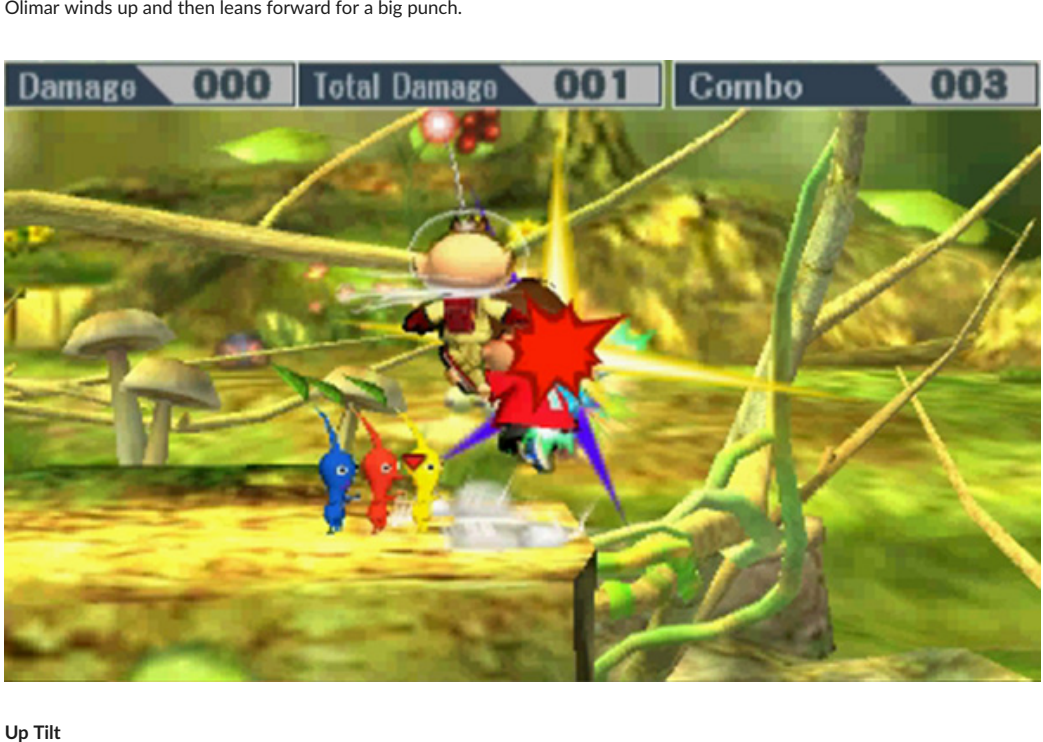
Standing Attack

Olimar punches forward twice for a two-hit combo.


Damage 011
Total Damage 011
Combo 001
CPU

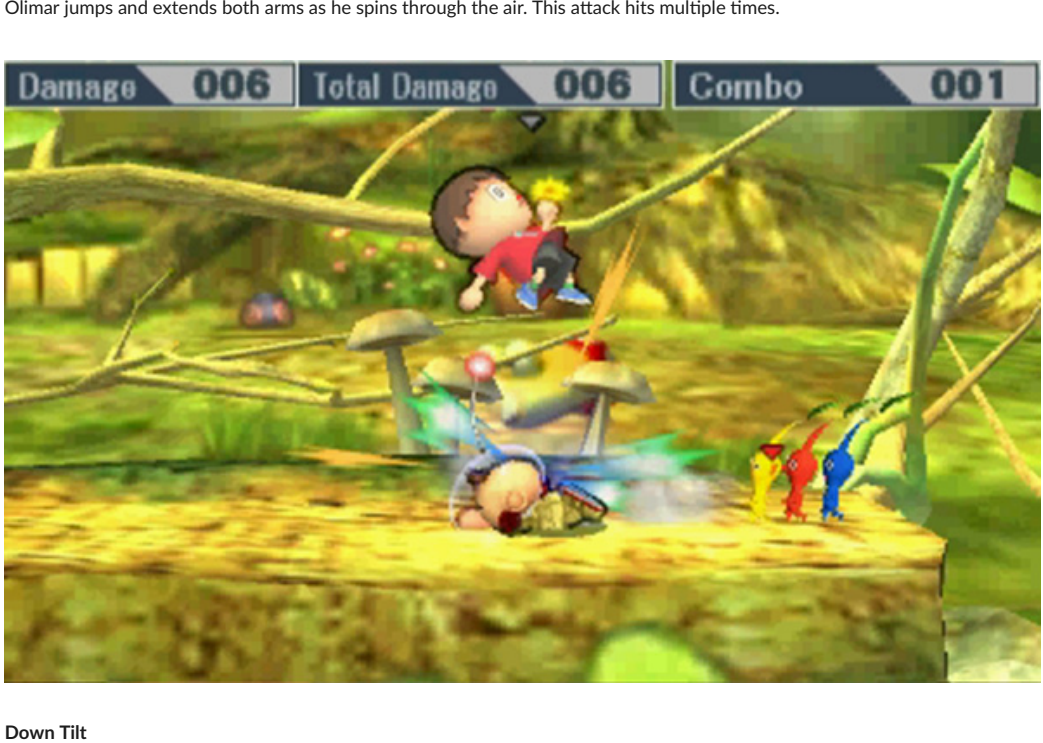
Forward Tilt

Olimar winds up and then leans forward for a big punch.


Damage 000
Total Damage 001
Combo 003

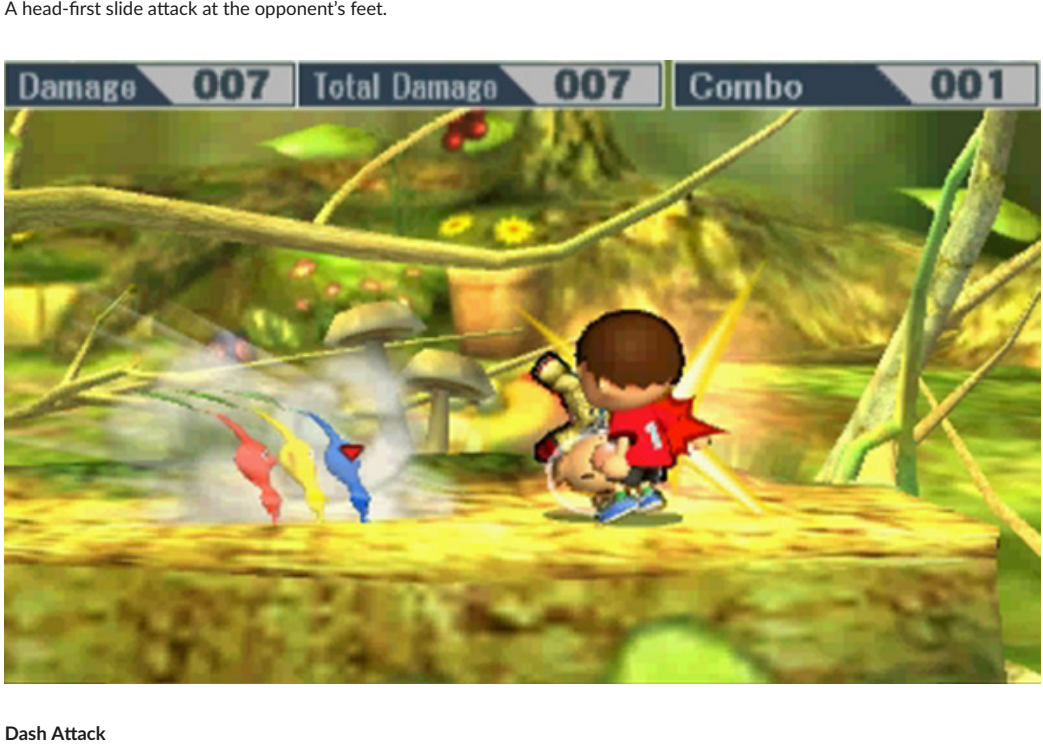
Up Tilt

Olimar jumps and extends both arms as he spins through the air. This attack hits multiple times.


Damage 006
Total Damage 006
Combo 001

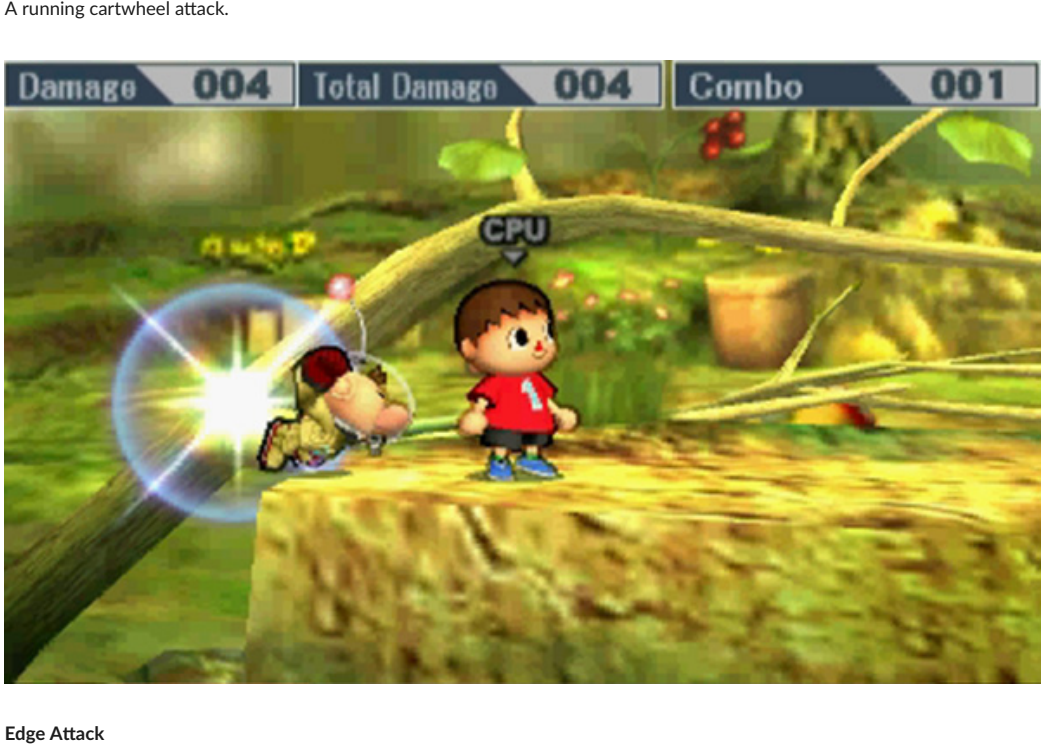
Down Tilt

A head-first slide attack at the opponent's feet.


Damage 007
Total Damage 007
Combo 001

Dash Attack

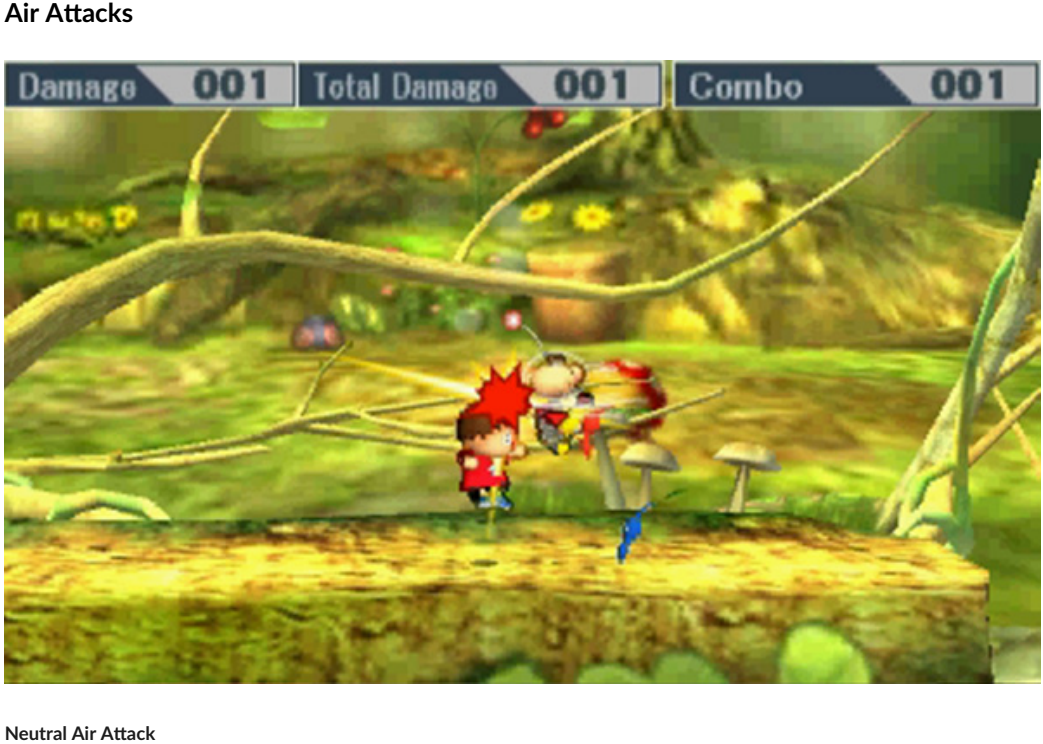
A running cartwheel attack.


Damage 004
Total Damage 004
Combo 001
CPU

Edge Attack

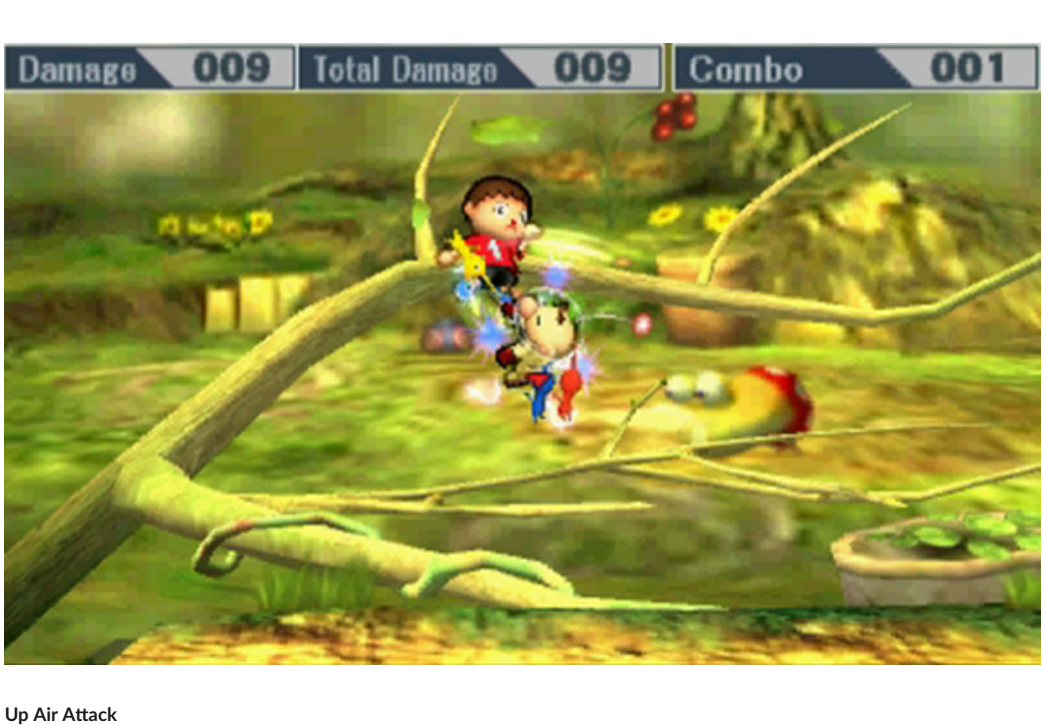
Olimar hurls himself back up to the stage as he punches forward.

Air Attacks


Damage 001
Total Damage 001
Combo 001

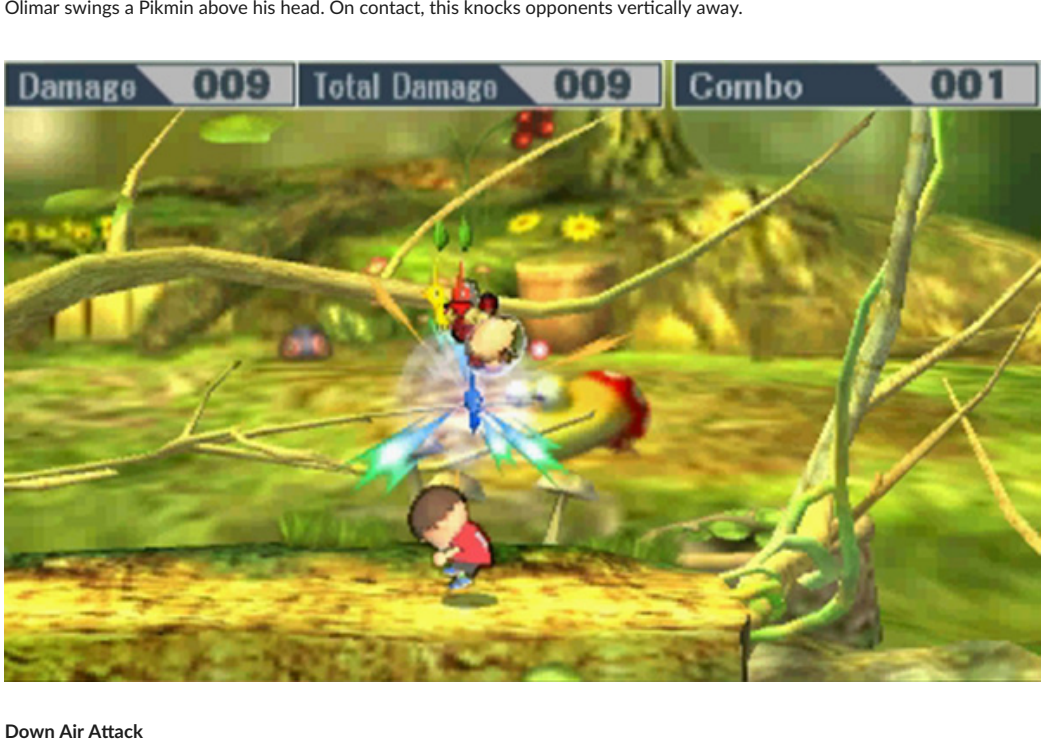
Neutral Air Attack

This jumping spiral attack is Olimar's only air attack that doesn't involve or require a Pikmin.


Damage 009
Total Damage 009
Combo 001

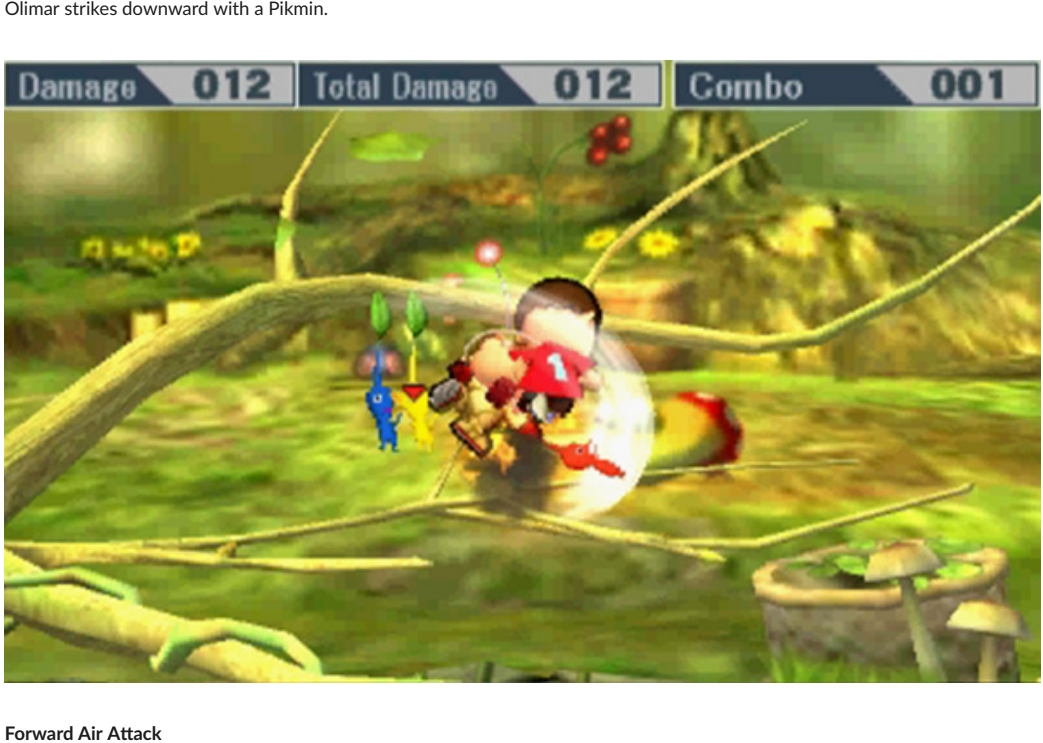
Up Air Attack

Olimar swings a Pikmin above his head. On contact, this knocks opponents vertically away.


Damage 009
Total Damage 009
Combo 001

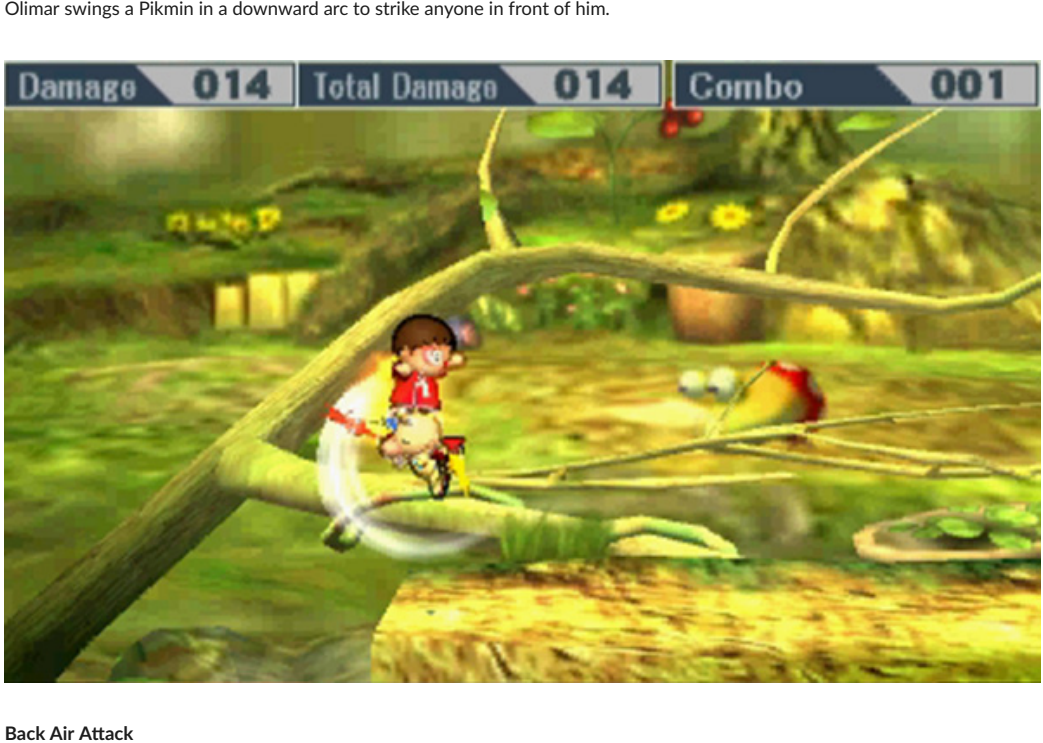
Down Air Attack

Olimar strikes downward with a Pikmin.


Damage 012
Total Damage 012
Combo 001

Forward Air Attack

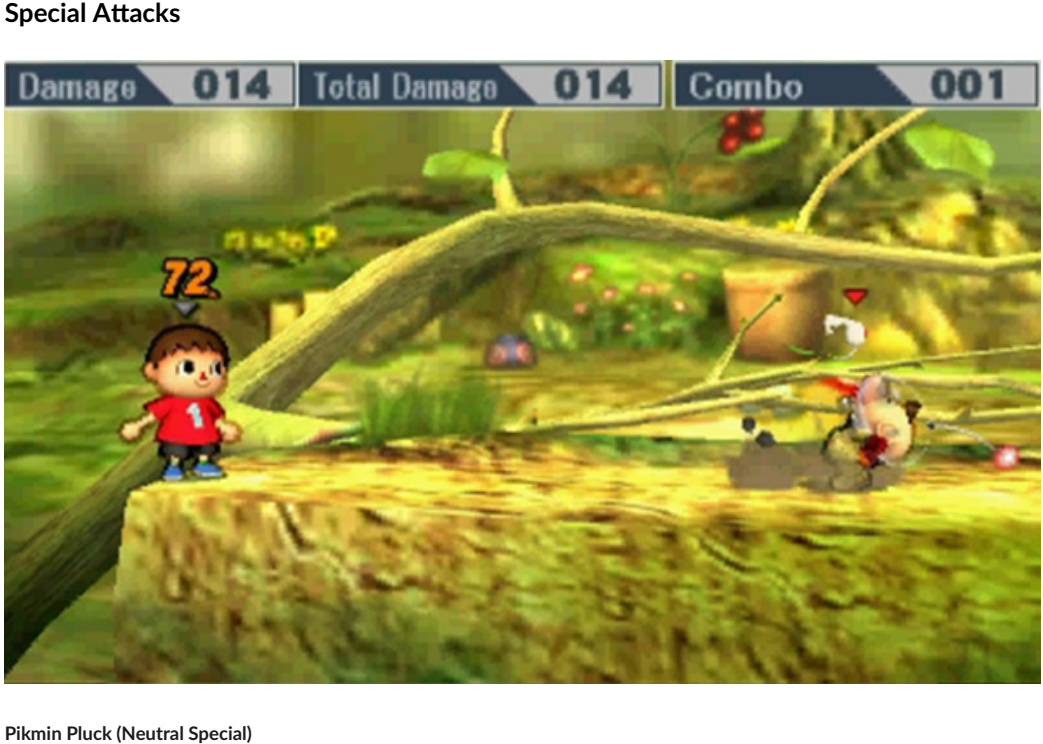
Olimar swings a Pikmin in a downward arc to strike anyone in front of him.


Damage 014
Total Damage 014
Combo 001

Back Air Attack

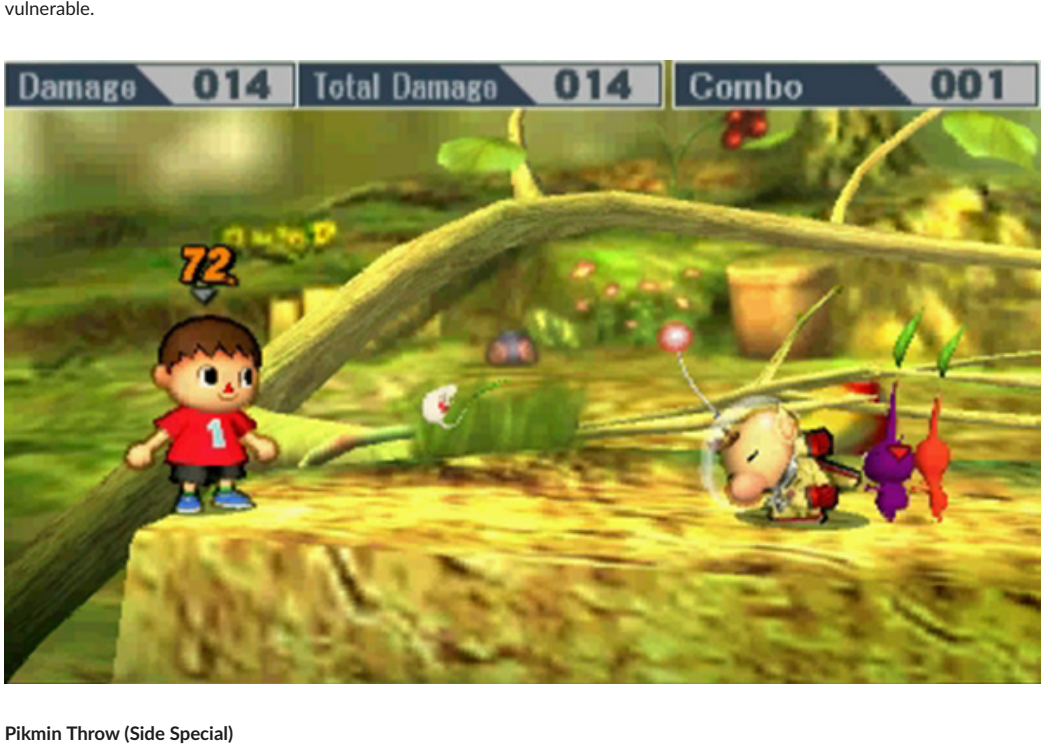
Olimar swings a Pikmin horizontally behind him to hit opponents away.

Special Attacks


Damage 014
Total Damage 014
Combo 001
72

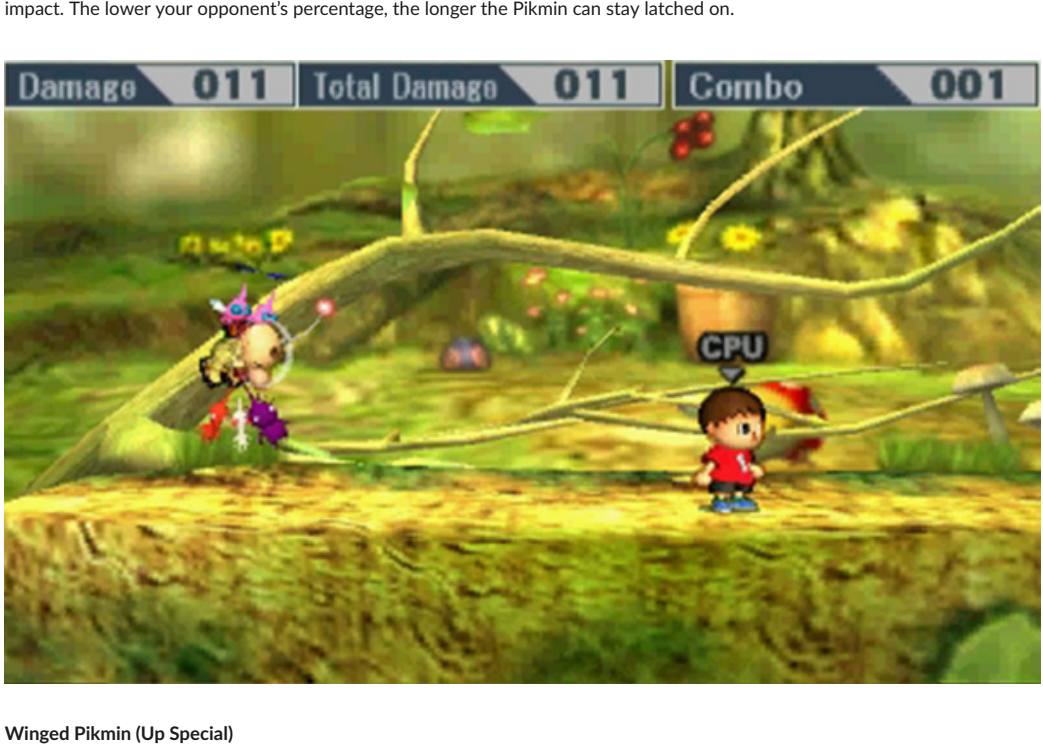
Pikmin Pluck (Neutral Special)

Olimar plucks Pikmin out of the ground in the following order: red, yellow, blue, white, purple. You can have a maximum of three Pikmin at any given time, and you must be on the ground for this to succeed. Doing this in the air only leaves you vulnerable.


Damage 014
Total Damage 014
Combo 001
72

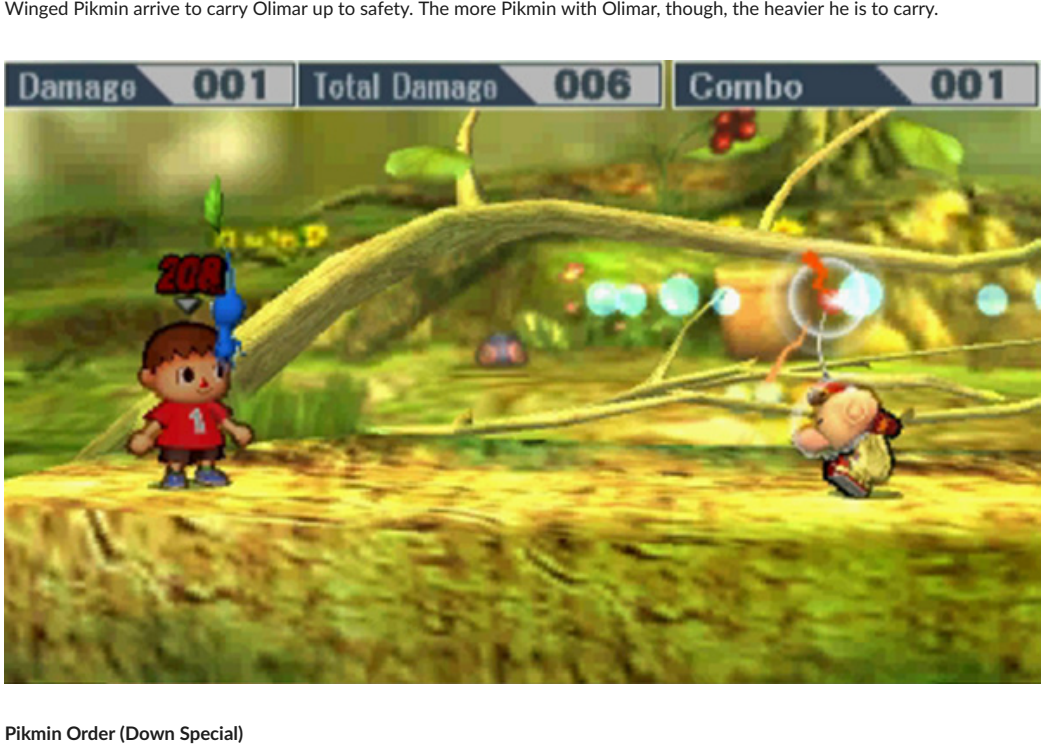
Pikmin Throw (Side Special)

Olimar throws the lead Pikmin at the opponent. Most Pikmin latch on to deal damage, but the purple one only hits hard on impact. The lower your opponent's percentage, the longer the Pikmin can stay latched on.


Damage 011
Total Damage 011
Combo 001
CPU

Winged Pikmin (Up Special)

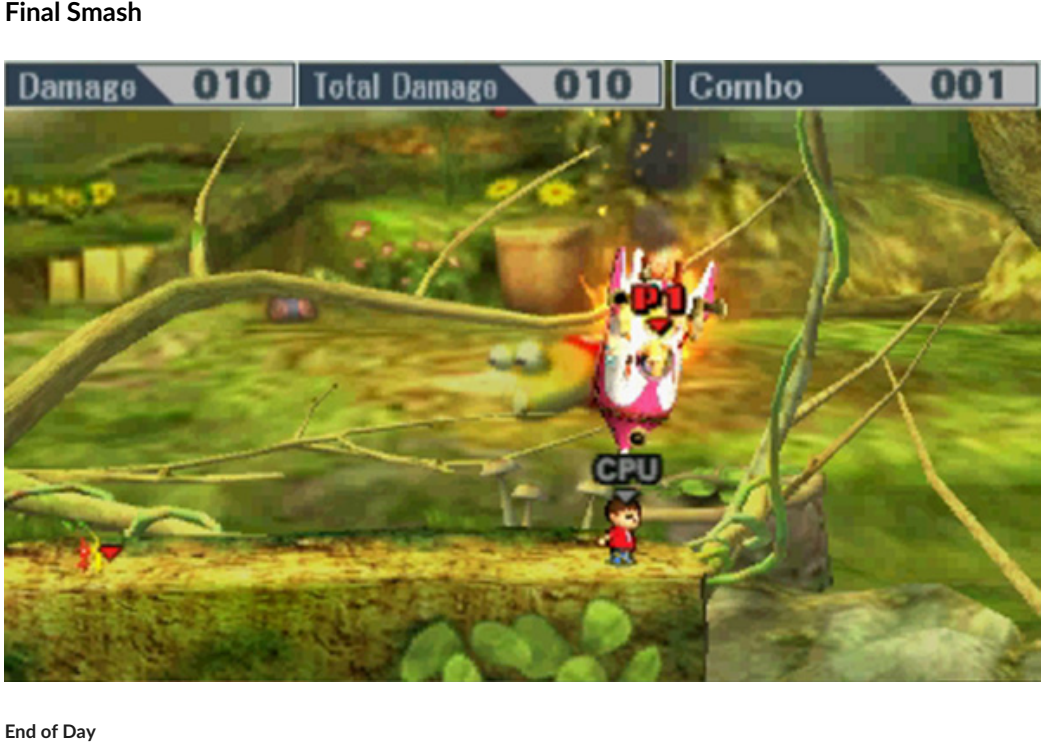
Winged Pikmin arrive to carry Olimar up to safety. The more Pikmin with Olimar, though, the heavier he is to carry.


Damage 001
Total Damage 006
Combo 001
208

Pikmin Order (Down Special)

Olimar blows his whistle to re-order his Pikmin or to recall them quickly. Use this to make sure your Pikmin are in the order you expect them to be.

Final Smash

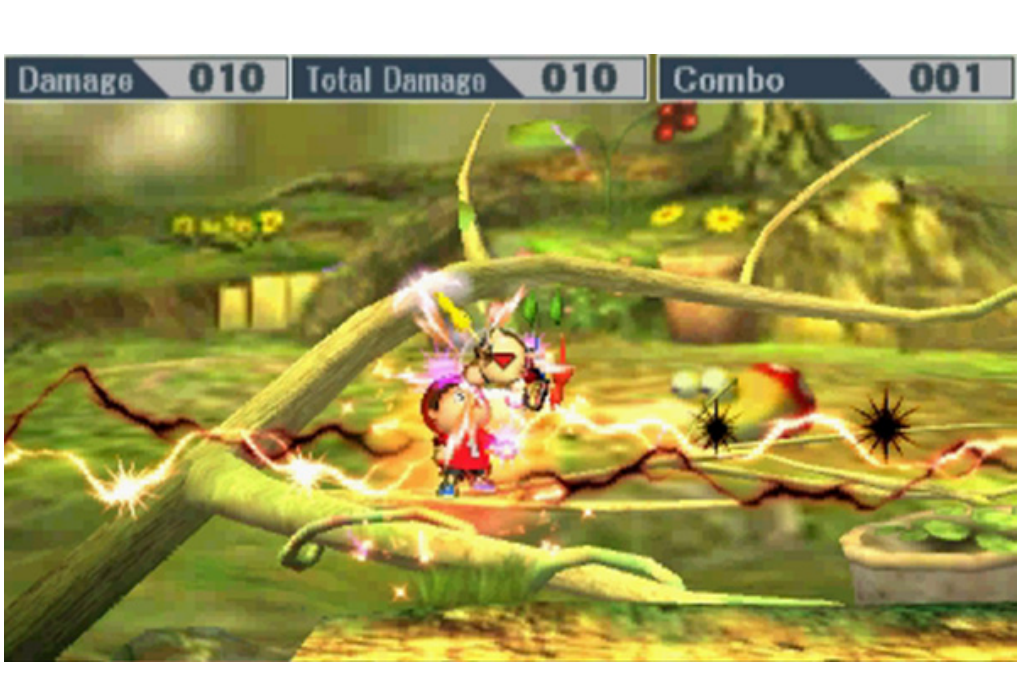

Damage 010
Total Damage 010
Combo 001
P1
CPU

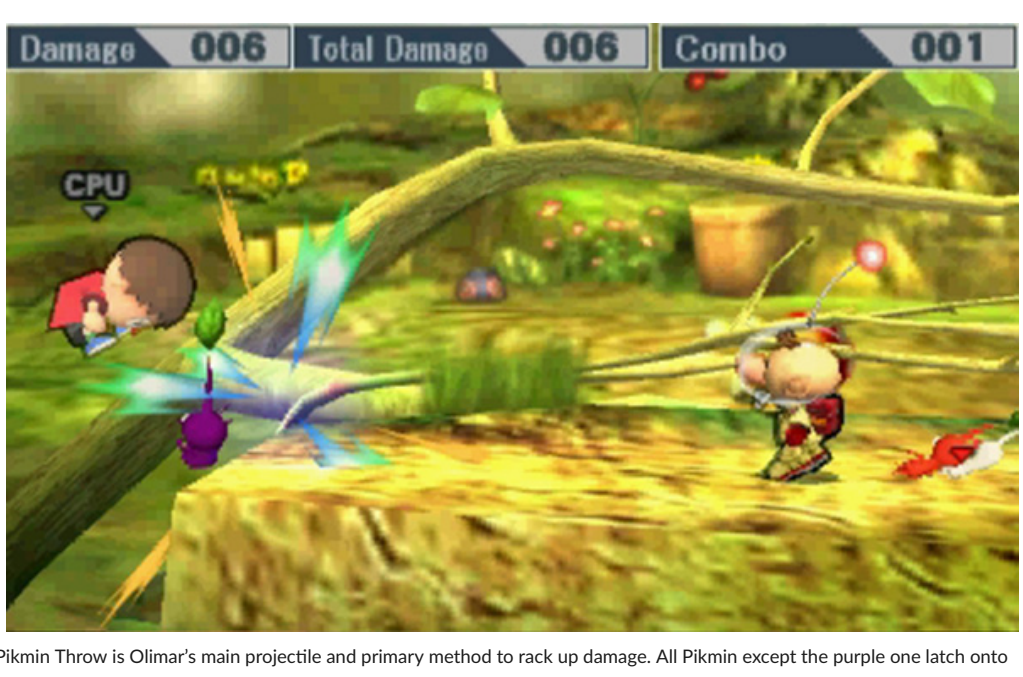
End of Day

Olimar blasts off in his rocket before crash-landing it back down into his opponents. While he is up in his rocket, Bulborbs arrive and damage your opponents as well. When the rocket returns, anyone around the impact area takes damage. Watch the bubbles at the bottom of the screen to keep track of where your opponents are so you can guide the rocket to the optimal spot. You can guide the rocket quite a bit, as long as you start moving it early in its descent. Opponents are knocked up and away from the rocket impact. If you activated the Final Smash on top of an enemy, that enemy is buried for the duration of the Final Smash!

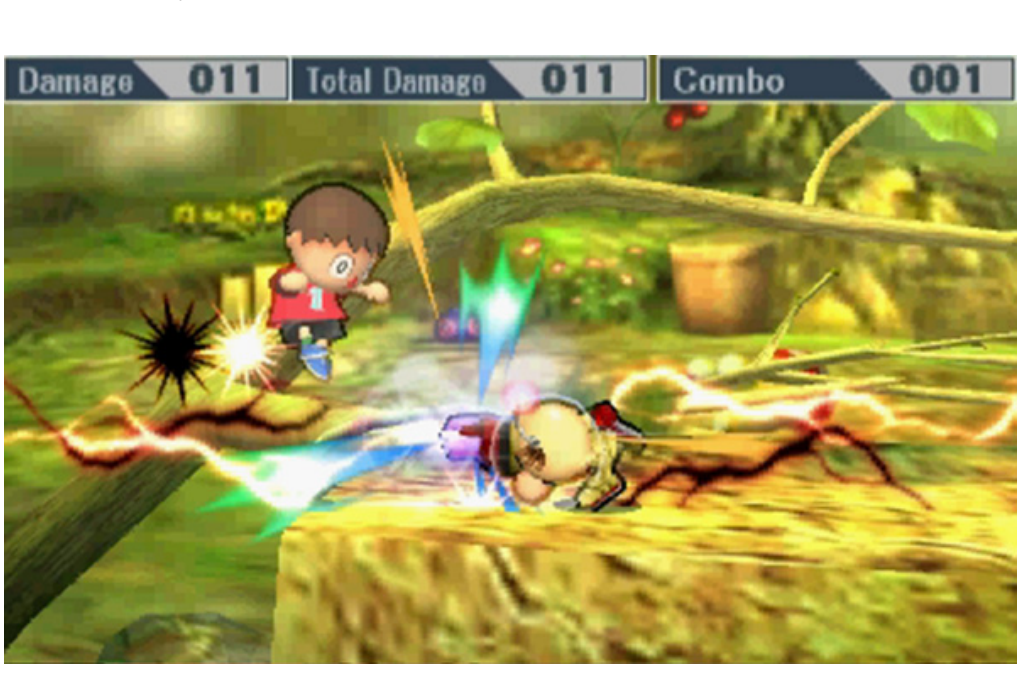
Strategy

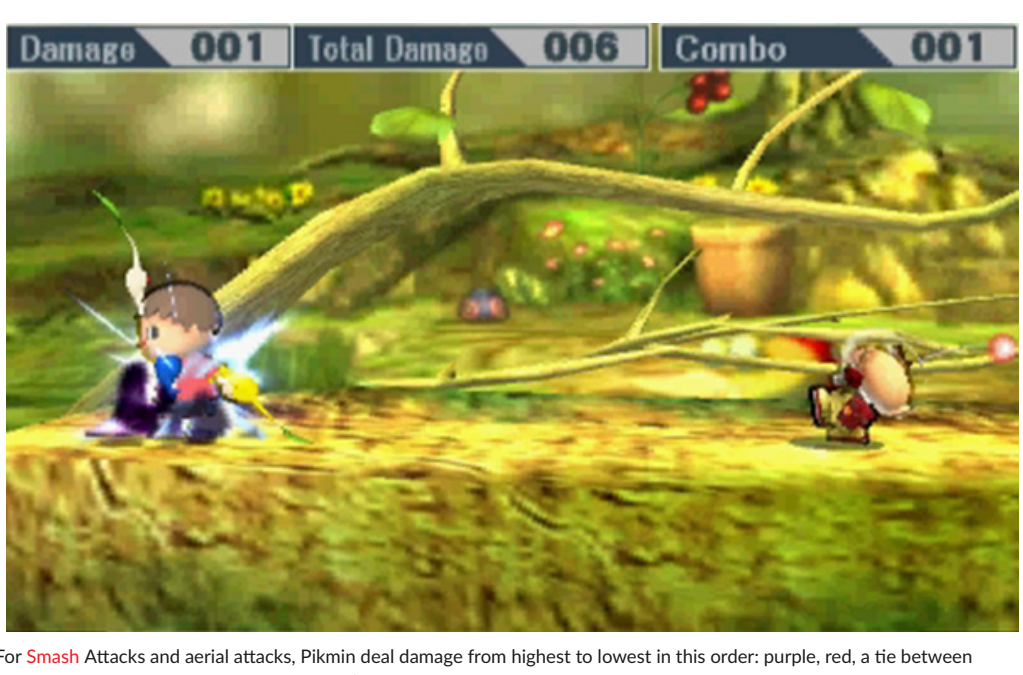
Nothing is more important to Olimar than having Pikmin plucked and ready to go! Olimar's tilt attacks, Dash Attack, Edge Attack, Neutral Attack, and Neutral Air Attack are his only attacks that don't require Pikmin. All of his Smash attacks and other aerial attacks require Pikmin to deal any damage! With below-average weight and mobility, Olimar needs Pikmin available to keep opponents away. Luckily, plucking Pikmin with Pikmin Pluck is fairly quick. Keep in mind that plucking Pikmin always pulls them in the same order, so memorize that order. Note that whichever Pikmin is in the front of the line is the one you will use for your Pikmin-based attack. The Pikmin do varying amounts of damage and have different attributes.


Damage 010
Total Damage 010
Combo 001


Damage 006
Total Damage 006
Combo 001
CPU

Pikmin Throw is Olimar's main projectile and primary method to rack up damage. All Pikmin except the purple one latch onto opponents and deal damage over time until they are knocked off. The purple one does a single hit that knocks opponents back. The white Pikmin deals the most significant damage, up to 20%, while red, yellow, and blue deal about 10% maximum. It should be noted that although their damages are the same, blue is the most durable of these Pikmin. Winged Pikmin is mainly a recovery tool for Olimar; it also allows him to move horizontally. The more Pikmin you have in line with you, the slower you rise, so try to use Pikmin Throw before activating Winged Pikmin. You can cancel Winged Pikmin with any aerial attack. Pikmin Order is used to order your Pikmin.


Damage 011
Total Damage 011
Combo 001


Damage 001
Total Damage 006
Combo 001

For Smash Attacks and aerial attacks, Pikmin deal damage from highest to lowest in this order: purple, red, a tie between yellow and blue, then white. Most of Olimar's aerial attacks are quick and, as long as you are using the appropriate Pikmin, can knockback very far. Down Air in particular has good spike effect and Forward Air knocks back horizontally quite well. Using the right Pikmin for the right situation is important. For Smash attacks, use purple. For aerials, use red, purple, or yellow. For throws, use blue or white. And when throwing at opponents, use purple to knockback, white to damage, or yellow to electrocute. Remember, if all three of your Pikmin are latched on to opponents, you can't pull anymore, but you can still use your non-Pikmin-based attacks! Without Pikmin, Up Tilt and Neutral Air can be useful to rack up some damage while Forward Tilt can be good for damage and knockback.

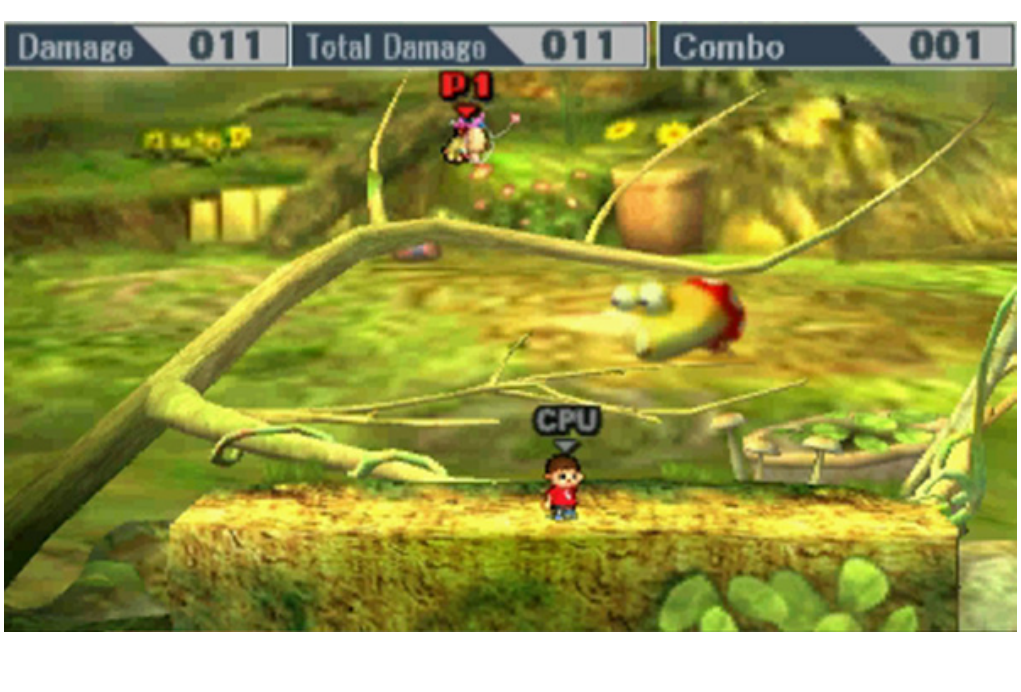
Pikmin Attributes

Red	Deal good damage and have good knockback. Immune to fire but weak to water.
Yellow	Deal average damage but have good range and hitbox size. Immune to electric attacks while able to deal those attacks, allowing for combos.
Blue	The most durable of Pikmin, these have more health. Average damage but great for throws.
White	Least durable but deal a lot of poison damage, making them good when thrown or during pummels. Can be thrown the farthest.
Purple	Usually the most damaging Pikmin. Use it for Smash attacks or throw it at opponents to knock them away.

Recovery

Olimar's only recovery tool is his Winged Pikmin, which allows him to recover both horizontally and vertically. Once you call the Winged Pikmin, immediately input the direction you want to go or Winged Pikmin allow Olimar to drop farther. How fast Olimar moves, though, is affected by how many Pikmin he has with him. With three Pikmin, Olimar rises very slowly while having none allows him to rise very quickly. If you are very far from the stage, use your Pikmin Throw to get rid of Pikmin before using the Winged Pikmin to recover!

Damage 011
Total Damage 011
Combo 001
CPU
P1


Damage 011
Total Damage 011
Combo 001
P1
CPU

Characters K-P

PAC-MAN

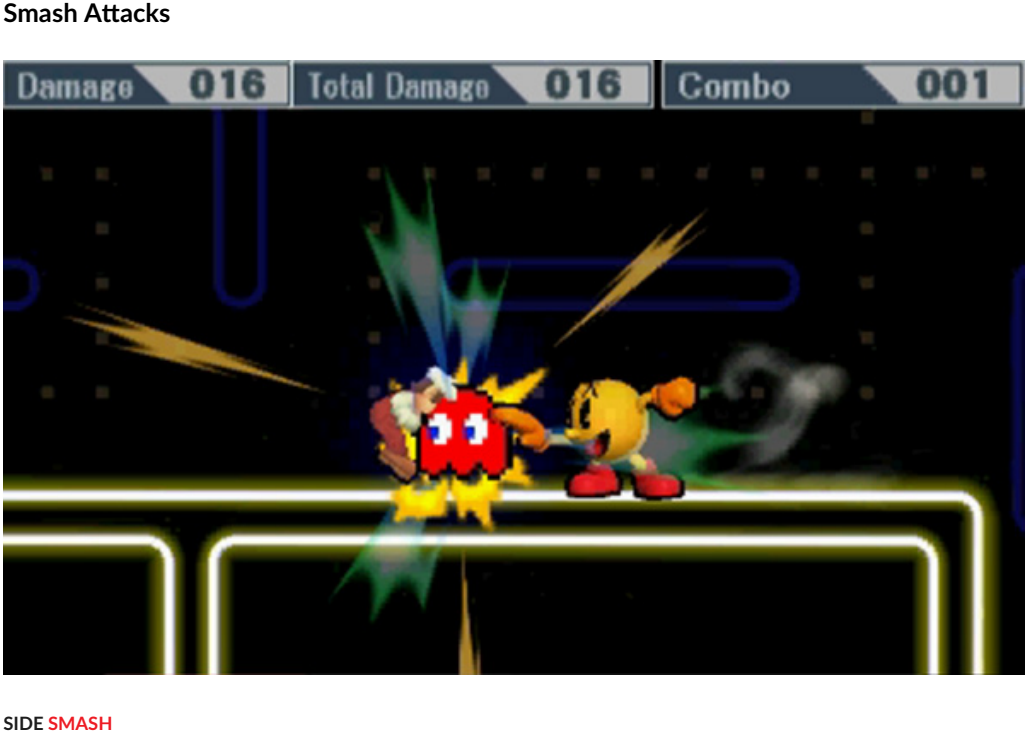
Trophy Description

The yellow, circular hero of the game *PAC-MAN*, which is recognized as the "Most Successful Coin-Operated Arcade Game" by Guinness World Records. In *Smash Bros.*, he uses several moves inspired by the original PAC-MAN. Wakawaka your foes by charging up the Power Pellet move and aiming at them.

Statistics

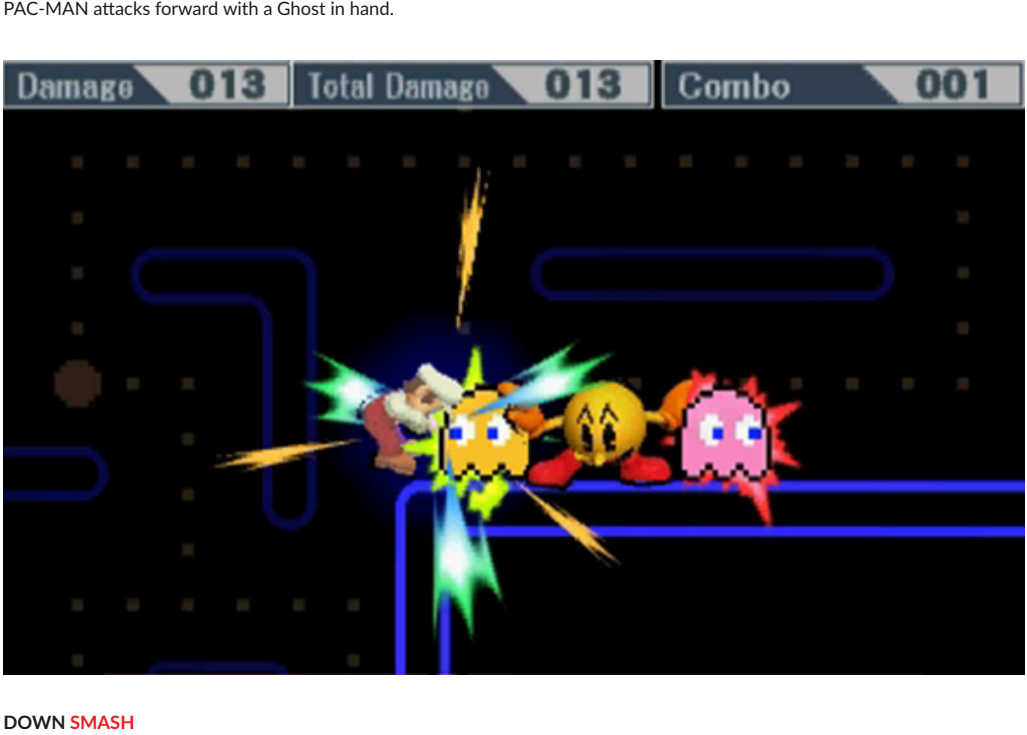
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Smash Attacks


Damage 016
Total Damage 016
Combo 001

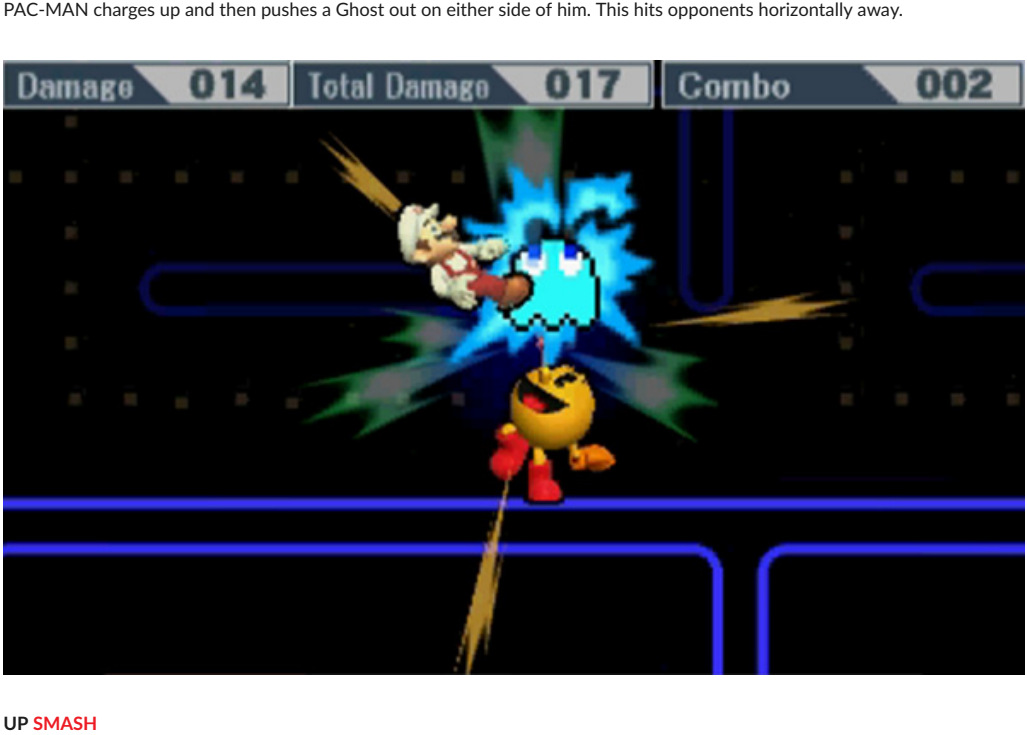
SIDE SMASH

PAC-MAN attacks forward with a Ghost in hand.


Damage 013
Total Damage 013
Combo 001

DOWN SMASH

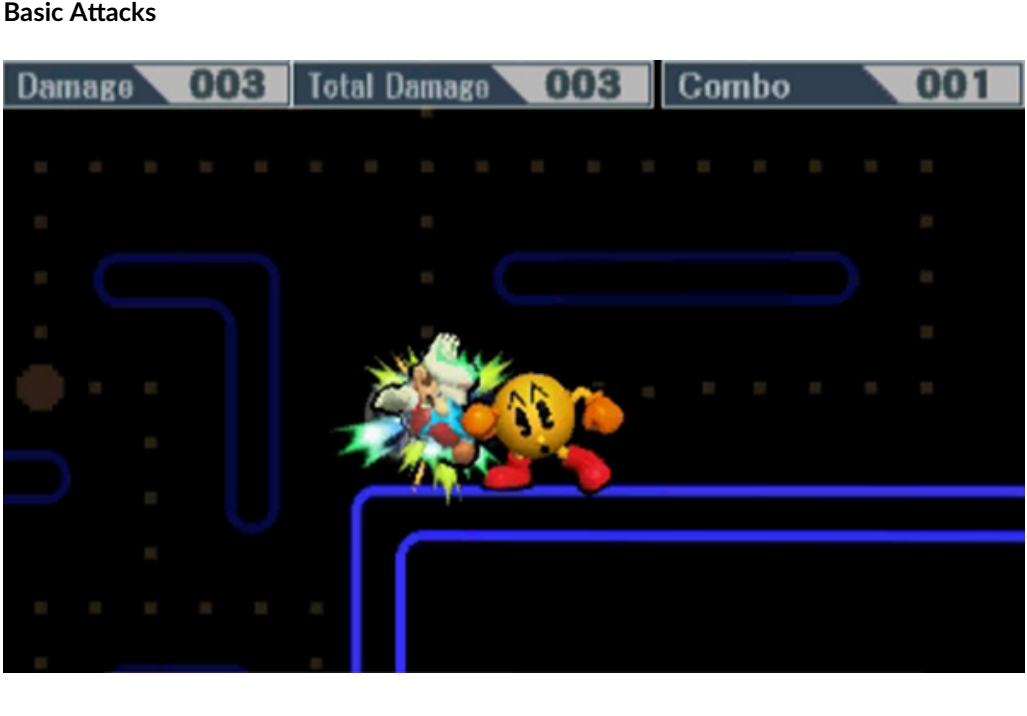
PAC-MAN charges up and then pushes a Ghost out on either side of him. This hits opponents horizontally away.


Damage 014
Total Damage 017
Combo 002

UP SMASH

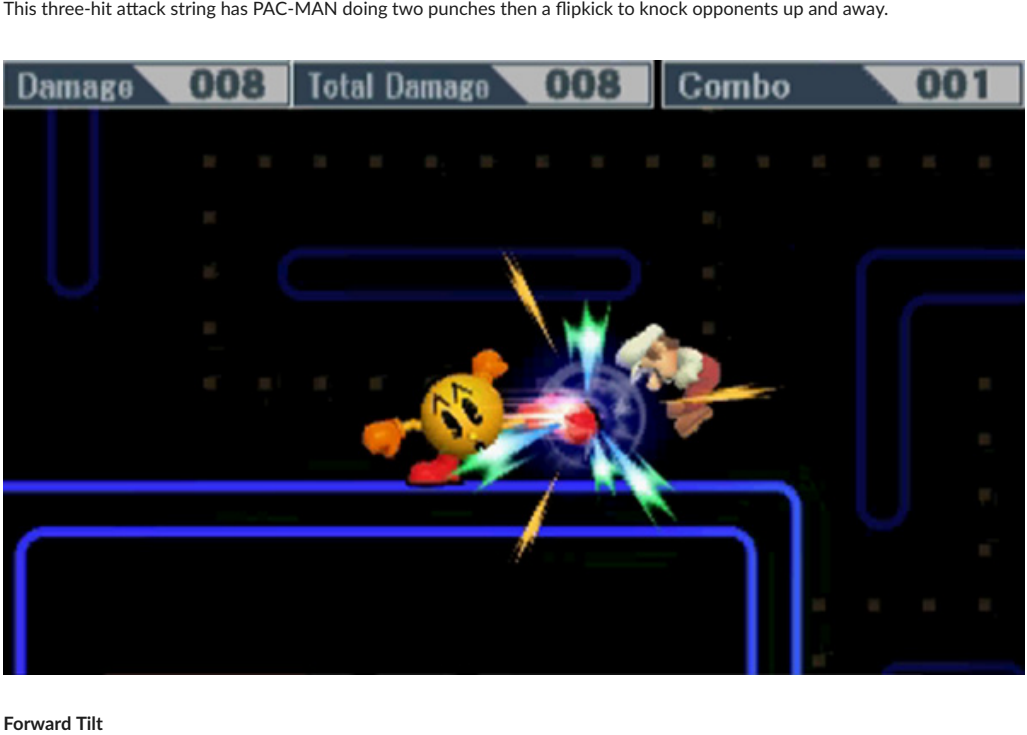
PAC-MAN swings a Ghost overhead as an attack to knock opponents upward.

Basic Attacks


Damage 003
Total Damage 003
Combo 001

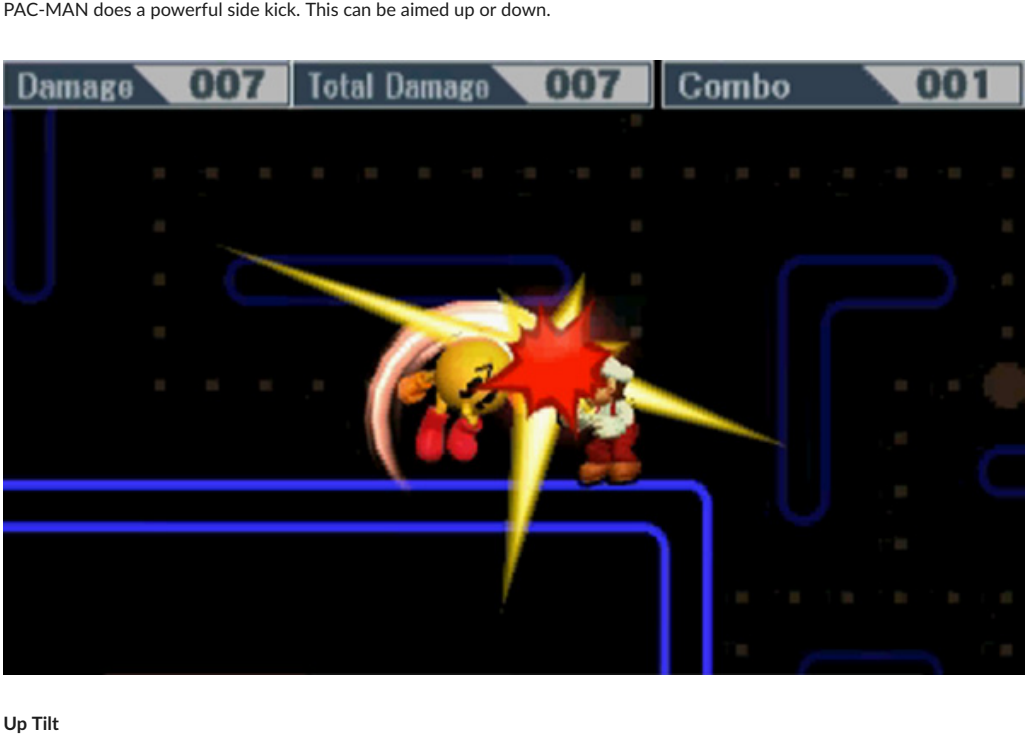
Standing Attack

This three-hit attack string has PAC-MAN doing two punches then a flipkick to knock opponents up and away.


Damage 008
Total Damage 008
Combo 001

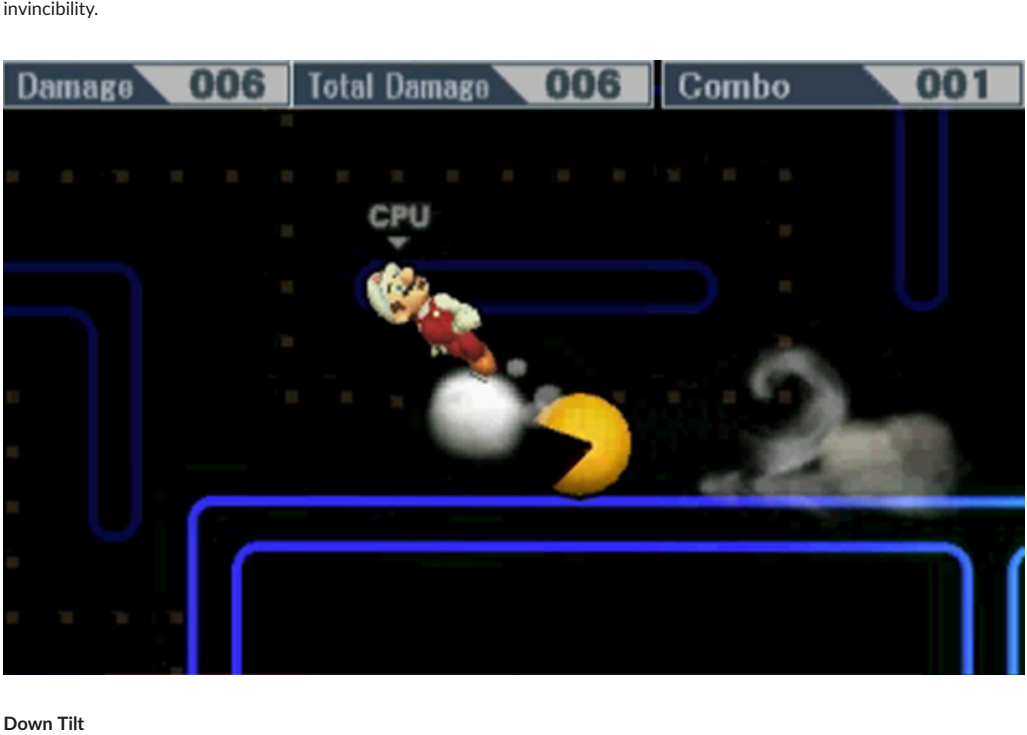
Forward Tilt

PAC-MAN does a powerful side kick. This can be aimed up or down.


Damage 007
Total Damage 007
Combo 001

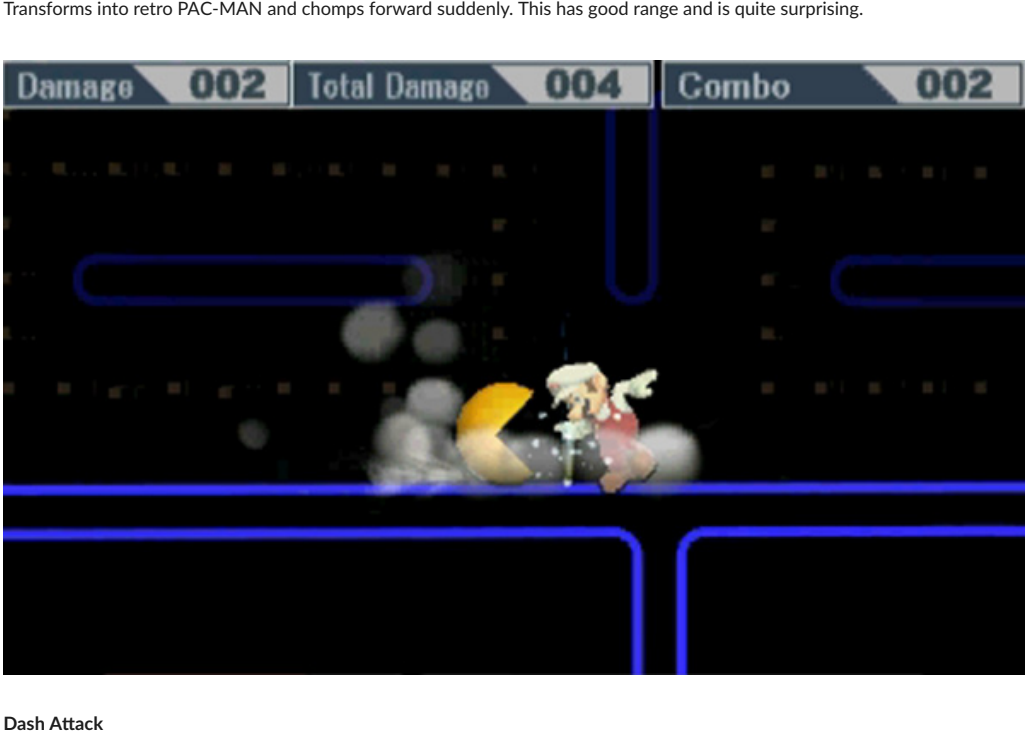
Up Tilt

PAC-MAN clobbers the opponent on top of the opponent's head with this overhead strike. This attack has some invincibility.


Damage 006
Total Damage 006
Combo 001
CPU

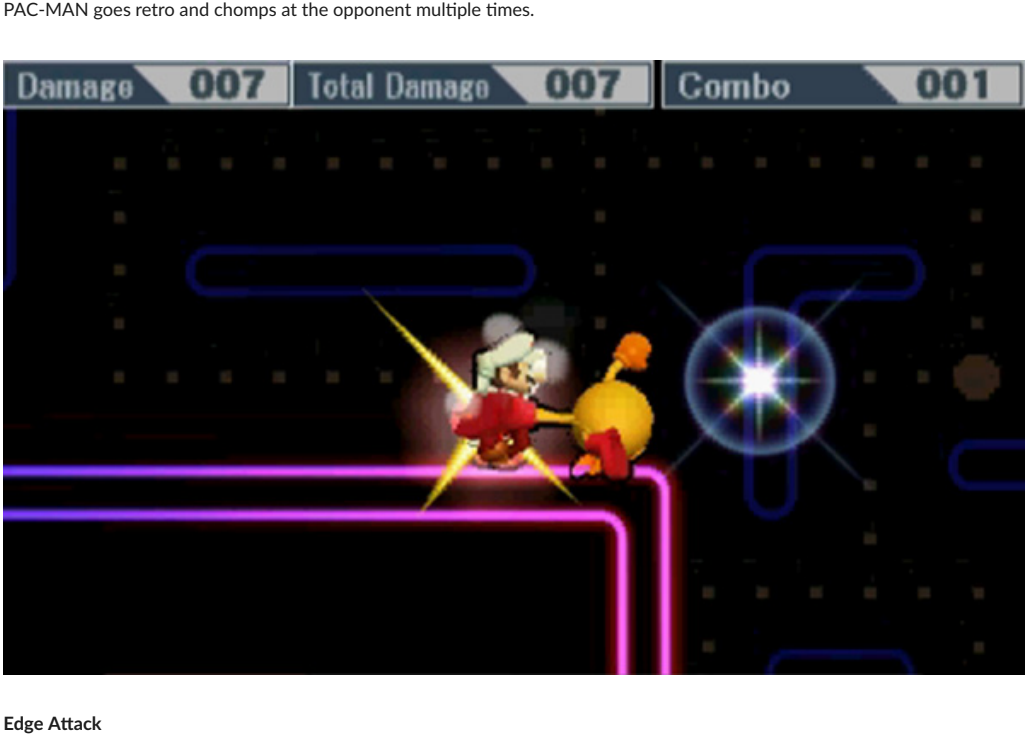
Down Tilt

Transforms into retro PAC-MAN and chomps forward suddenly. This has good range and is quite surprising.


Damage 002
Total Damage 004
Combo 002

Dash Attack

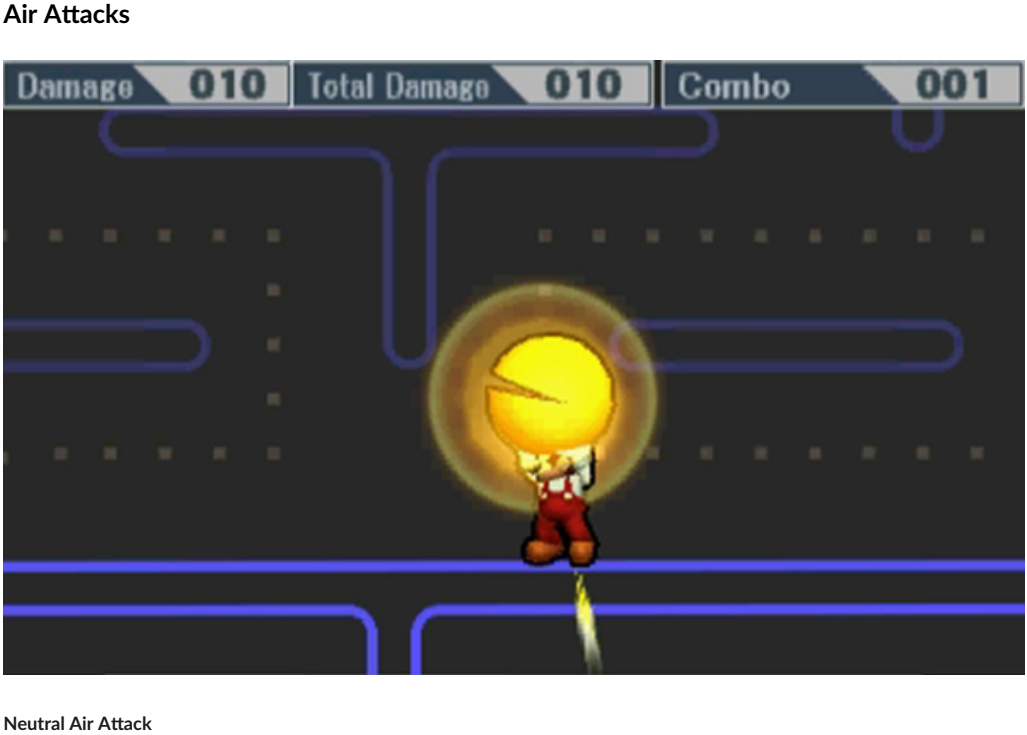
PAC-MAN goes retro and chomps at the opponent multiple times.


Damage 007
Total Damage 007
Combo 001

Edge Attack

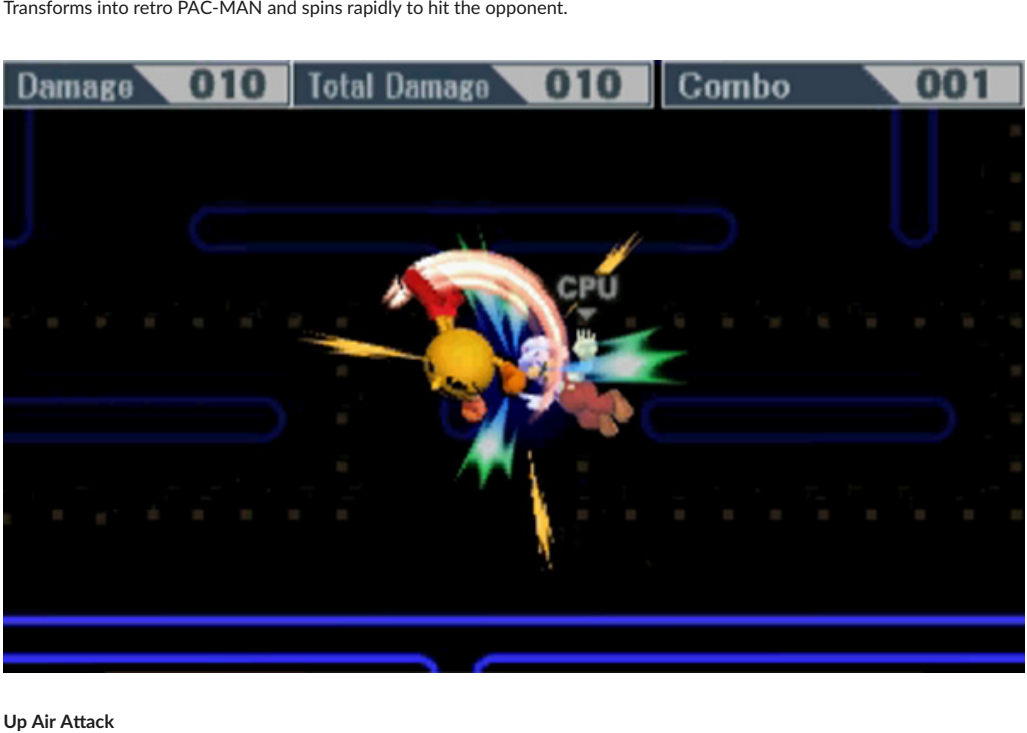
PAC-MAN hurls himself up and then kicks the opponent away with a sweep attack.

Air Attacks


Damage 010
Total Damage 010
Combo 001

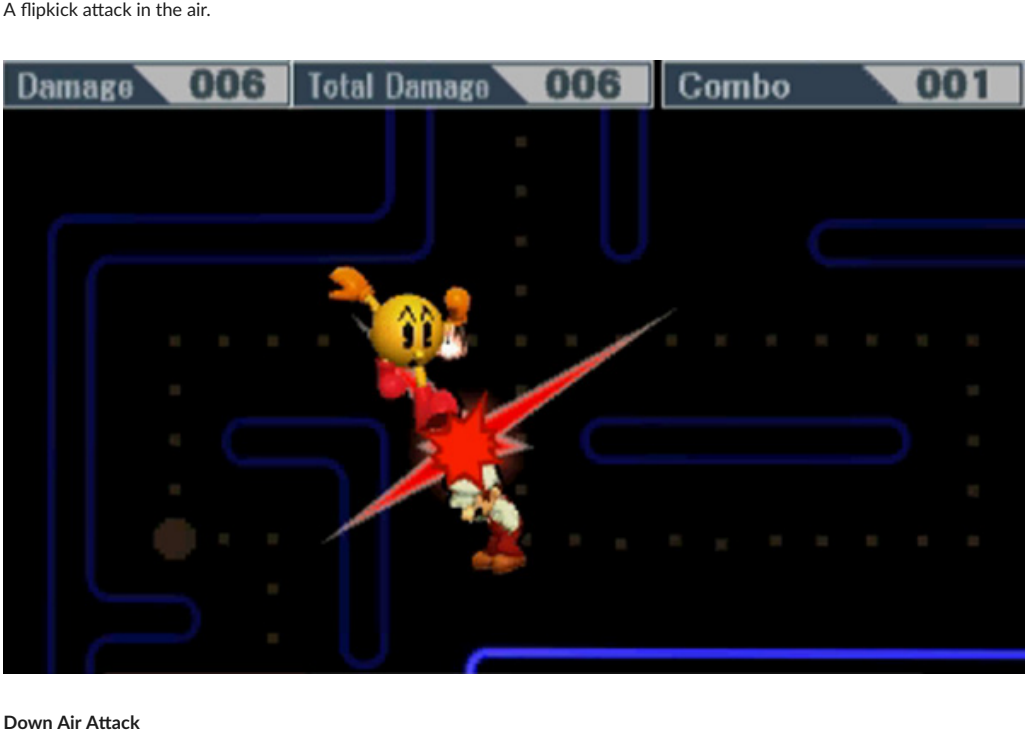
Neutral Air Attack

Transforms into retro PAC-MAN and spins rapidly to hit the opponent.


Damage 010
Total Damage 010
Combo 001
CPU

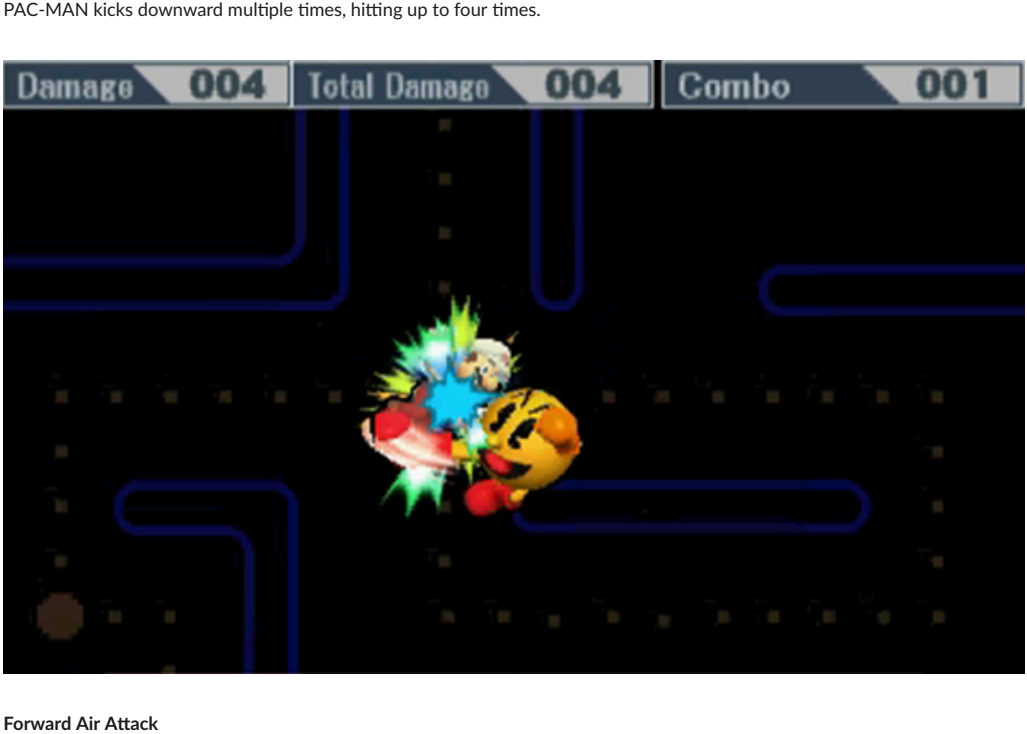
Up Air Attack

A flipkick attack in the air.


Damage 006
Total Damage 006
Combo 001

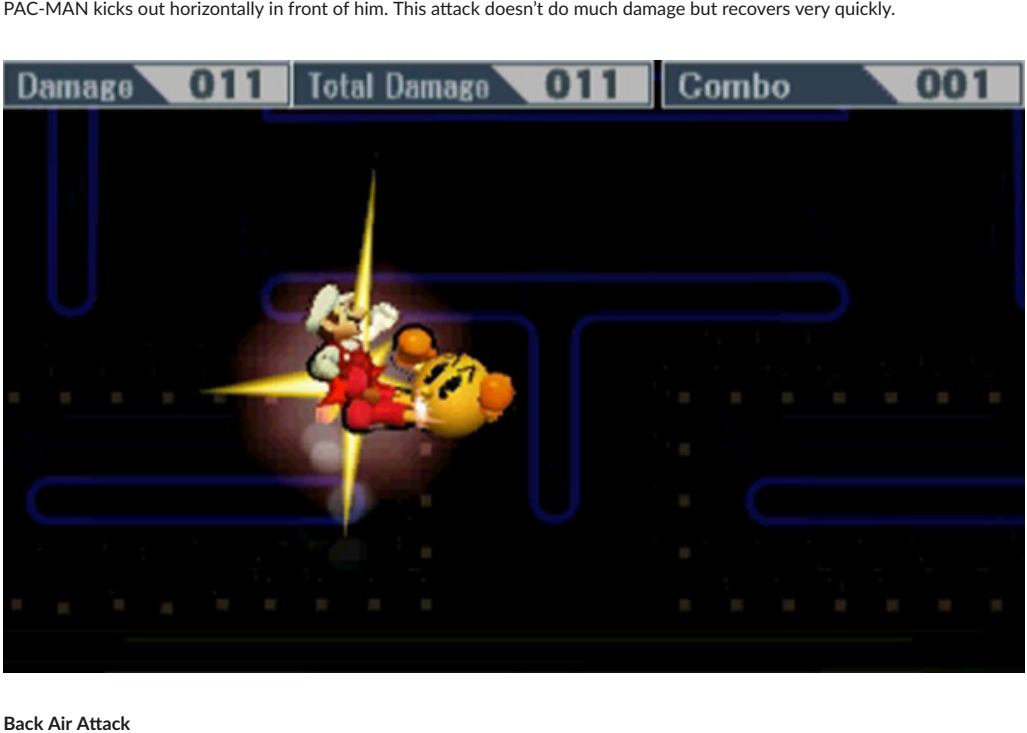
Down Air Attack

PAC-MAN kicks downward multiple times, hitting up to four times.


Damage 004
Total Damage 004
Combo 001

Forward Air Attack

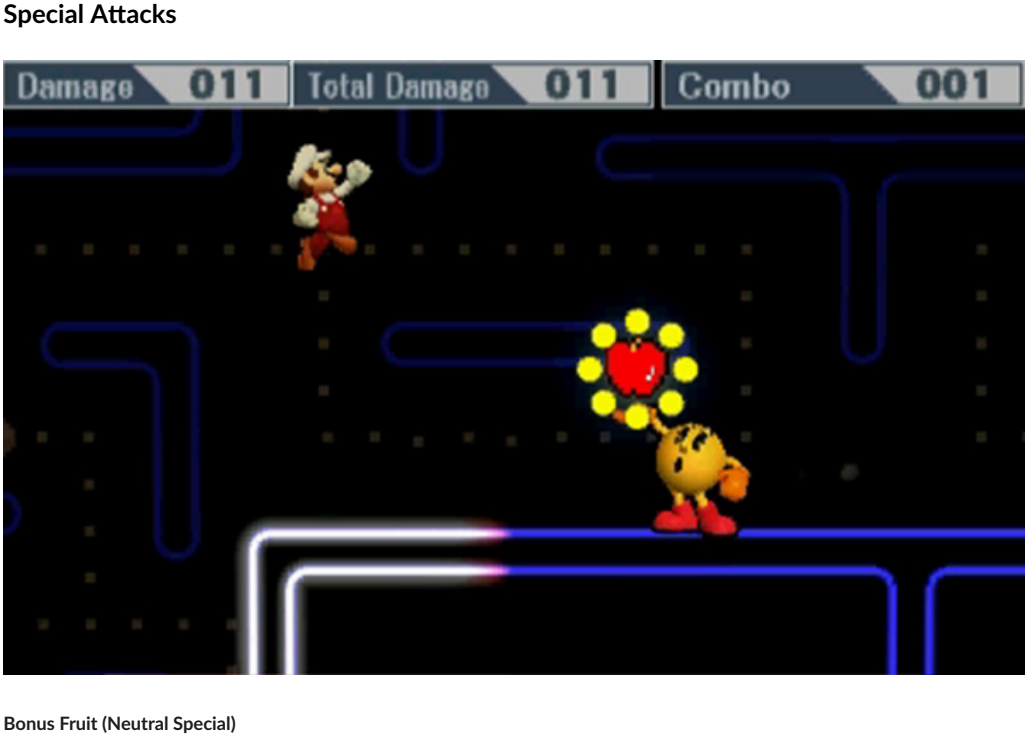
PAC-MAN kicks out horizontally in front of him. This attack doesn't do much damage but recovers very quickly.


Damage 011
Total Damage 011
Combo 001

Back Air Attack

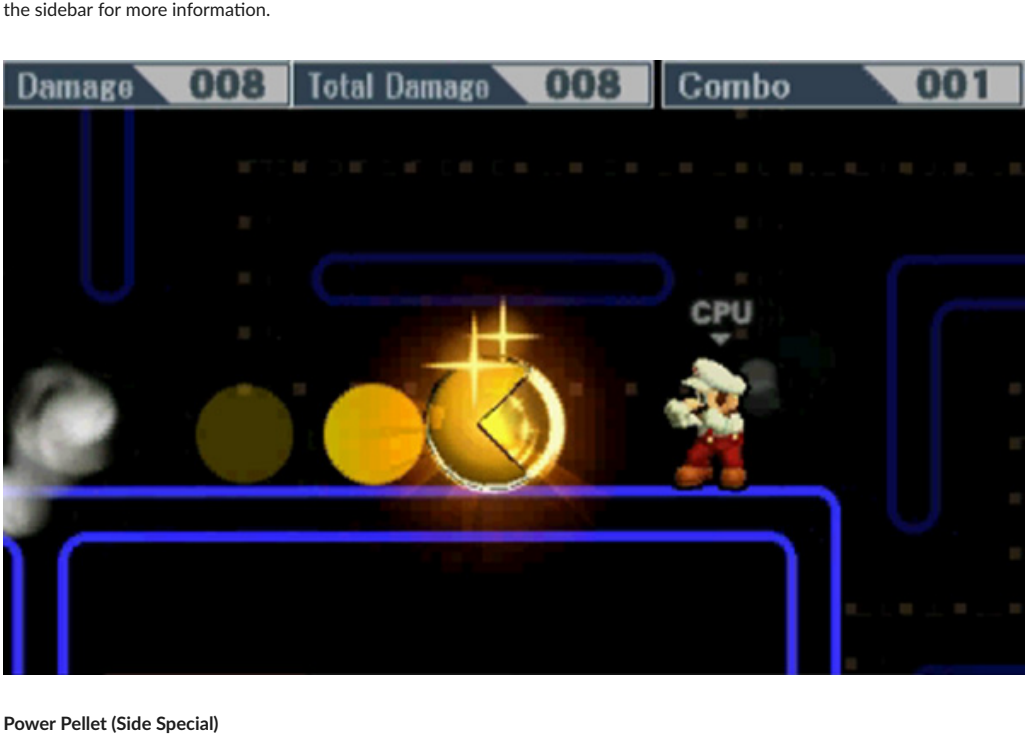
This reverse dropkick has good damage and knockback.

Special Attacks


Damage 011
Total Damage 011
Combo 001

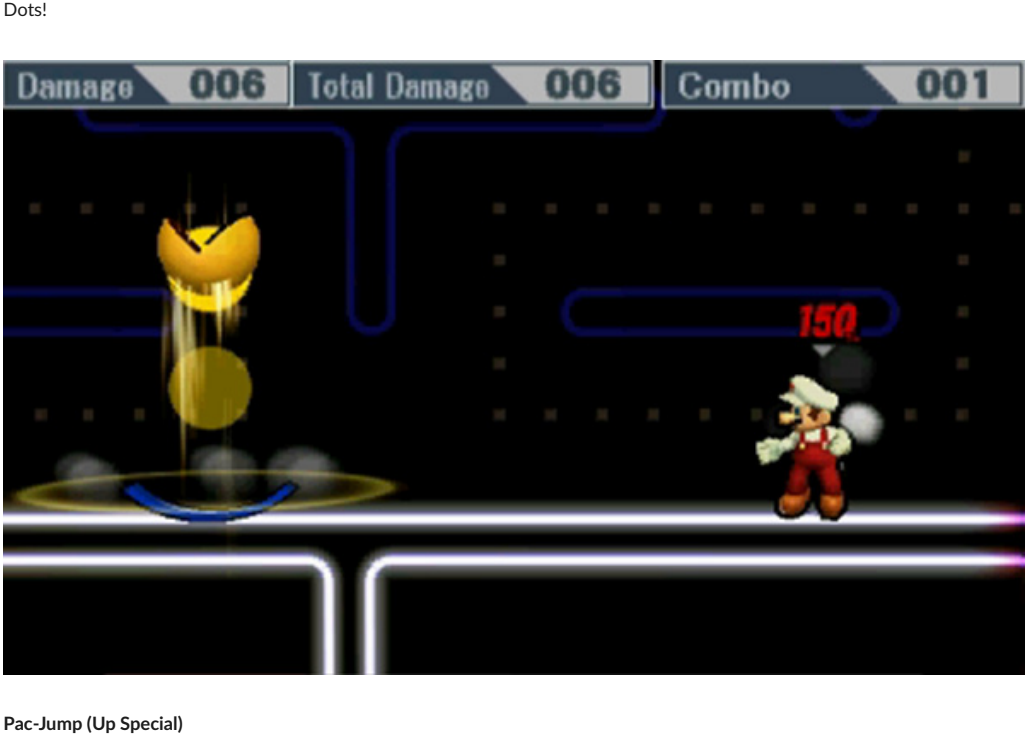
Bonus Fruit (Neutral Special)

PAC-MAN summons fruit to throw. As the fruits cycle in his hand, you can hit Left or Right to evasive roll or shield to store that item. Next time you hit the button, it throws that fruit. You can also pick up fruit to throw again if you are quick enough. See the sidebar for more information.


Damage 008
Total Damage 008
Combo 001
CPU

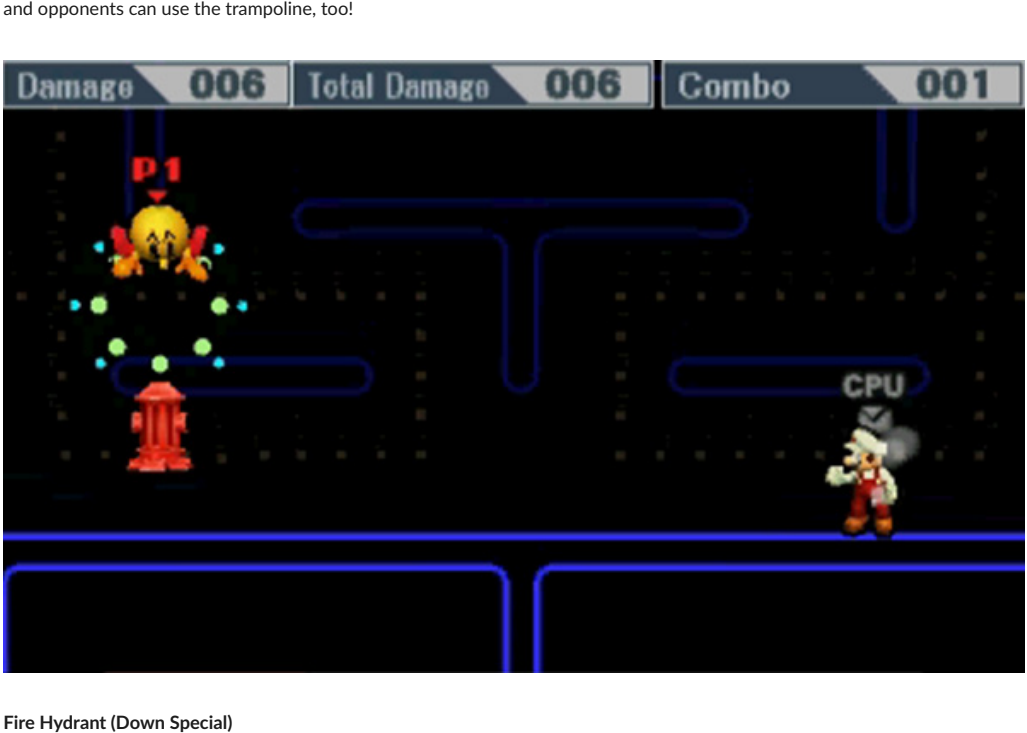
Power Pellet (Side Special)

PAC-MAN summons Pac-Dots that end with a Power Pellet, and he chases after it. You can aim the pellets upward or downward, but if you bounce off the ground you stumble and are left vulnerable. Hold the button down to summon more Pac-Dots!


Damage 006
Total Damage 006
Combo 001
150

Pac-Jump (Up Special)

Set up a trampoline to launch yourself high into the air. The trampoline can be used three times. The first bounce leaves it blue, second bounce leaves it yellow, and the third bounce leaves it red, indicating it has expired. Each jump is higher than the last, and opponents can use the trampoline, too!


Damage 006
Total Damage 006
Combo 001
P1
CPU

Fire Hydrant (Down Special)

Throw down a fire hydrant that blasts jets of water. The hydrant shoots water out both sides or out the top. The hydrant drop deals damage, but the water jets only push opponents; the jets don't damage them.

Bonus Fruit

Cherries—4% damage. Tossed low to the ground and only bounces once.

Strawberries—6% damage. Thrown a little farther than the cherry and bounces twice.

Oranges—8% damage. Thrown straight at higher speed with decent damage.

Apples—9% damage. Bounces multiple times, covering a lot of distance.

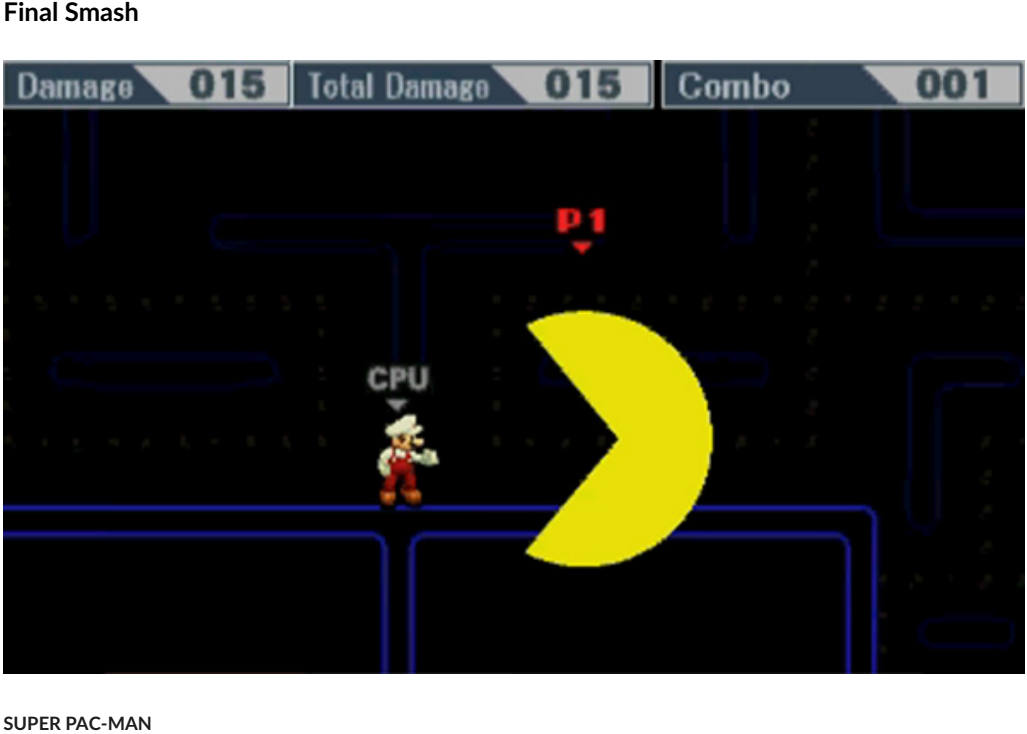
Melon—12% damage. Slowly floats through the air, but if it hits, it deals a good chunk of damage.

Boss Galaxian—11% damage. Flies through the air and loops back to strike again. Can hit twice for twice the damage.

Bell—8% damage. Bounces very high and doesn't deal much damage, but if it connects, it stuns the opponent, allowing for followups.

Key—15% damage. Thrown very fast and deals the most damage but takes the longest to charge up.

Final Smash

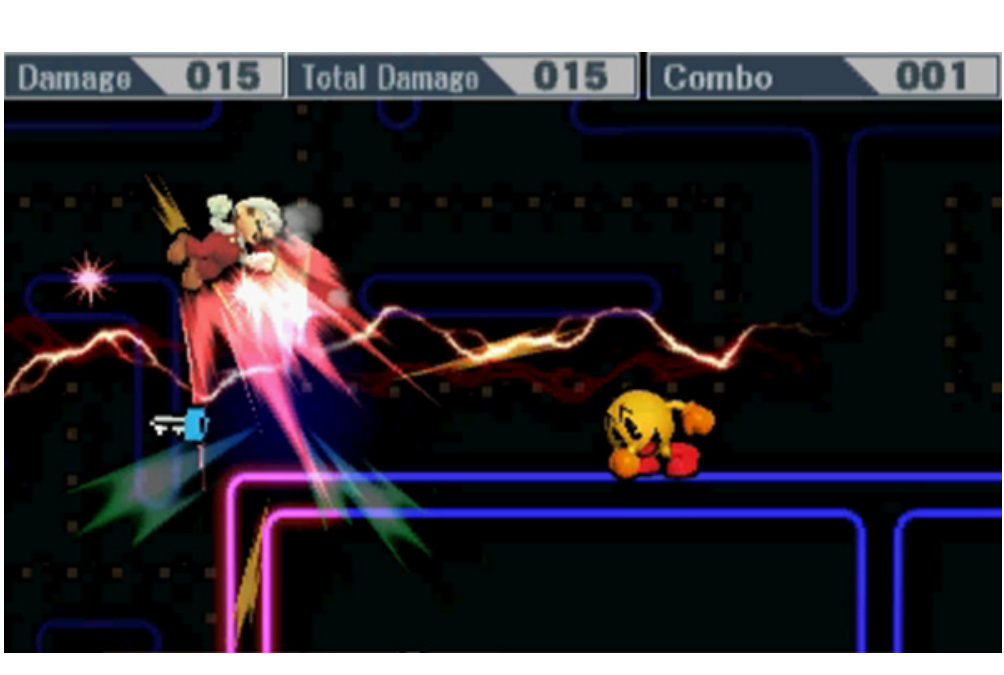

Damage 015
Total Damage 015
Combo 001
P1
CPU

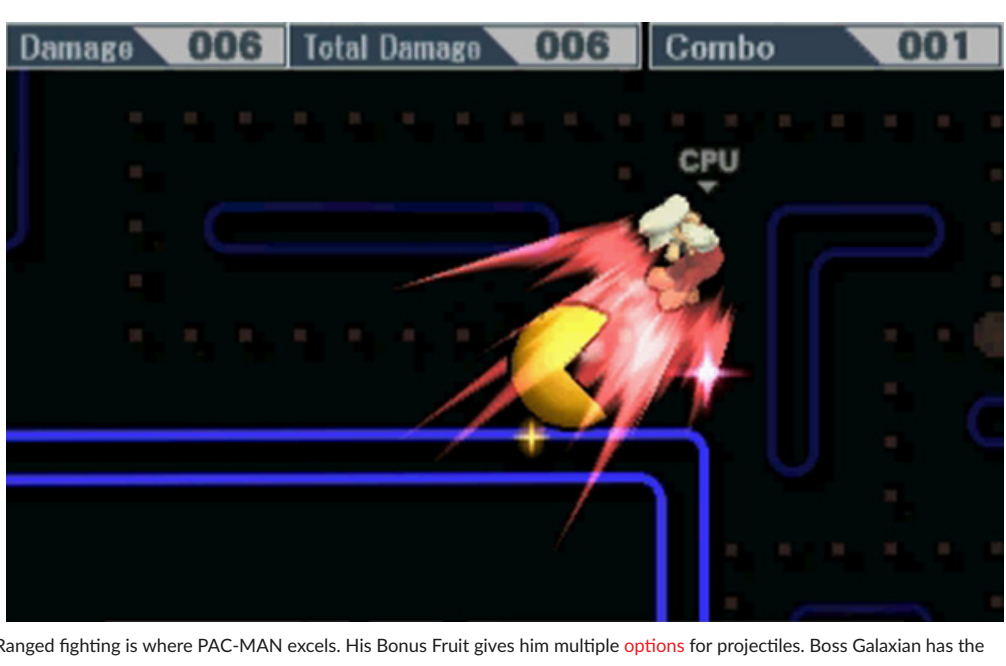
SUPER PAC-MAN

PAC-MAN transforms into a giant version of his retro self and goes on a chomping spree! Retro PAC-MAN can only move Up, Down, Left, or Right. Hitting a direction sends him chomping in that direction. Each chomp he lands on an opponent deals about 15% damage and turns the opponent into a pair of eyeballs. Follow the eyes to increase your chances of chomping them again and knocking them farther off-stage. PAC-MAN can pass through platforms in this form, so there's no hiding place to get away from him!

Strategy

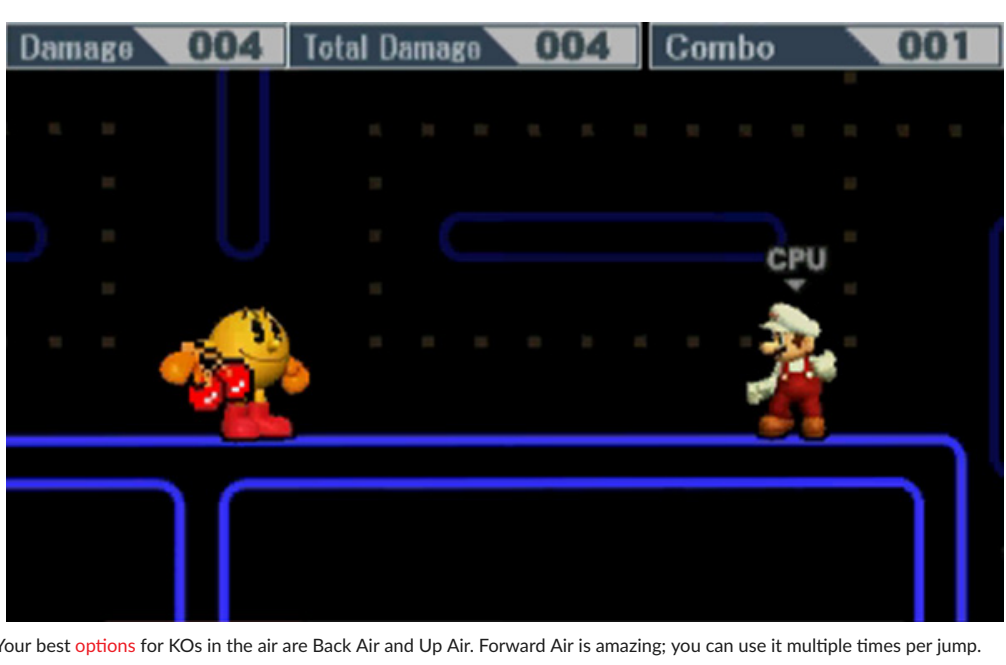
PAC-MAN has slightly above-average weight and average mobility. Despite being a smaller character, he has decent range, which is also helpful whenever he transforms into retro PAC-MAN. His Smash attacks all use the Ghosts, so they extend out farther from his body, making them safer to use. In the air, he has a lot of good options, including his Power Pellet and Fire Hydrant. His throw has a longer startup than most, but it has good range as well. Overall, PAC-MAN is well rounded and quite capable; his biggest weakness is punishment out of shield and slower heavier attacks, despite his average weight.


Damage 015
Total Damage 015
Combo 001


Damage 006
Total Damage 006
Combo 001
CPU

Ranged fighting is where PAC-MAN excels. His Bonus Fruit gives him multiple options for projectiles. Boss Galaxian has the most damage potential by itself because it can loop and hit again, but Bell's stun is useful to combo for more damage. Many of the Bonus Fruit projectiles can be picked up or caught after they've been thrown, allowing you to throw them again if you're fast enough. If the Bell doesn't make contact with anyone and you're able to pick it up off the floor, throwing it an opponent can still stun that opponent! When using Power Pellet offensively, aim your trail of Pac-Dots upward after the point at which it will hit the opponent. This way you are more likely to combo into the second hit. Hitting opponents with the big Power Pellet knocks back farther as well. Fire Hydrant is another long-range fighting tool when you drop it while airborne. Additionally, PAC-MAN can hit opponents above him when he throws the Fire Hydrant downward. You can attack the Fire Hydrant to send it flying toward opponents as well! With Pac-Jump, you can only grab onto the edge three times. You must return to the ground to reset this, or PAC-MAN can't grab the ledge from trampoline jumps again.

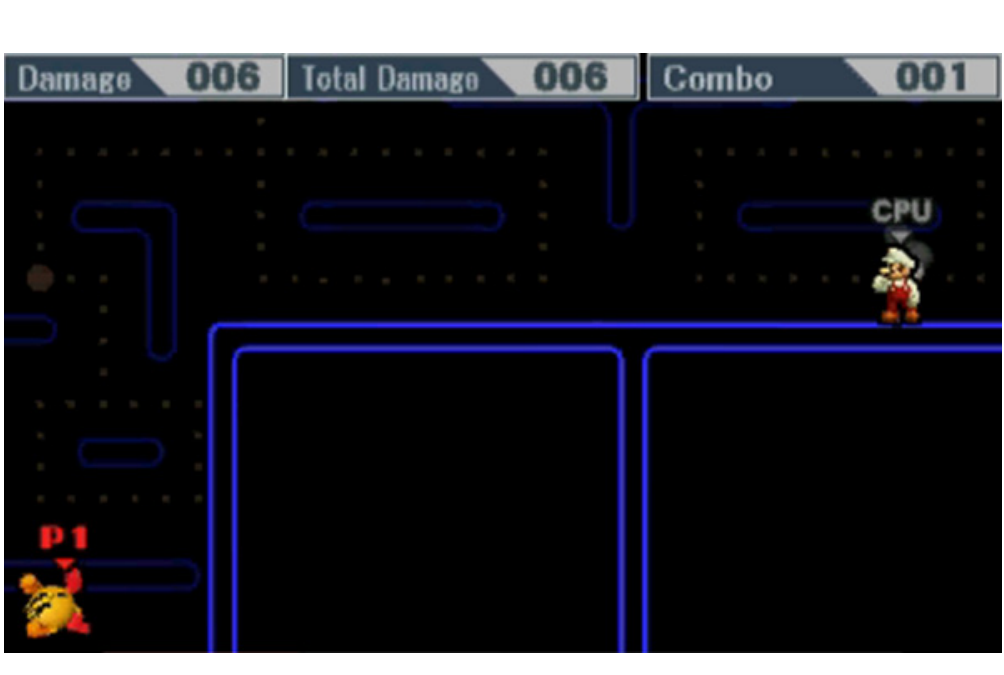
Damage 006
Total Damage 006
Combo 001
P1
CPU

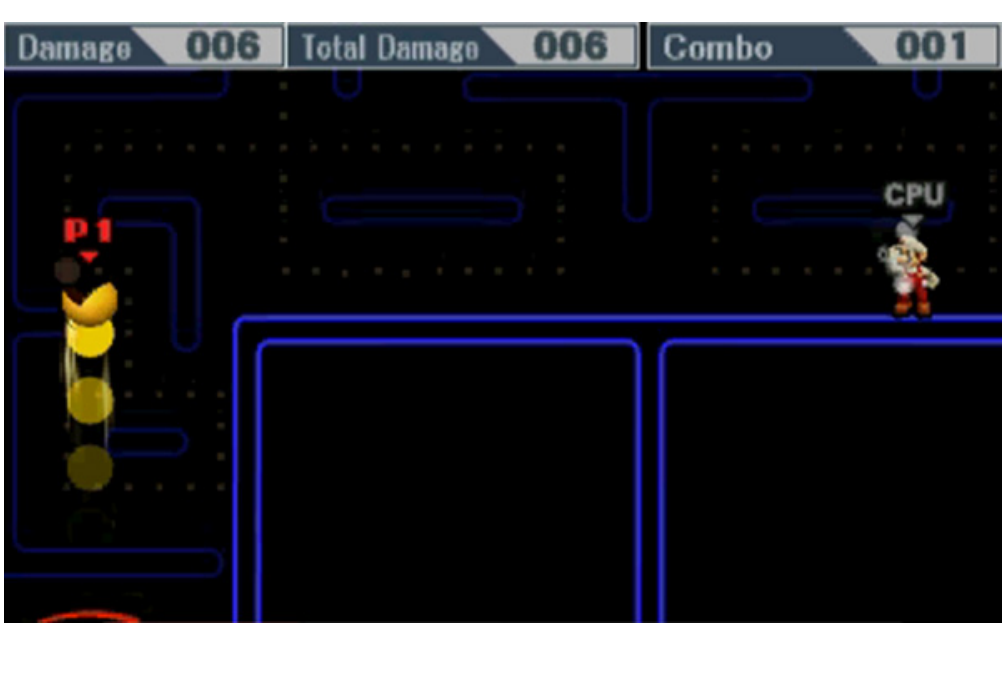

Damage 004
Total Damage 004
Combo 001
CPU

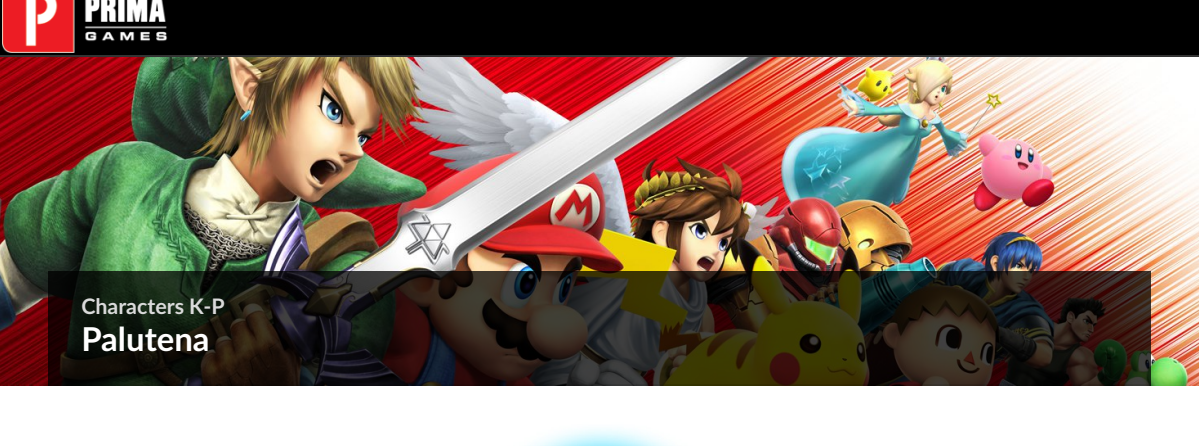
Your best options for KOs in the air are Back Air and Up Air. Forward Air is amazing; you can use it multiple times per jump. Down Air is good for racking up damage, but it doesn't meteor smash. On the ground, Forward Smash, Up Smash, Side Tilt, and Dash Attack have great knockback, and Up Tilt has some invincibility while Down Tilt's sudden dash forward will catch opponents off guard. For edge-guarding, PAC-MAN has a bunch of great options. Use the Fire Hydrant against opponents far from the stage, then use Power Pellet to get back to the stage yourself. On the stage itself, set up the Fire Hydrant to push opponents from the stage with its blasts of water or set up the Pac-Jump trampoline to force them into a jump. When they try to get back, use Bonus Fruit, and stop them from advancing with your Forward Air, Up Air, or Back Air.

Recovery

PAC-MAN has some great recovery tools. For vertical recovery, he has his Pac-Jump Special that basically adds a trampoline to any part of a stage. The more you jump on it, the higher you get, but if you use it you enter a fall state. For horizontal recovery—as well as some vertical recovery—use PAC-MAN's Power Pellet. The good thing about Power Pellet is you can control it so PAC-MAN moves in an arc upward or downward. Additionally, you enter a unique state after Power Pellet that allows you to use any other Special (although not Power Pellet again). To slow your fall, use Bonus Fruit, but you need to cancel out of it by using an air dodge. Don't forget to use your wall jump as well!


Damage 006
Total Damage 006
Combo 001
CPU
P1


Damage 006
Total Damage 006
Combo 001
P1
CPU



Characters K-P

Palutena

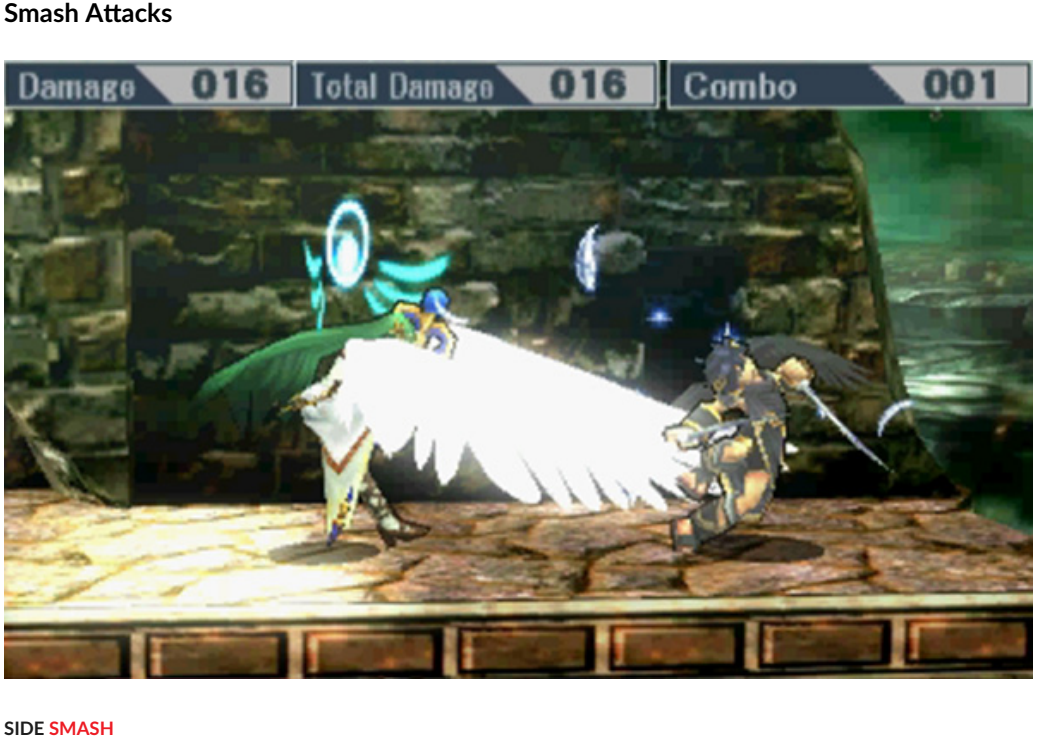
Trophy Description

In *Kid Icarus: Uprising*, the goddess of light uses telepathy to communicate and grants miracles to support Pit on his adventure. In *Smash Bros.*, Palutena has special moves like Warp and Heavenly Light at her disposal. She's very adaptable—you can customize her into a long- or close-range fighter!

Statistics

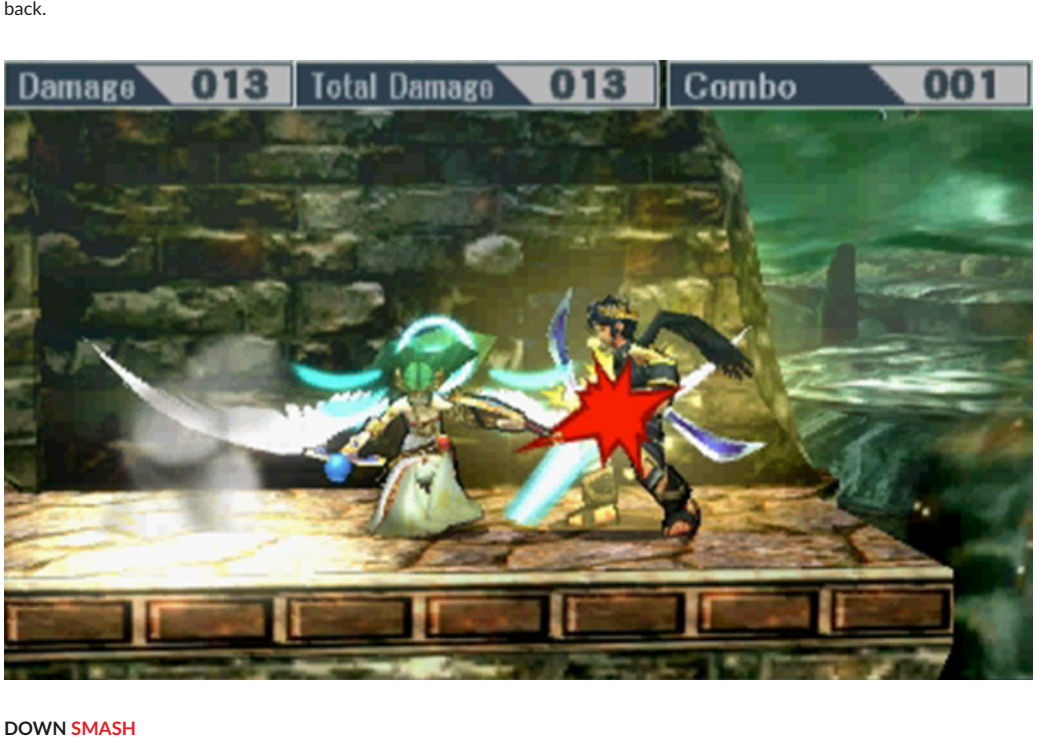
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 016
Total Damage 016
Combo 001

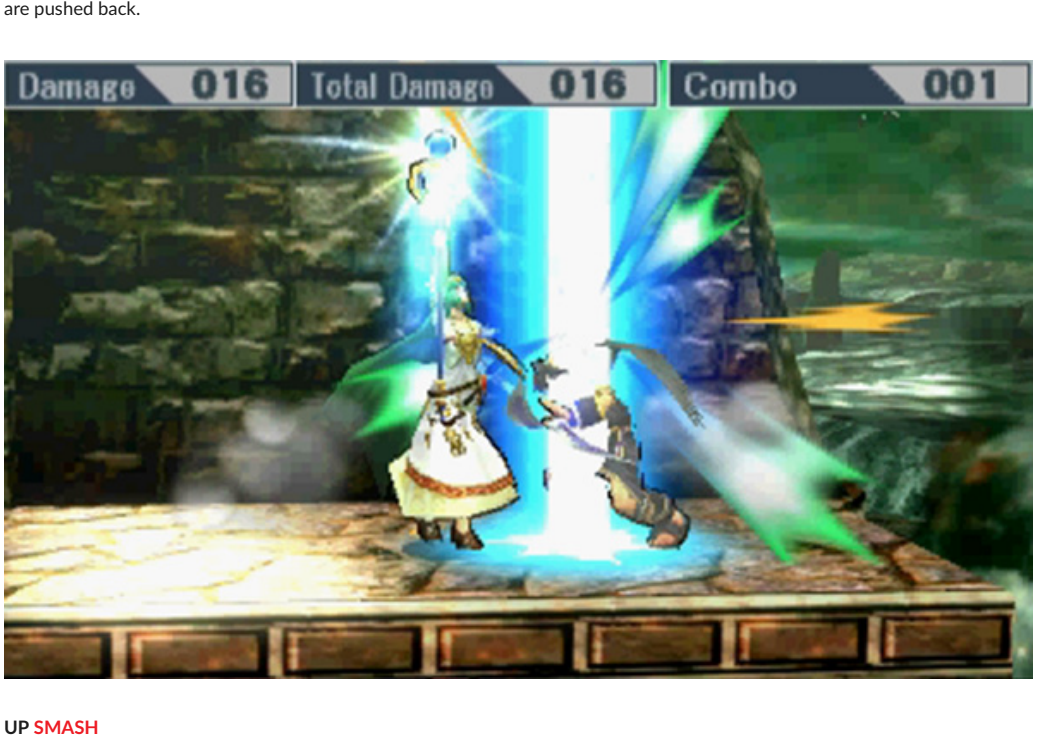
SIDE SMASH

Giant wings flap forward to strike anyone in front of Palutena. Opponents just outside the range of this attack are pushed back.


Damage 013
Total Damage 013
Combo 001

DOWN SMASH

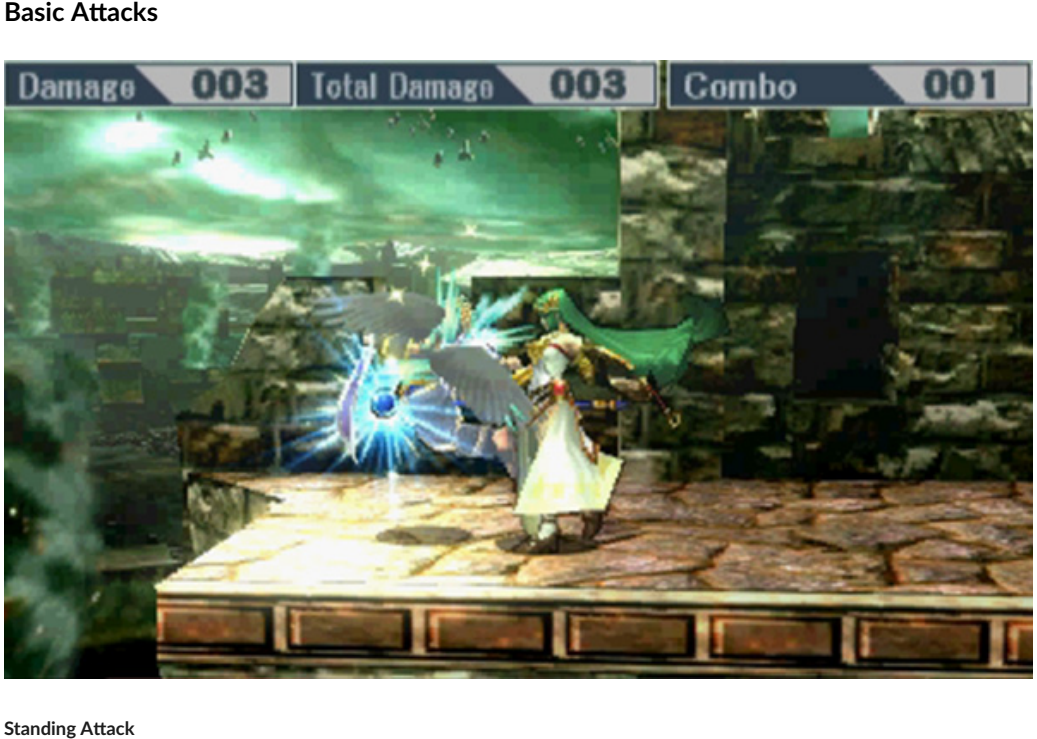
Giant wings slam down on either side of Palutena, hitting anyone in the path. Opponents just outside the range of this attack are pushed back.


Damage 016
Total Damage 016
Combo 001

UP SMASH

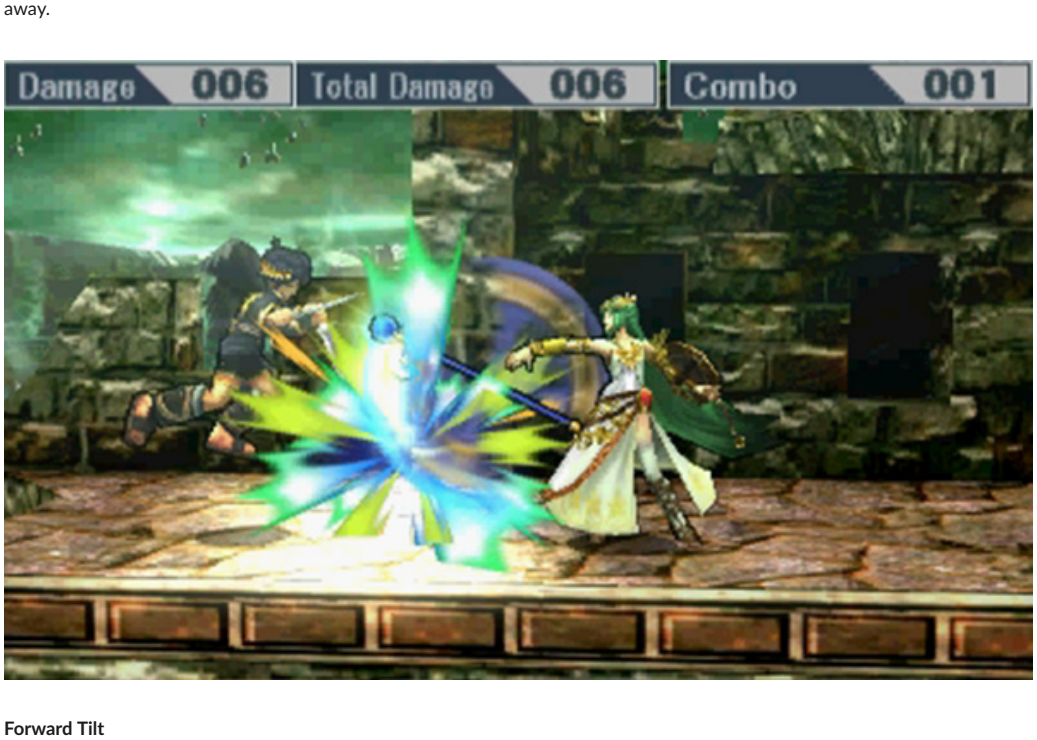
Palutena summons a pillar of light immediately in front of her that blasts opponents upward. The pillar is extremely tall!

Basic Attacks


Damage 003
Total Damage 003
Combo 001

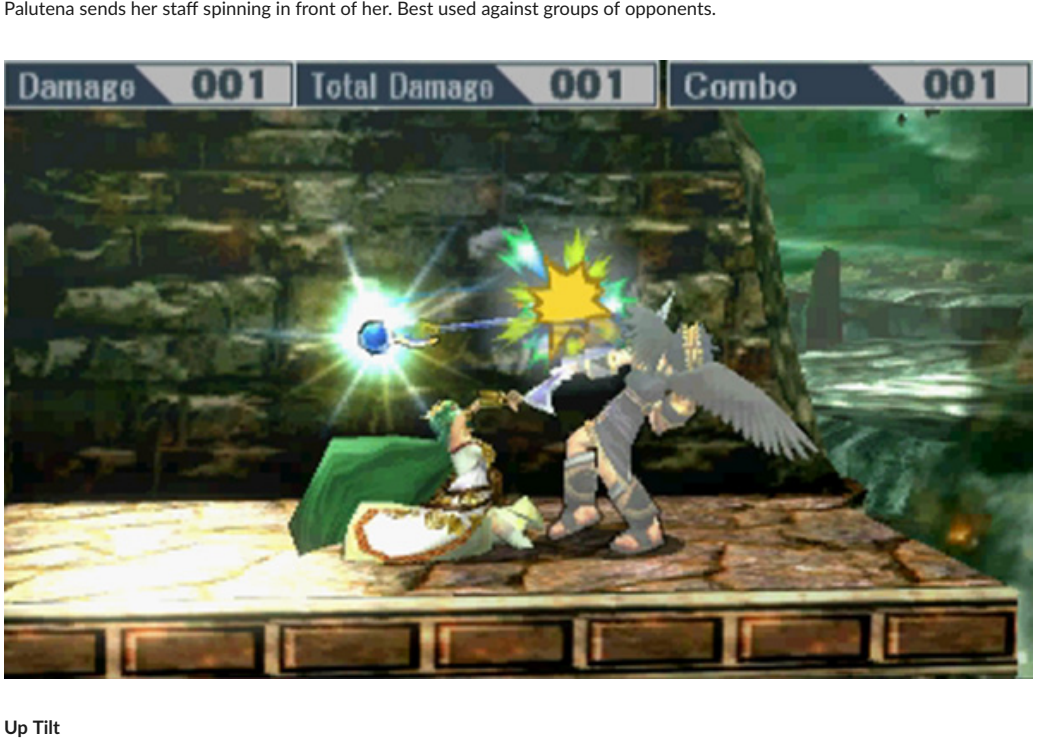
Standing Attack

Palutena lowers her staff to hip level to attack opponents multiple times. After the rapid strikes, a final hit launches opponents away.


Damage 006
Total Damage 006
Combo 001

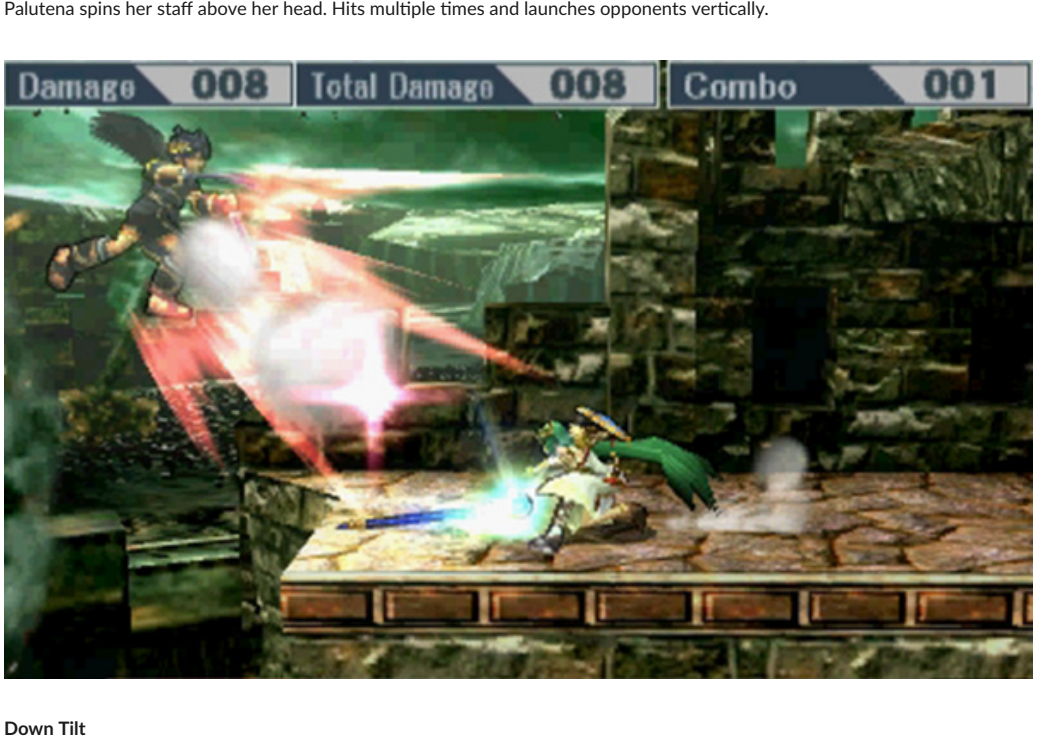
Forward Tilt

Palutena sends her staff spinning in front of her. Best used against groups of opponents.


Damage 001
Total Damage 001
Combo 001

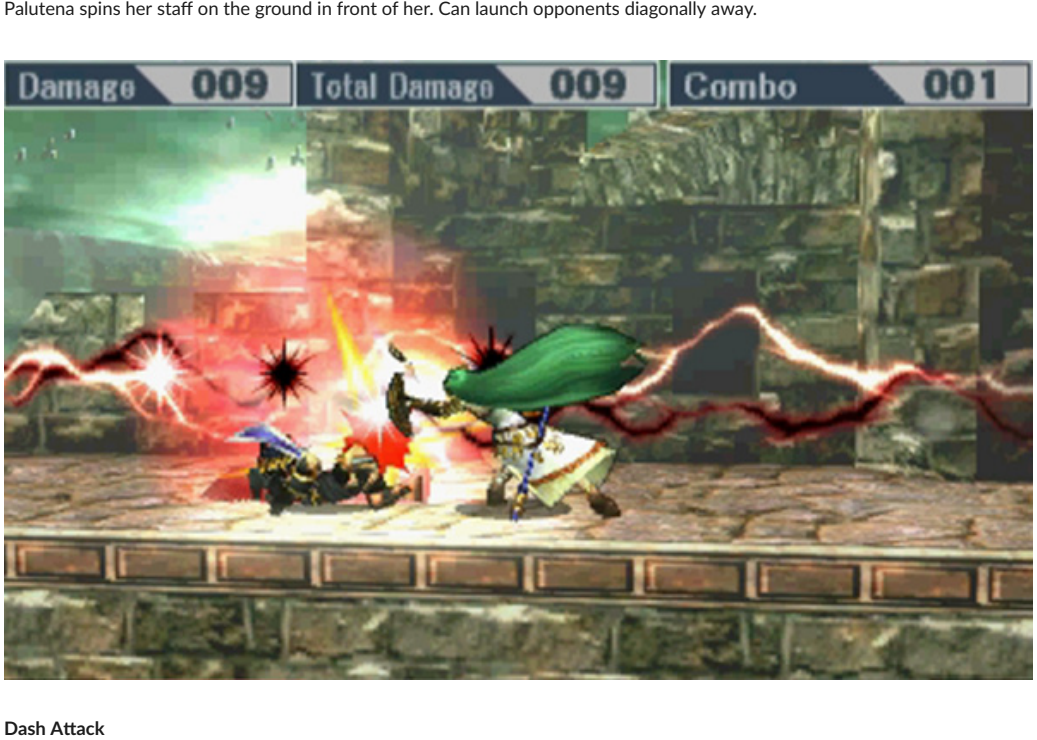
Up Tilt

Palutena spins her staff above her head. Hits multiple times and launches opponents vertically.


Damage 008
Total Damage 008
Combo 001

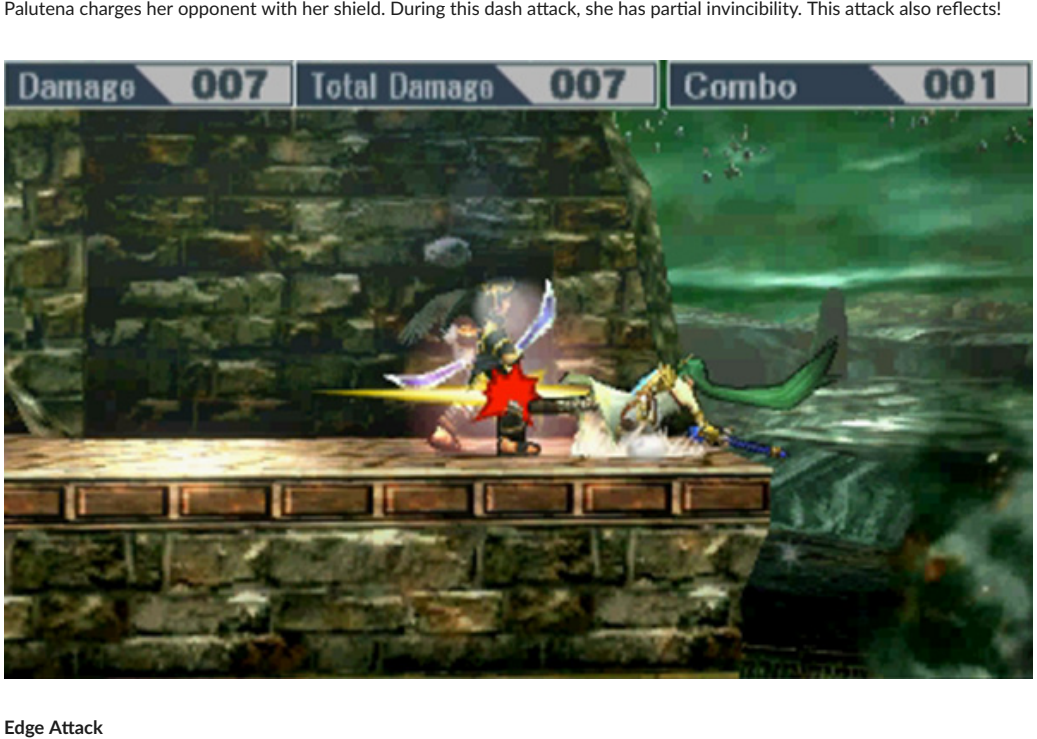
Down Tilt

Palutena spins her staff on the ground in front of her. Can launch opponents diagonally away.


Damage 009
Total Damage 009
Combo 001

Dash Attack

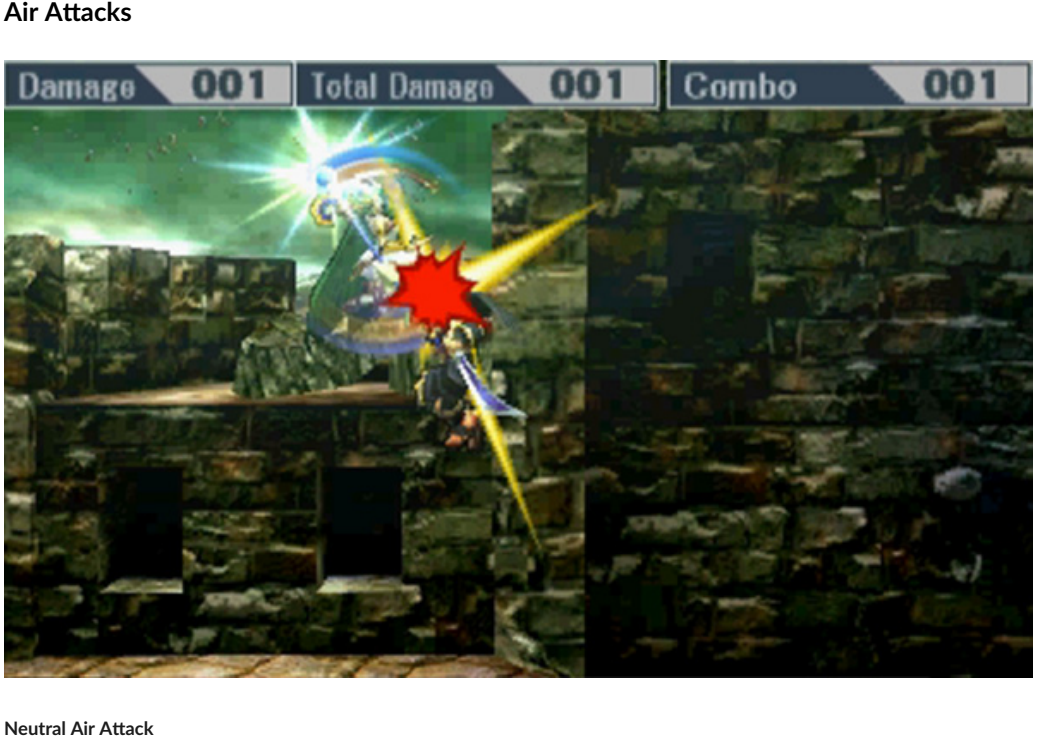
Palutena charges her opponent with her shield. During this dash attack, she has partial invincibility. This attack also reflects!


Damage 007
Total Damage 007
Combo 001

Edge Attack

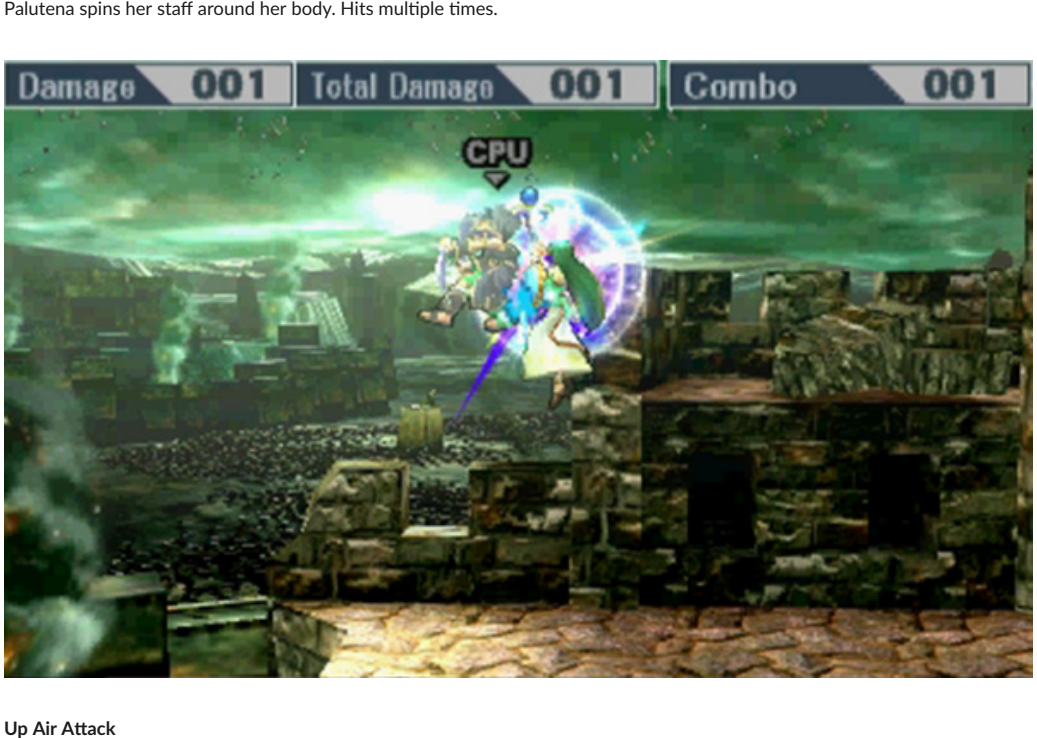
Palutena swings herself back up to the stage and performs a long-range leg sweep.

Air Attacks


Damage 001
Total Damage 001
Combo 001

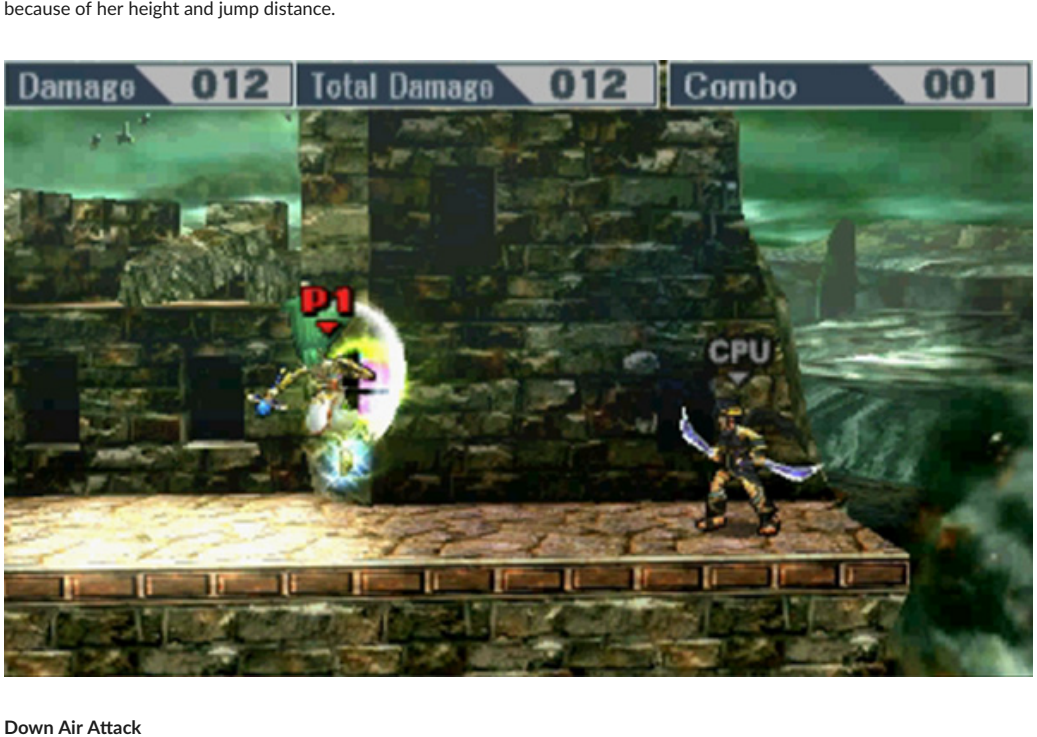
Neutral Air Attack

Palutena spins her staff around her body. Hits multiple times.


Damage 001
Total Damage 001
Combo 001
CPU

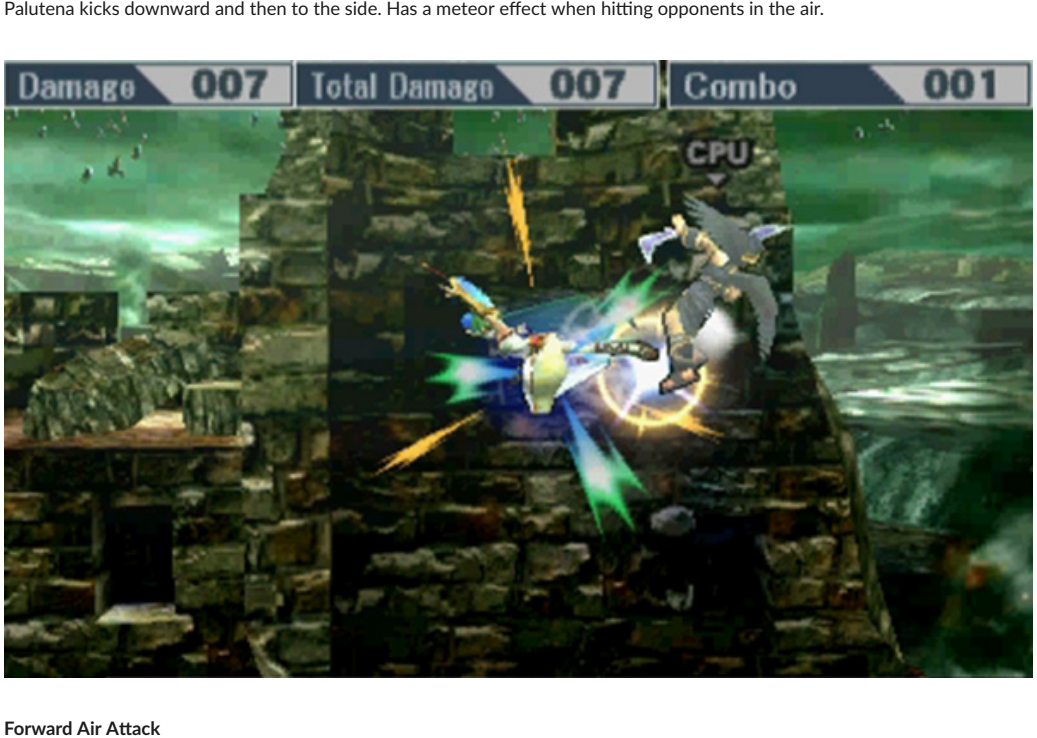
Up Air Attack

Palutena raises her staff up to hit opponents above her multiple times. Decent horizontal hitbox, but it's difficult to land because of her height and jump distance.


Damage 012
Total Damage 012
Combo 001
P1
CPU

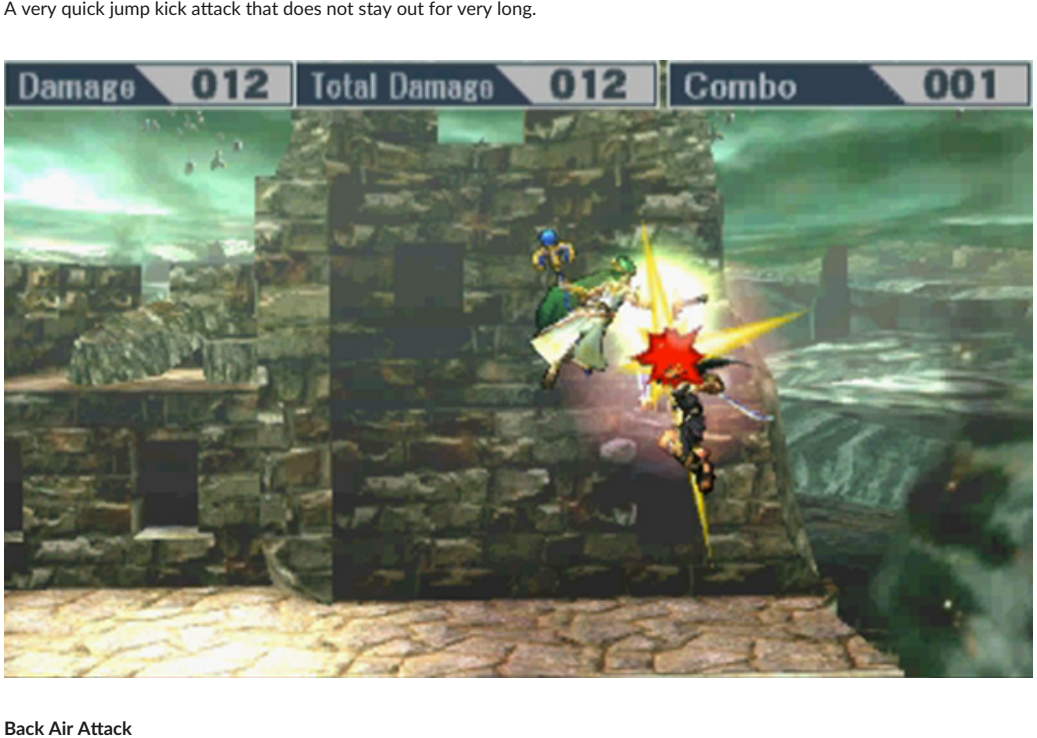
Down Air Attack

Palutena kicks downward and then to the side. Has a meteor effect when hitting opponents in the air.


Damage 007
Total Damage 007
Combo 001

Forward Air Attack

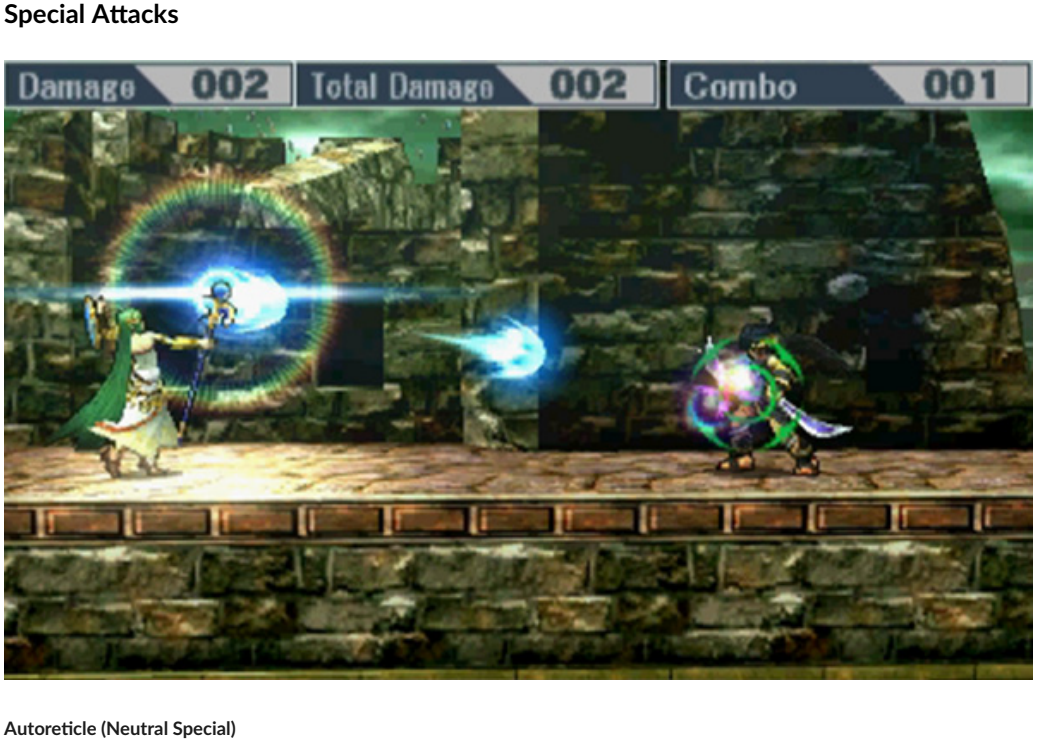
A very quick jump kick attack that does not stay out for very long.


Damage 012
Total Damage 012
Combo 001

Back Air Attack

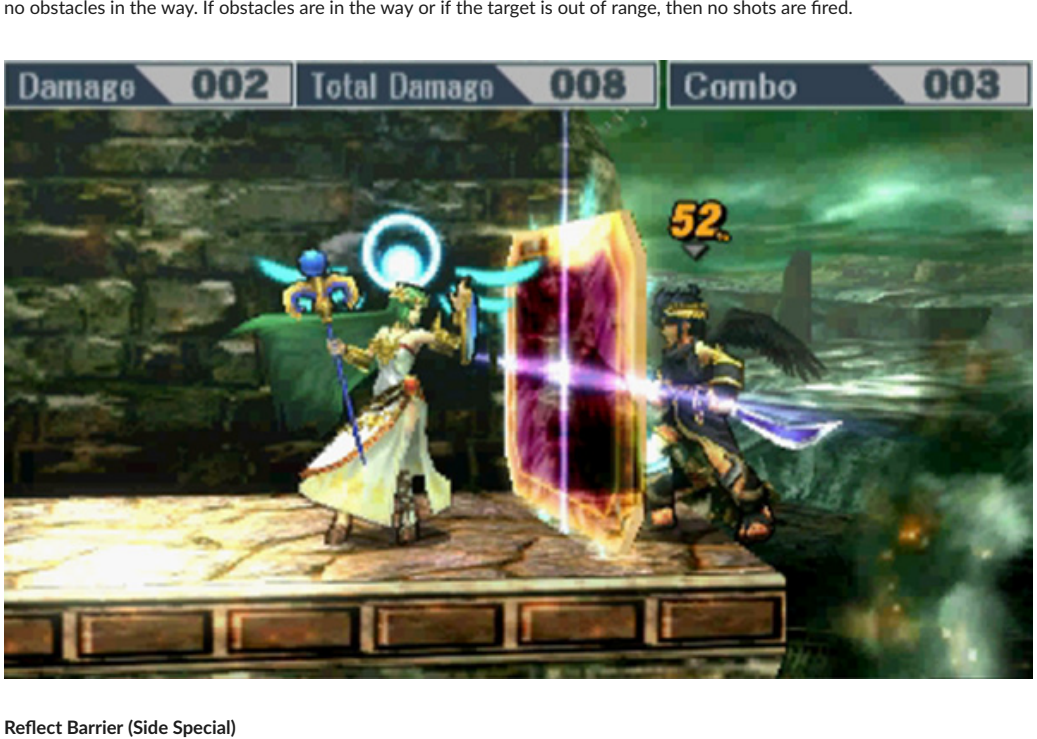
Using her shield, Palutena strikes behind her.

Special Attacks


Damage 002
Total Damage 002
Combo 001

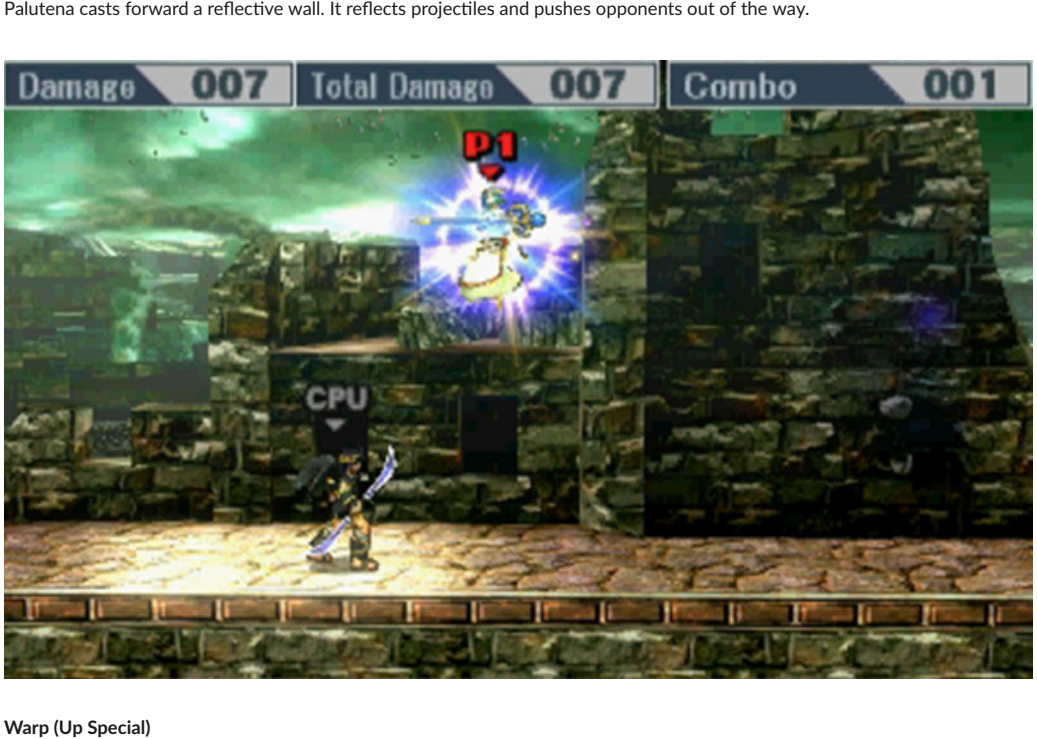
Autoreticle (Neutral Special)

Targets an opponent and fires three energy blasts from Palutena's staff. You must be facing the opponent, and there must be no obstacles in the way. If obstacles are in the way or if the target is out of range, then no shots are fired.


Damage 002
Total Damage 008
Combo 003
52

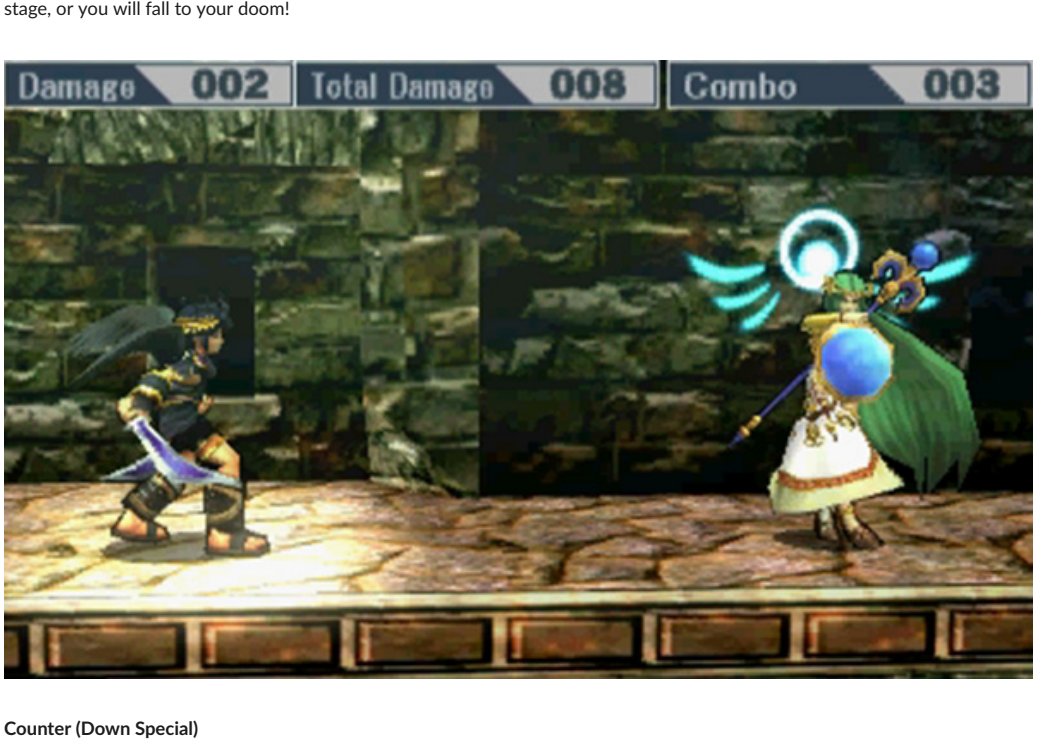
Reflect Barrier (Side Special)

Palutena casts forward a reflective wall. It reflects projectiles and pushes opponents out of the way.


Damage 007
Total Damage 007
Combo 001
P1
CPU

Warp (Up Special)

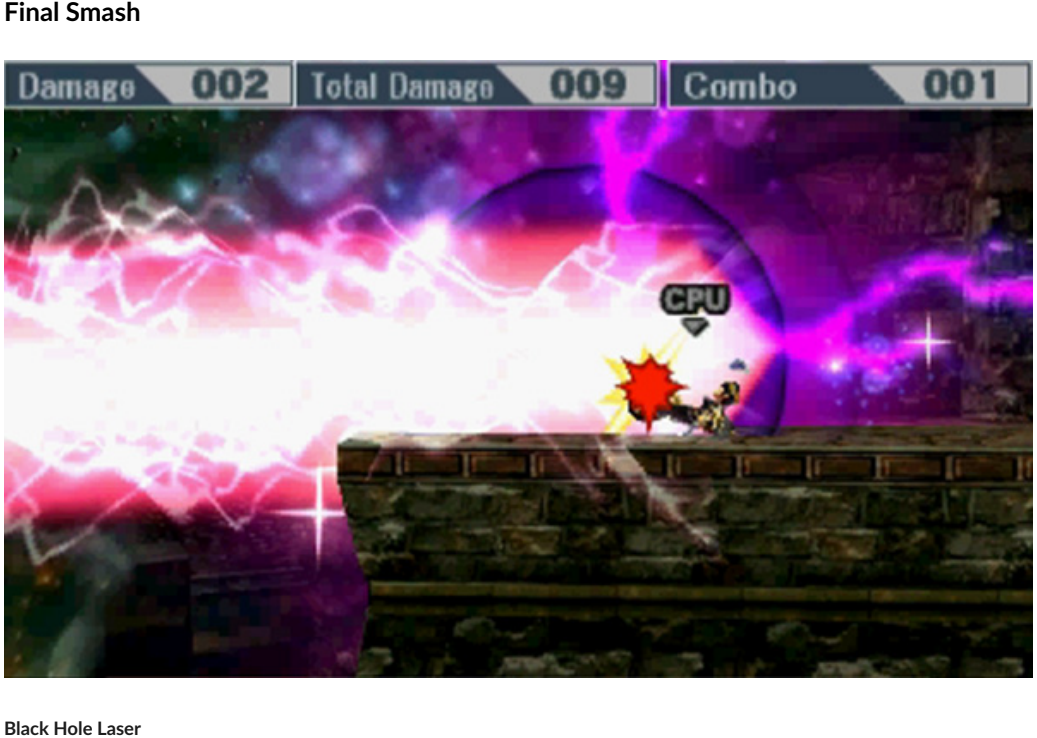
Palutena teleports in any direction of your choosing. You can't attack or be attacked while teleporting. Be sure not to land off-stage, or you will fall to your doom!


Damage 002
Total Damage 008
Combo 003

Counter (Down Special)

Palutena raises her staff and shield to counter incoming attacks before retaliating with her staff. This counter has good range.

Final Smash


Damage 002
Total Damage 009
Combo 001
CPU

Black Hole Laser

Palutena summons a black hole to pull opponents in before she jumps backward to unleash a huge laser beam attack on them. The laser beam lowers over the duration of the attack. While the black hole reaches about half of Final Destination form, the laser beam makes it most of the way across Gerudo Valley. Since Palutena jumps back before using the laser beam, it has the potential to hit opponents that were behind her when she started the black hole. Overall, this has good damage and KO potential, launching opponents diagonally away.

Strategy

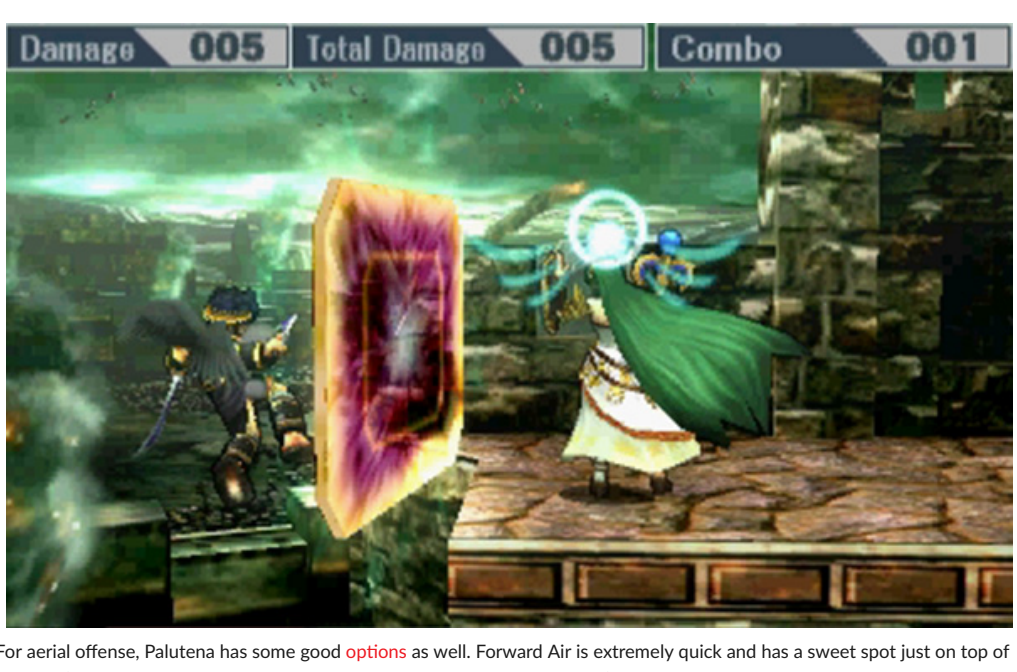
Palutena is one of the lighter characters in the game, but she's also one of the fastest! Her ground speed, air speed, and fast fall speed are surprisingly high, given her height. Her weakness, though, is she can't really fight from range because most of her Special attacks are defensive. To be most effective, go on the offense while using all of your defensive tools to keep you safer. Palutena's Smash attacks are quite damaging with excellent range; Up Smash in particular has a very high hitbox and is useful to prevent opponents from approaching you. Forward Smash has great KO potential and can push away opponents who are just outside of its hitbox, similar to Down Smash. Her Tilt attacks start off a little slow but cover a good amount of ground.

Damage 002
Total Damage 008
Combo 003

Damage 002
Total Damage 002
Combo 001

Autoreticle is Palutena's sole long-range projectile attack. She must be facing the opponent, and the opponent must be in range for the autoreticle to target and fire. This targets the closest opponent who is not in an invulnerable state. Once fired, the blasts head toward the reticle. Damage on this is fairly decent, but it takes some time to pull off, so make sure you're in a safe position. Reflect Barrier is useful to push opponents away and to reflect projectiles. Reflected projectiles are faster and stronger on return. Use this near the edge to make life difficult for opponents off-stage. Palutena's Counter is her next defensive tool, returning damage stronger than it was originally dished out. As a bonus, it also attacks in the correct direction, so use this in the air or against opponents behind you. Warp is fast and can get you out of trouble quickly, but be sure not to land off-stage, as you will be in a fall state! Also note that Palutena briefly turns invisible when using spot dodge or evasive rolls; this can confuse opponents up close.

Damage 010
Total Damage 010
Combo 001

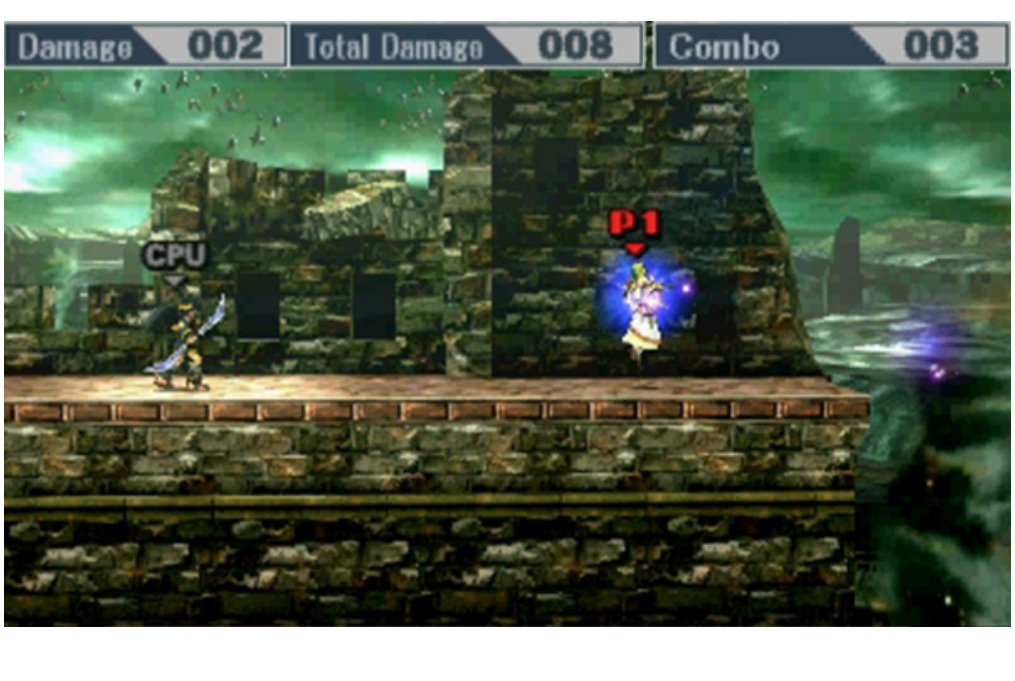

Damage 005
Total Damage 005
Combo 001

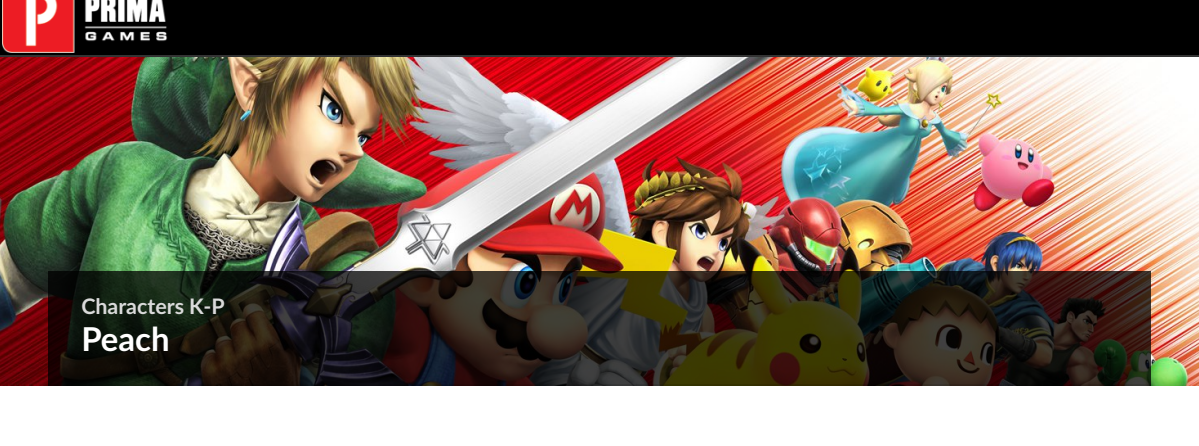
For aerial offense, Palutena has some good options as well. Forward Air is extremely quick and has a sweet spot just on top of Palutena's foot. Neutral Air is useful to keep opponents off of you. Palutena's Back Air is her best option to KO opponents, and it has some invincibility as well. Lastly, her Down Air has a meteor effect against airborne opponents. To punish long-range on the ground, don't be afraid to try a Dash Attack—it has partial invincibility! This can be effective for edge-guarding along with Palutena's Autoreticle, Counter, and Reflect Barrier. Overall, use her speed to your advantage to deal some damage, then use your Smash attacks and Back Air to knock opponents out!

Recovery

Palutena has one main tool for all of her recovery: her Warp Special. It covers an impressive distance both horizontally and vertically, but it leaves her in a fall state. Fortunately, Palutena has a couple of Specials to slow her fall by a little bit. First is her Autoreticle attack, which will also fire at any nearby opponents. Her other Special that can slow her fall is her Counter—use this when you see someone coming to attack you air-to-air.

Damage 002
Total Damage 008
Combo 003
CPU
P1


Damage 002
Total Damage 008
Combo 003
CPU
P1



Peach

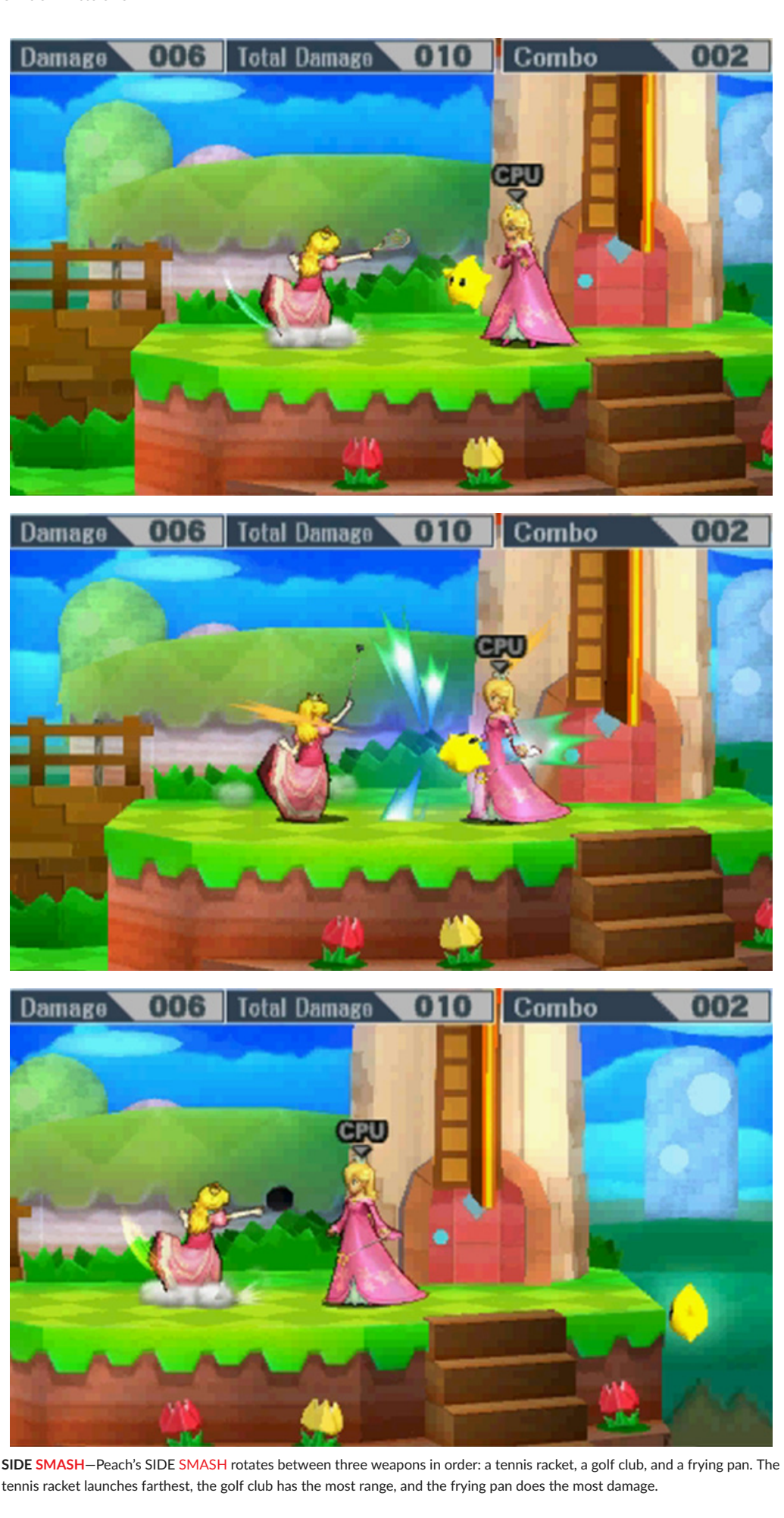
Trophy Description

Princess of the Mushroom Kingdom, Peach continues to prove that "powerful" and "cute" are not mutually exclusive. In *Smash Bros.*, Peach uses her dress to float above the fray, suddenly descending and attacking with numerous weapons. A frying pan? An umbrella? TOAD?! Where does she keep it all?

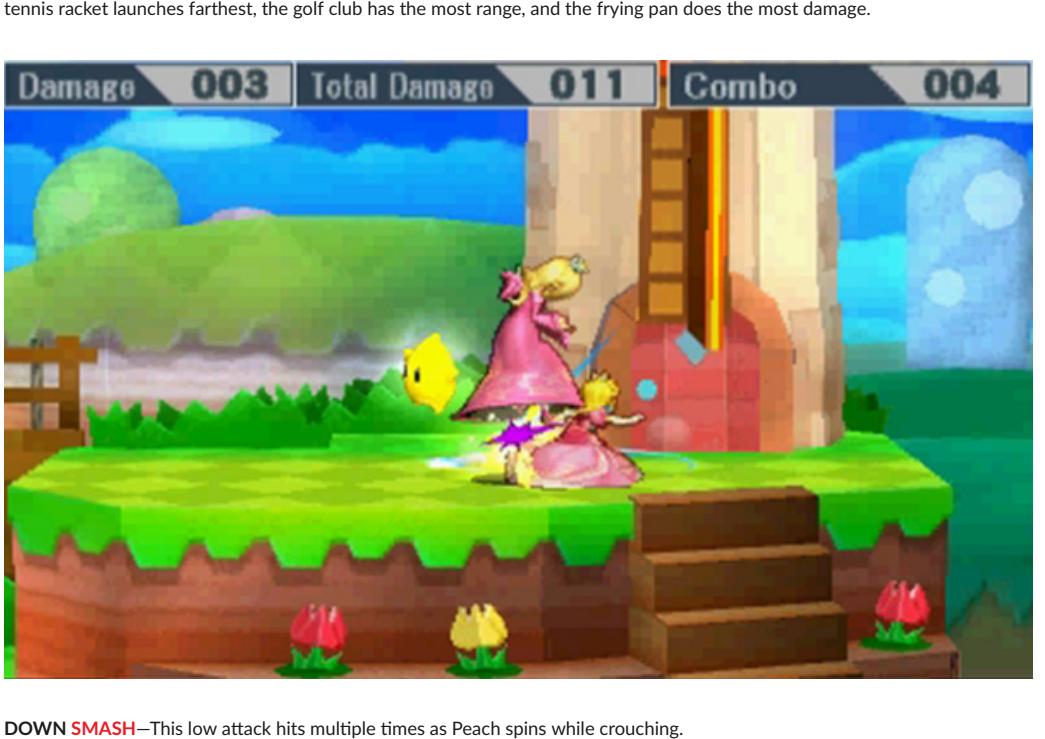
Statistics

- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

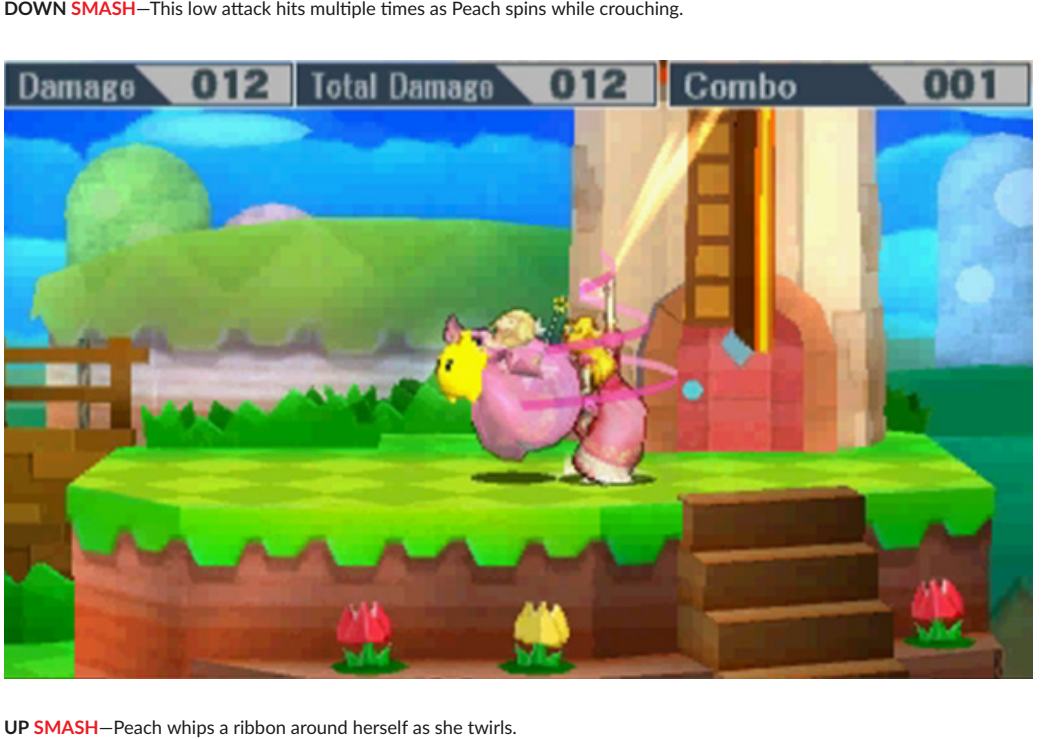
Smash Attacks


Damage 006 Total Damage 010 Combo 002
CPU
Damage 006 Total Damage 010 Combo 002
CPU
Damage 006 Total Damage 010 Combo 002
CPU

SIDE SMASH—Peach's SIDE SMASH rotates between three weapons in order: a tennis racket, a golf club, and a frying pan. The tennis racket launches farthest, the golf club has the most range, and the frying pan does the most damage.

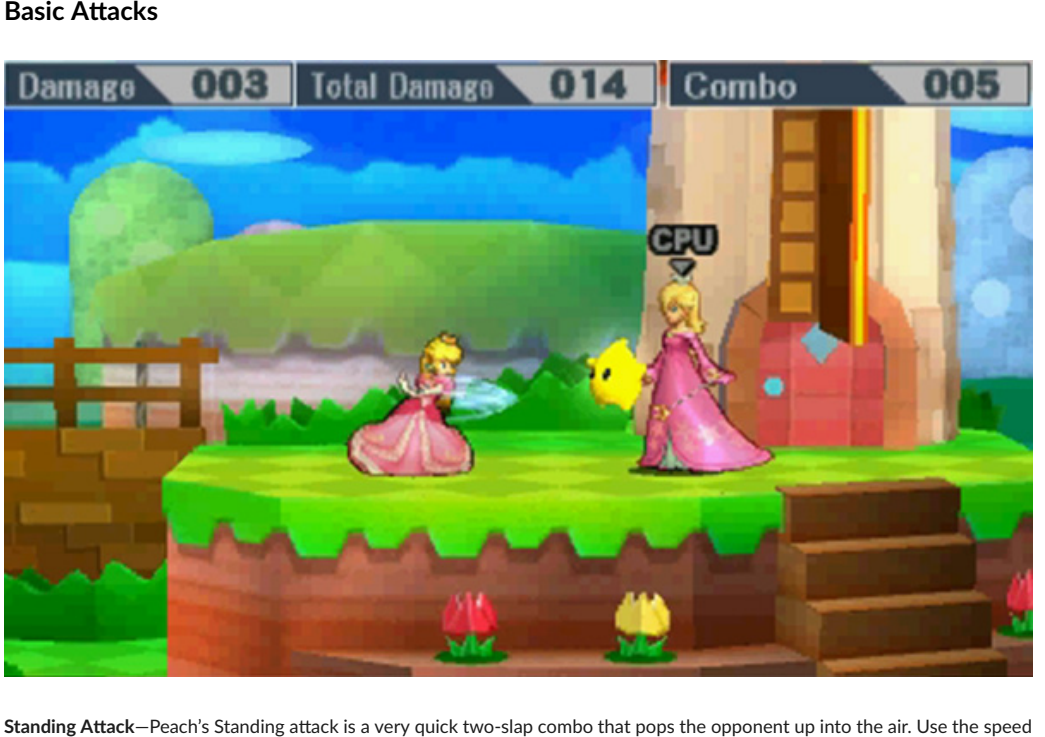

Damage 003 Total Damage 011 Combo 004

DOWN SMASH—This low attack hits multiple times as Peach spins while crouching.

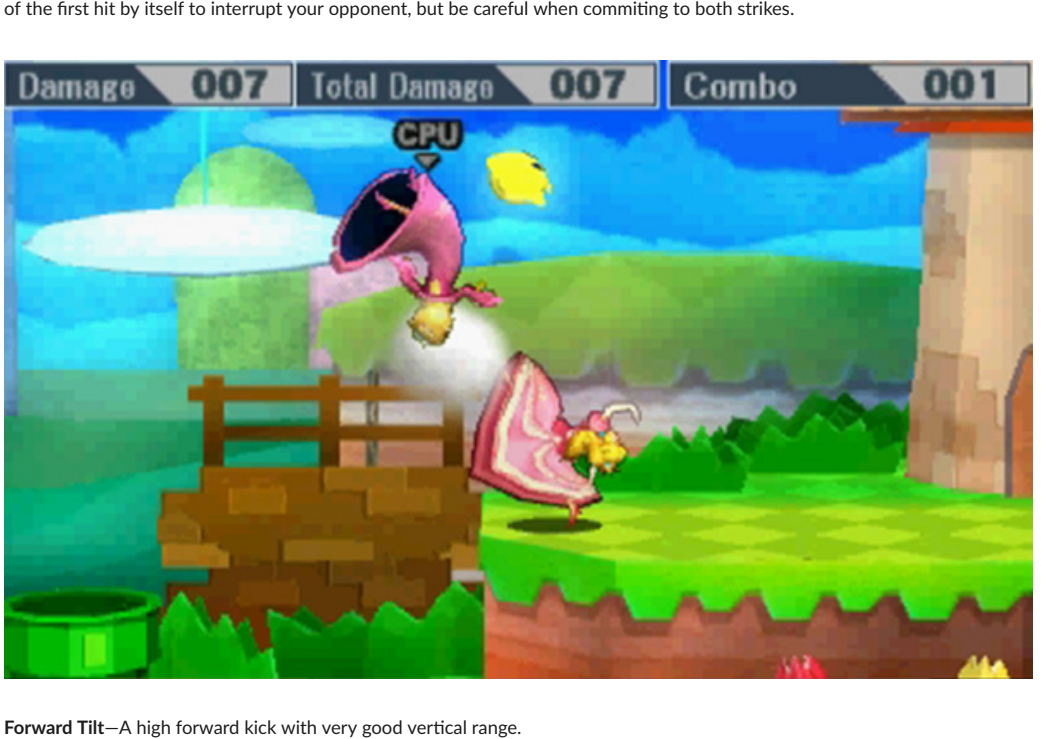

Damage 012 Total Damage 012 Combo 001

UP SMASH—Peach whips a ribbon around herself as she twirls.

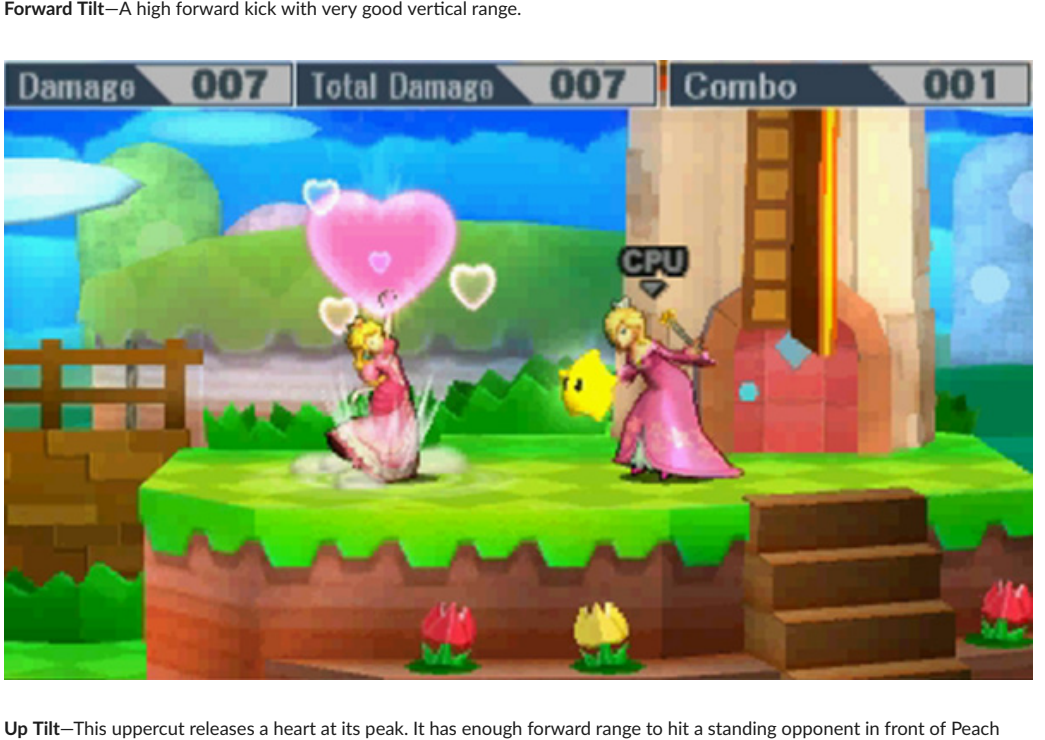
Basic Attacks


Damage 003 Total Damage 014 Combo 005
CPU

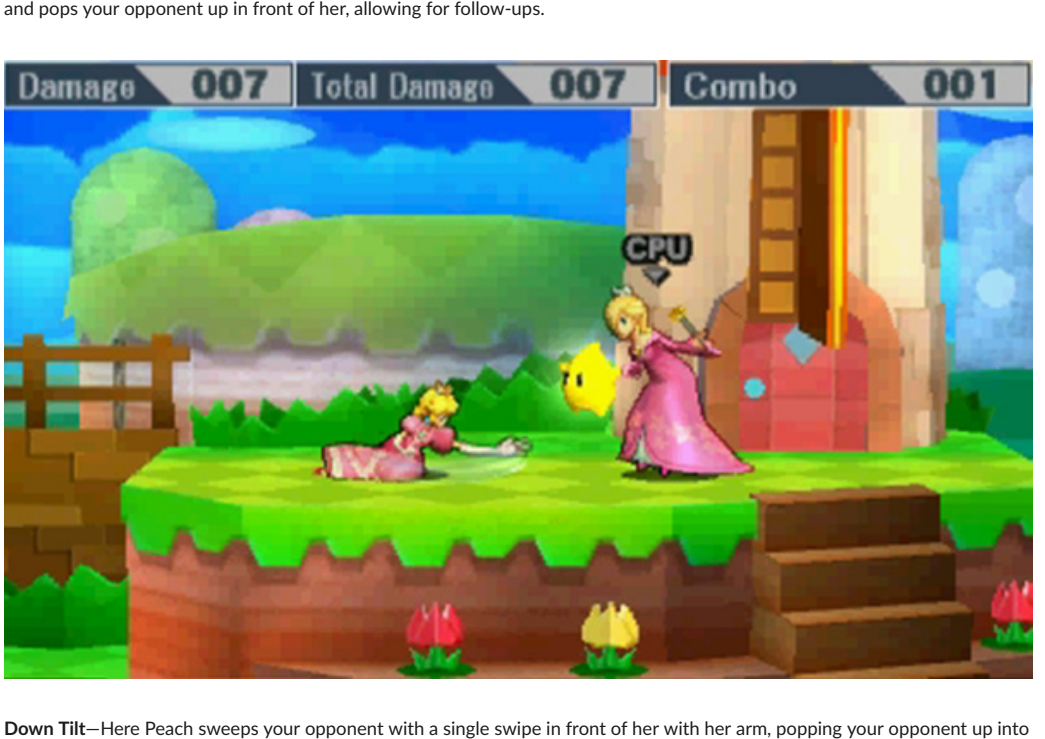
Standing Attack—Peach's Standing attack is a very quick two-slap combo that pops the opponent up into the air. Use the speed of the first hit by itself to interrupt your opponent, but be careful when commiting to both strikes.


Damage 007 Total Damage 007 Combo 001
CPU

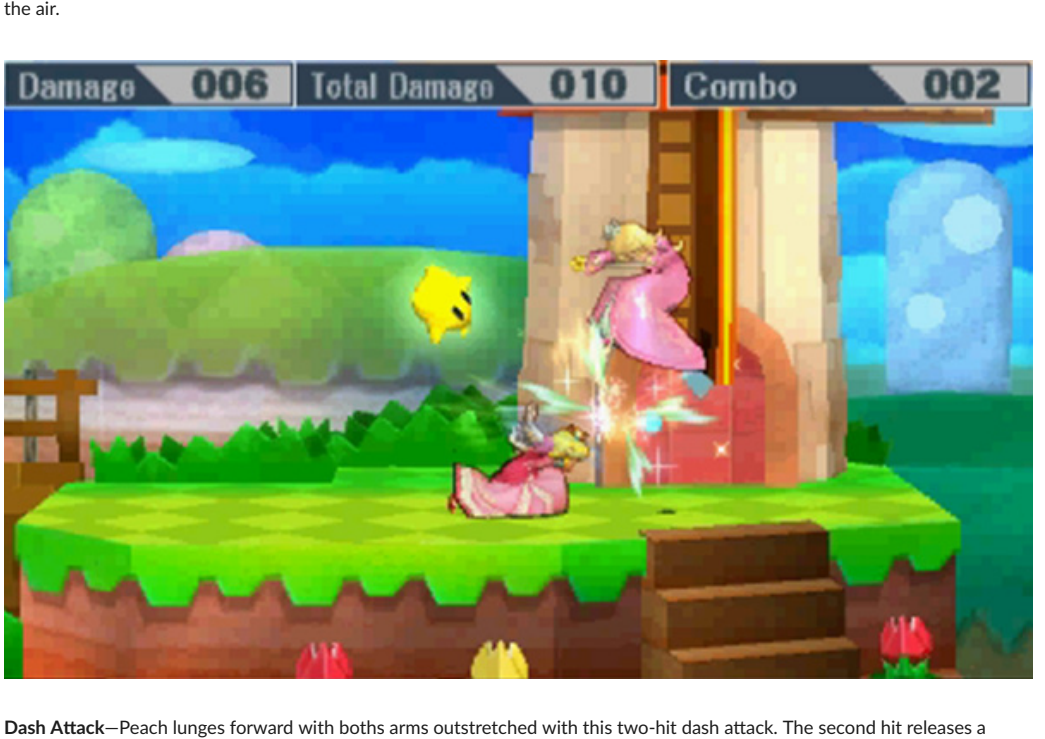
Forward Tilt—A high forward kick with very good vertical range.


Damage 007 Total Damage 007 Combo 001
CPU

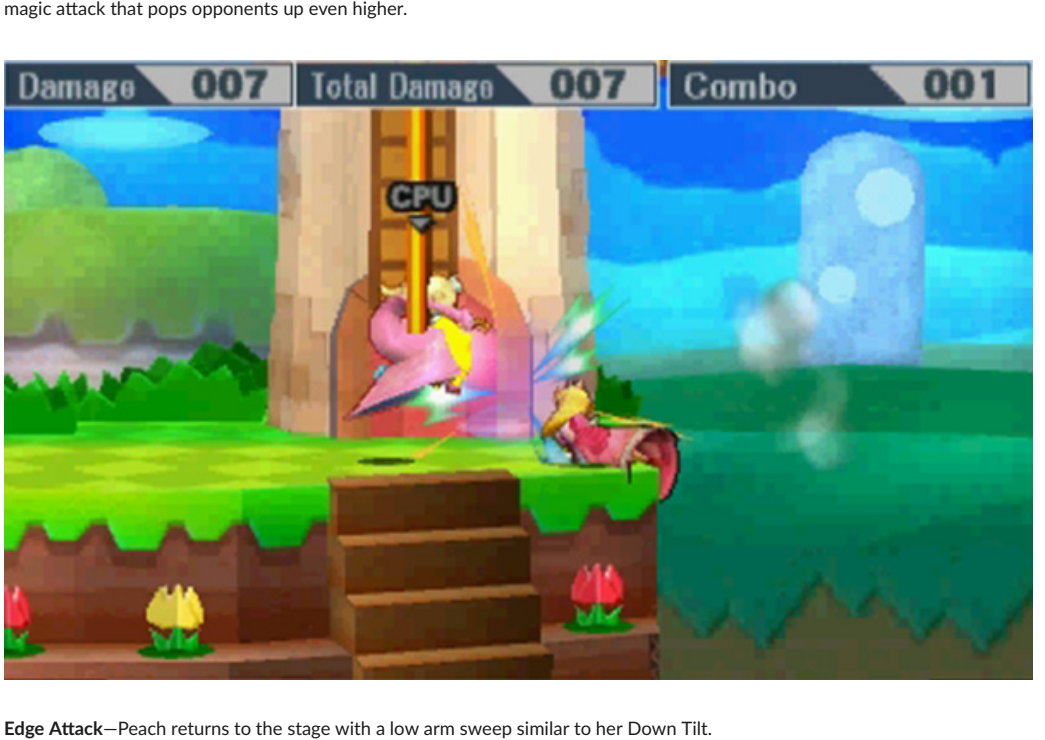
Up Tilt—This uppercut releases a heart at its peak. It has enough forward range to hit a standing opponent in front of Peach and pops your opponent up in front of her, allowing for follow-ups.


Damage 007 Total Damage 007 Combo 001
CPU

Down Tilt—Here Peach sweeps your opponent with a single swipe in front of her with her arm, popping your opponent up into the air.

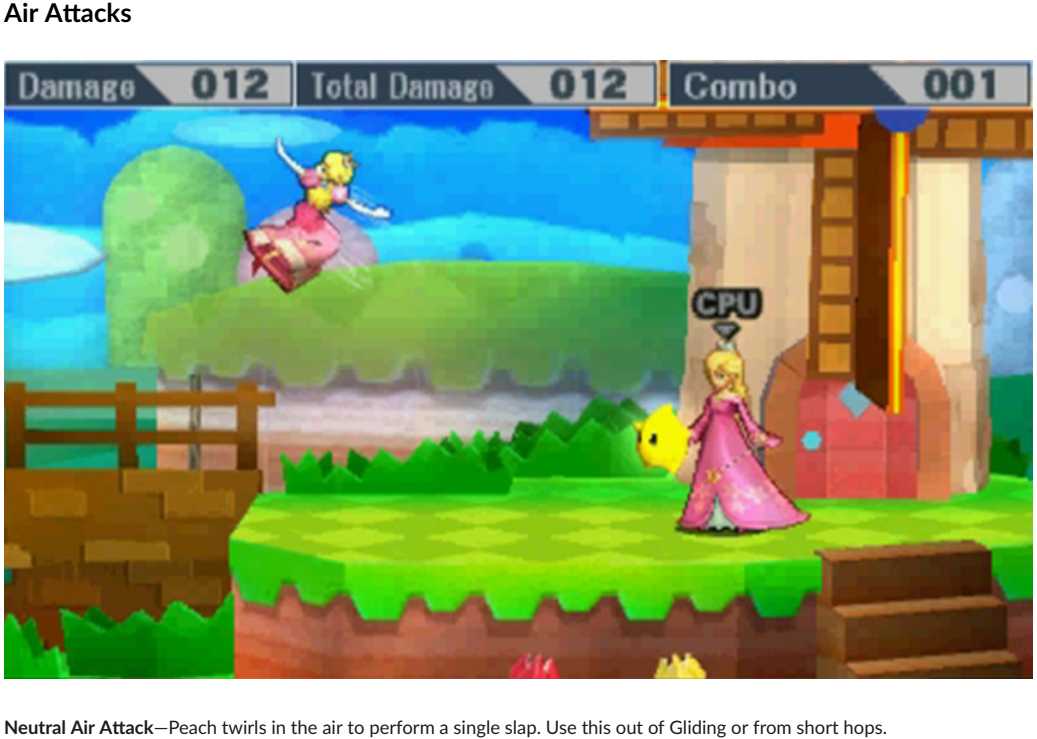

Damage 006 Total Damage 010 Combo 002

Dash Attack—Peach lunges forward with boths arms outstretched with this two-hit dash attack. The second hit releases a magic attack that pops opponents up even higher.

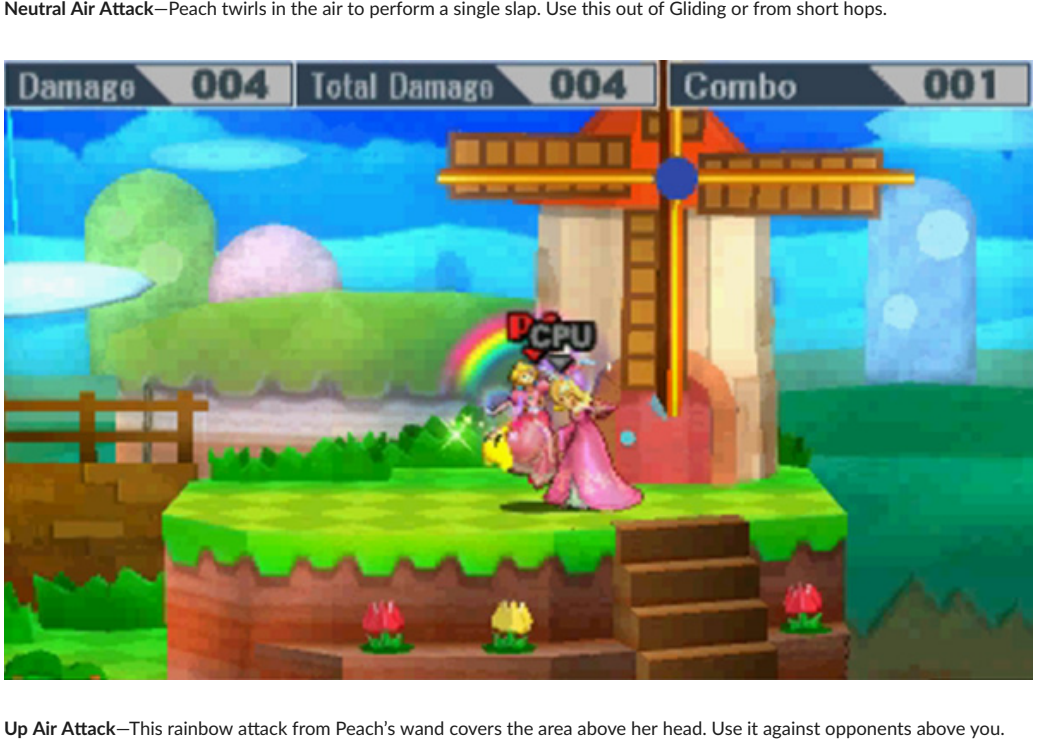

Damage 007 Total Damage 007 Combo 001
CPU

Edge Attack—Peach returns to the stage with a low arm sweep similar to her Down Tilt.

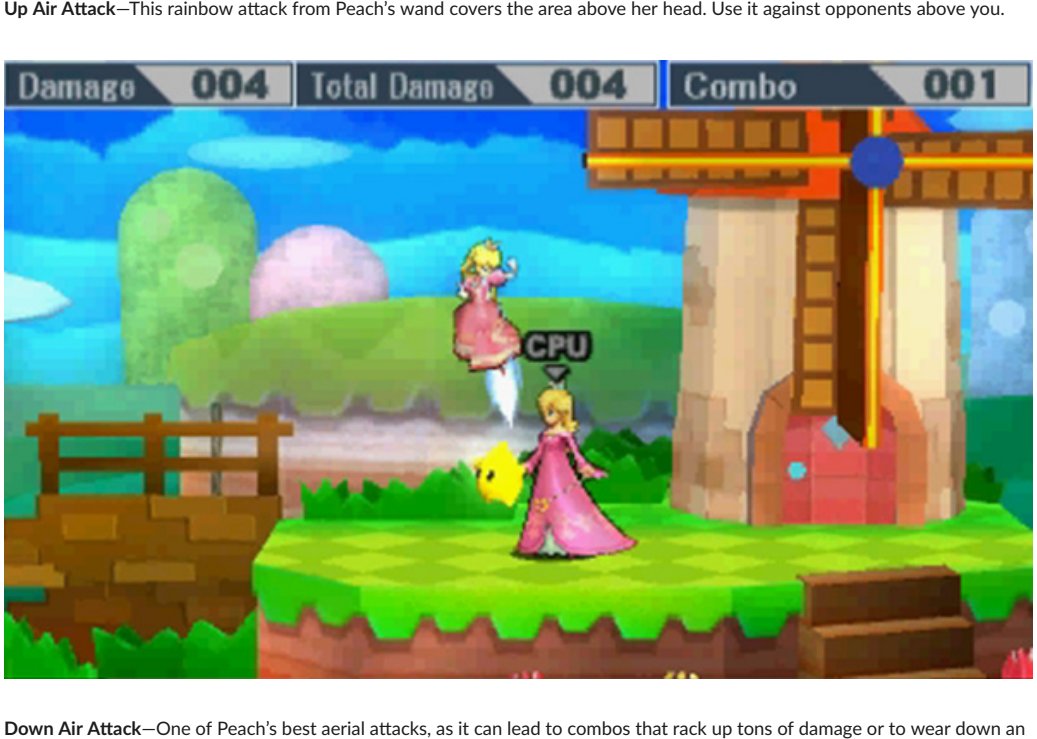
Air Attacks


Damage 012 Total Damage 012 Combo 001
CPU

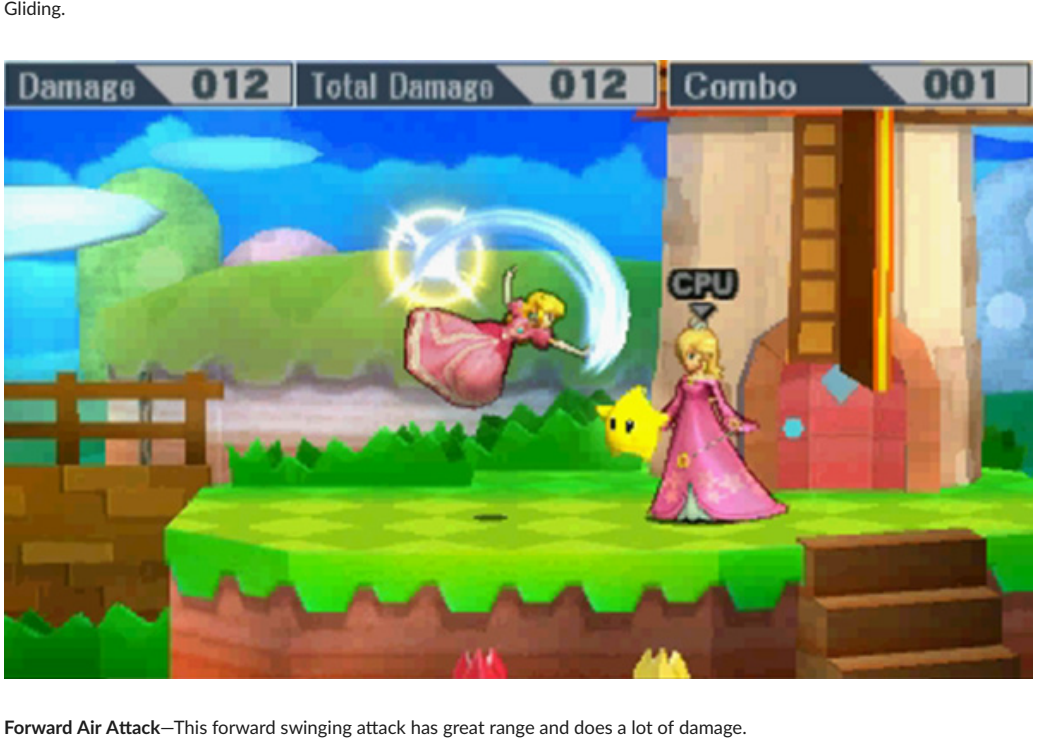
Neutral Air Attack—Peach twirls in the air to perform a single slap. Use this out of Gliding or from short hops.


Damage 004 Total Damage 004 Combo 001
CPU

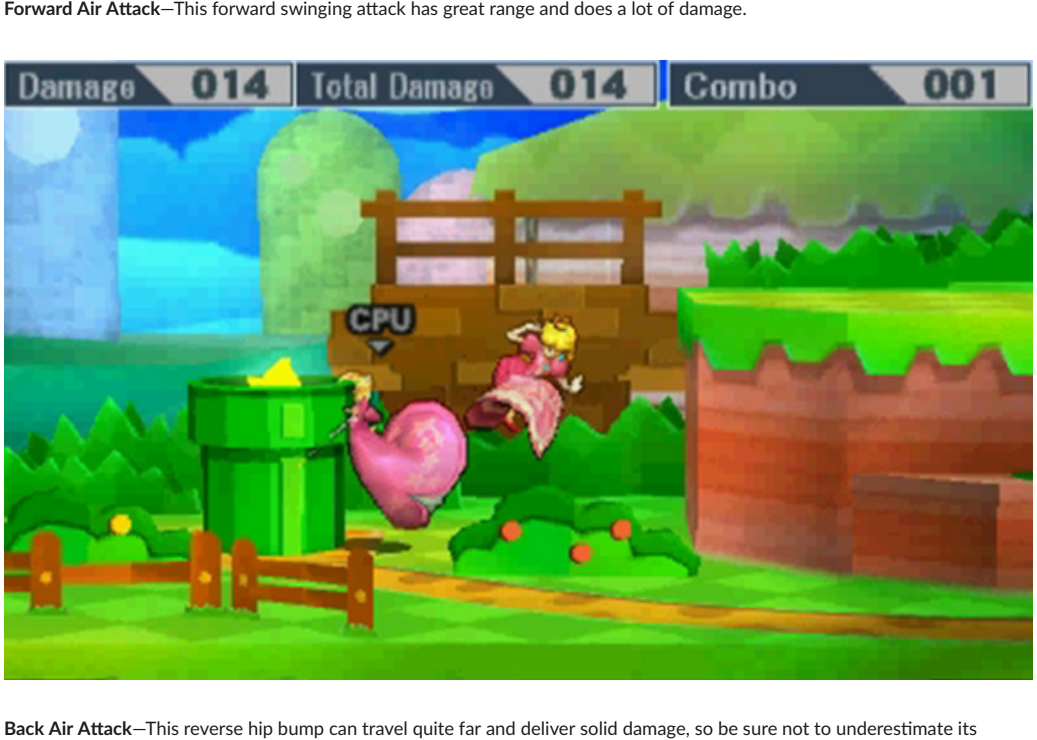
Up Air Attack—This rainbow attack from Peach's wand covers the area above her head. Use it against opponents above you.


Damage 004 Total Damage 004 Combo 001
CPU

Down Air Attack—One of Peach's best aerial attacks, as it can lead to combos that rack up tons of damage or to wear down an opponent's shield. This multi-hitting attack can be very frustrating for opponents and is especially strong when used out of Gliding.

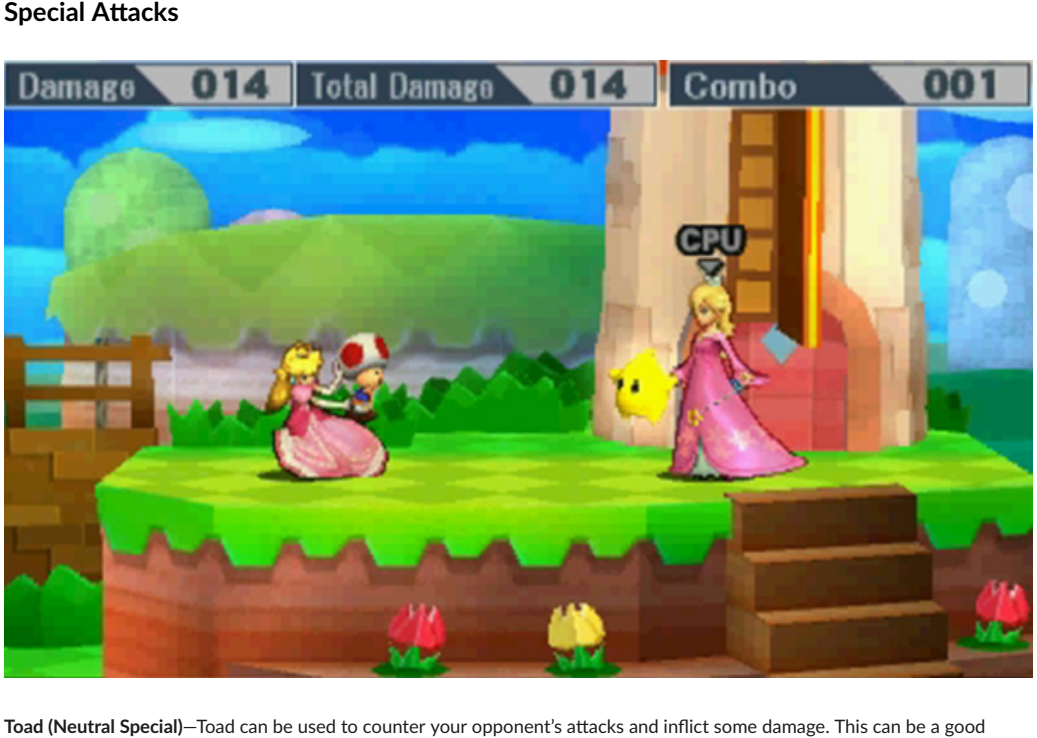

Damage 012 Total Damage 012 Combo 001
CPU

Forward Air Attack—This forward swinging attack has great range and does a lot of damage.

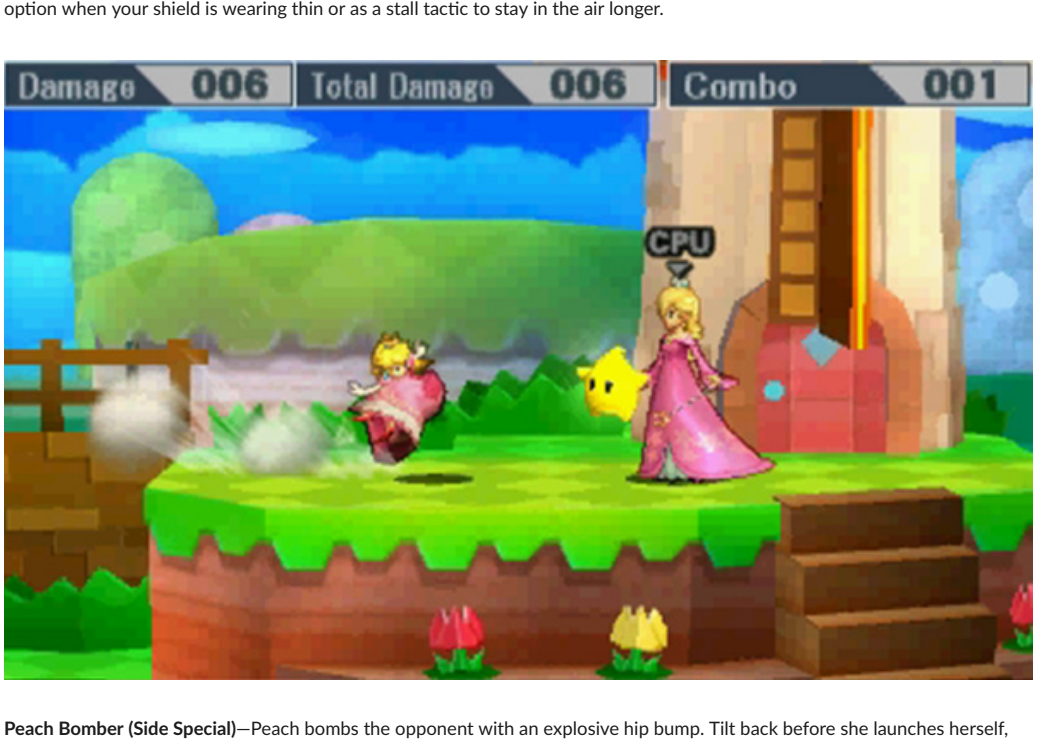

Damage 014 Total Damage 014 Combo 001
CPU

Back Air Attack—This reverse hip bump can travel quite far and deliver solid damage, so be sure not to underestimate its utility.

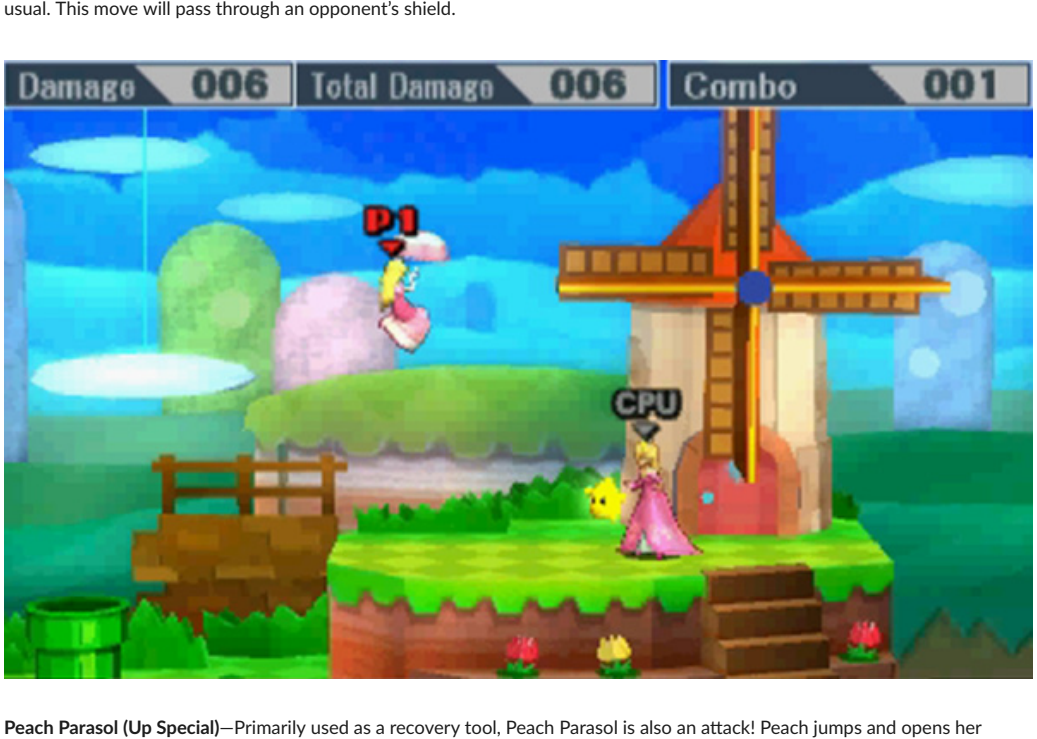
Special Attacks


Damage 014 Total Damage 014 Combo 001
CPU

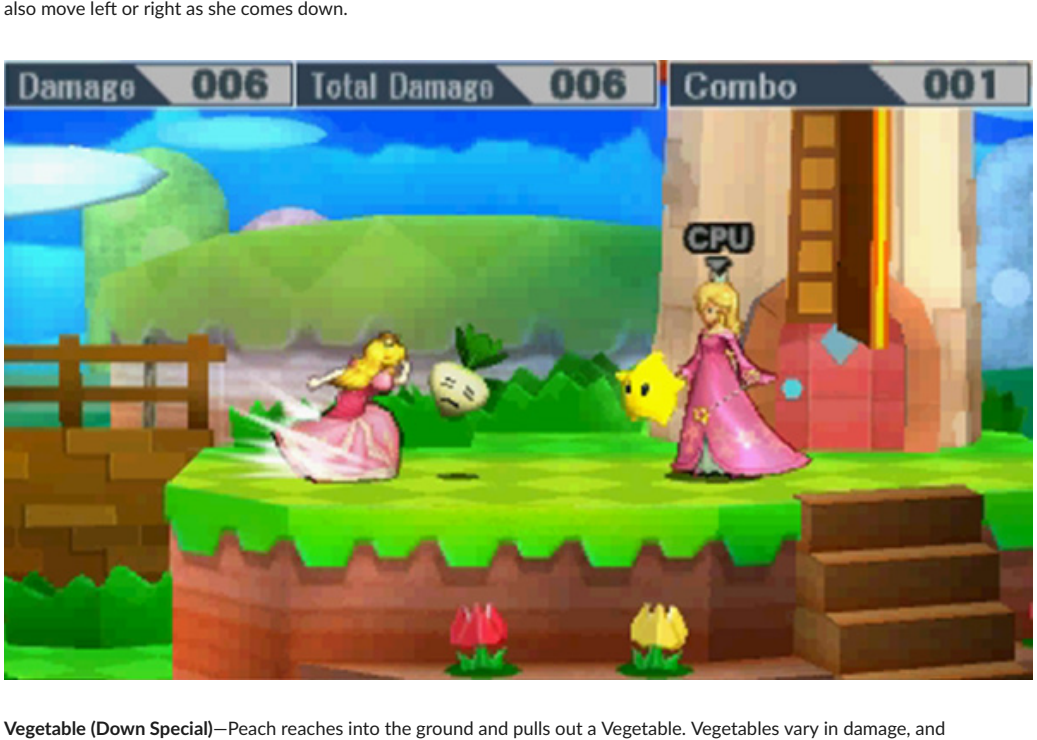
Toad (Neutral Special)—Toad can be used to counter your opponent's attacks and inflict some damage. This can be a good option when your shield is wearing thin or as a stall tactic to stay in the air longer.


Damage 006 Total Damage 006 Combo 001
CPU

Peach Bomber (Side Special)—Peach bombs the opponent with an explosive hip bump. Tilt back before she launches herself, and she will slingshot herself. Smashing the stick when performing this attack will cause Peach to propel herself farther than usual. This move will pass through an opponent's shield.

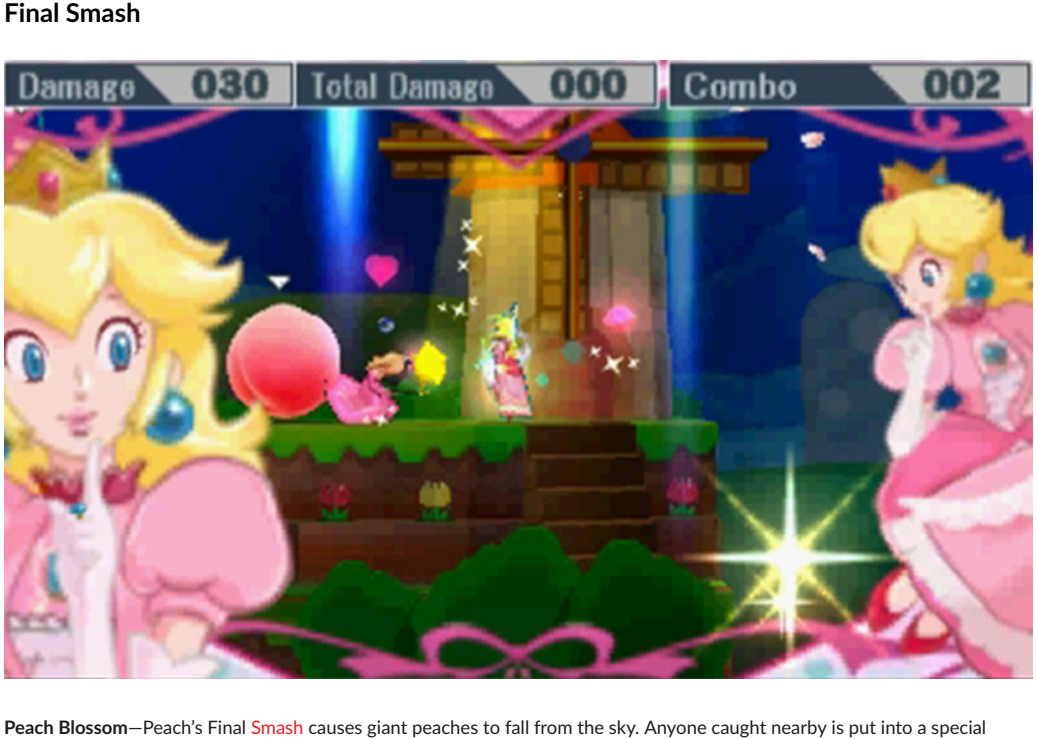

Damage 006 Total Damage 006 Combo 001
P1
CPU

Peach Parasol (Up Special)—Primarily used as a recovery tool, Peach Parasol is also an attack! Peach jumps and opens her parasol to slow her fall. You can tap Down to attack with the parasol during the fall, but this will make you fall faster. You can also move left or right as she comes down.


Damage 006 Total Damage 006 Combo 001
CPU

Vegetable (Down Special)—Peach reaches into the ground and pulls out a Vegetable. Vegetables vary in damage, and sometimes Peach can even pull out rare items like Bob-ombs, Beam Swords, and Mr. Saturn! The more damaging an item is, however, the less chance Peach has of pulling it out! Keep pulling to see what you get!

Final Smash


Damage 030 Total Damage 000 Combo 002

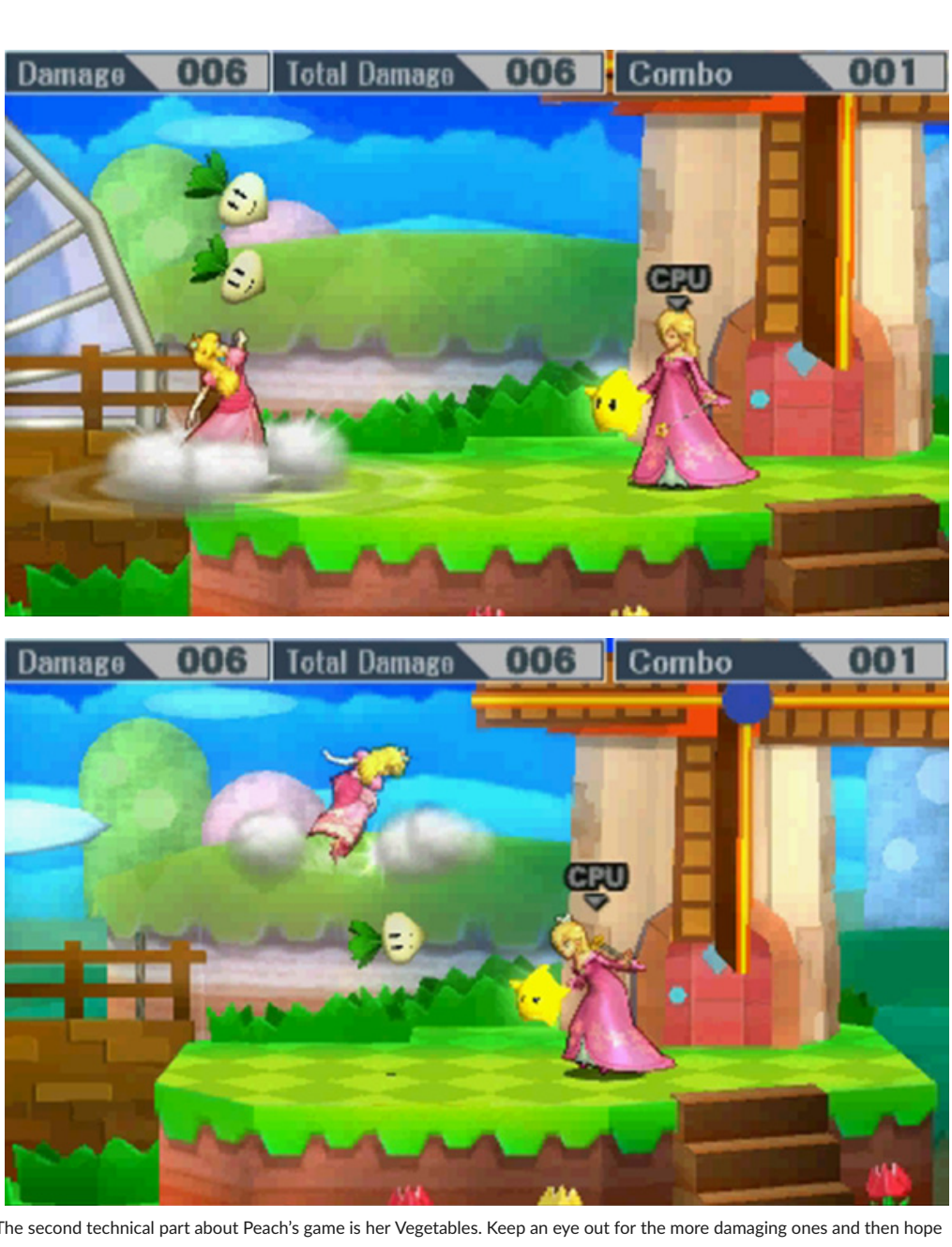
Peach Blossom—Peach's Final Smash causes giant peaches to fall from the sky. Anyone caught nearby is put into a special Deep Sleep state. They will be completely vulnerable in this state, so be sure to target whomever has the highest health percentage! As soon as you hit anyone, they will wake up, so you have only one good shot! You can also eat the peaches to restore health—each peach returns 10% health to Peach. Try to eat as many as possible before going for a KO blow against your opponents.

Floating

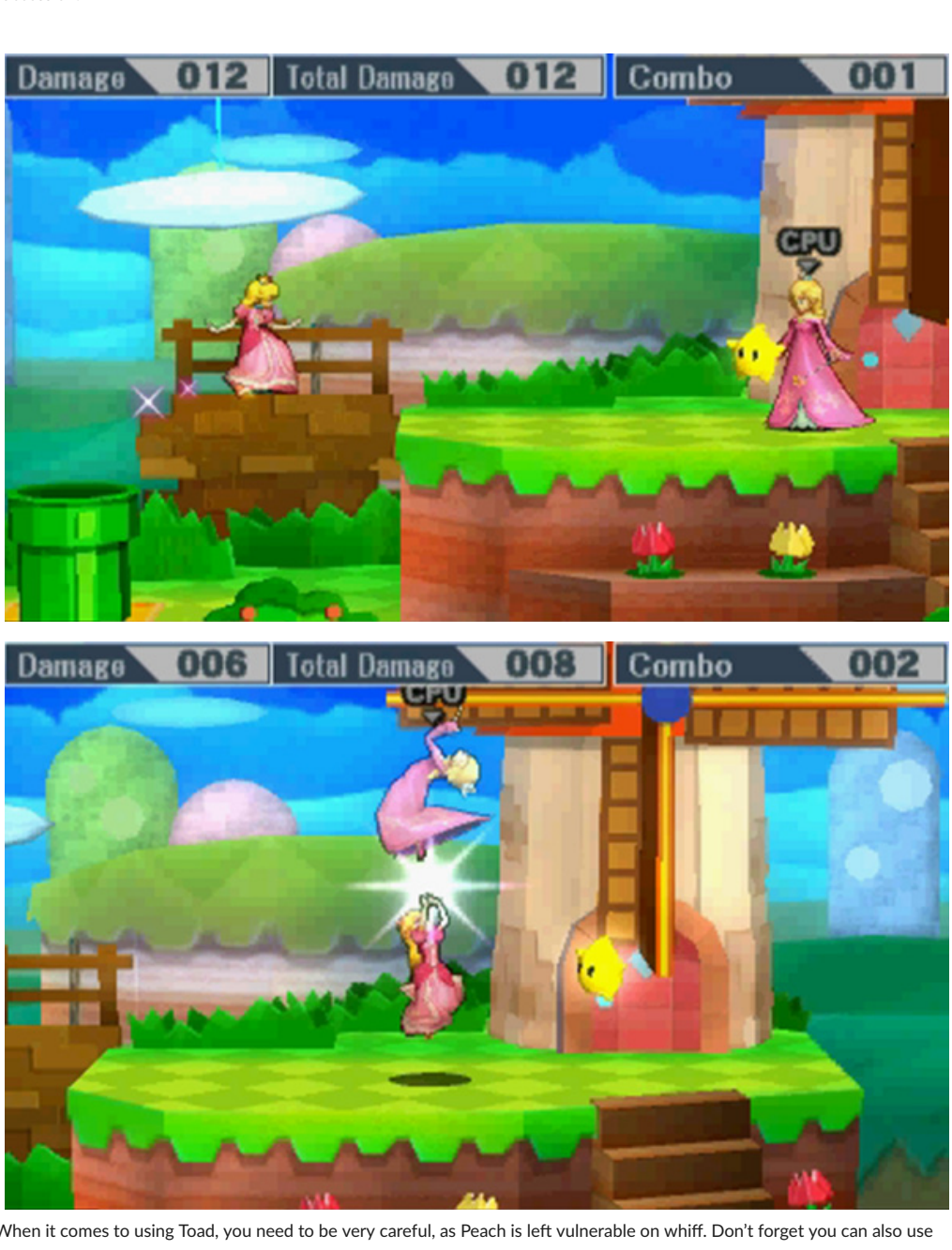
Peach can float in the air if you hold the Jump button—she will float from the peak of her jump. She can also move horizontally while floating. Further, she can float at any point of a jump by hitting Down while holding the Jump button. She can float off the ground immediately by holding Down then hitting and holding the Jump button. This gives you access to her Air attacks while she is on the same level as a grounded opponent.

Strategy

Peach's main strengths are her projectiles, her horizontal recovery, her combo potential, and her versatility, thanks to her float ability. Her weakness is that she's a lightweight character who doesn't have very strong knockout options. You'll have to use her projectiles and her float ability to build up damage on your opponents while outspacing them to deal additional damage. Her jab is also a very useful interrupt tool and will get you out of trouble, and her Forward and Back Air attacks are her better knockout tools. While she's floating, it can be very tempting to use her Forward Air Attack a great deal; however, you want to save its strength to try knocking out opponents later in the match. Float can also be used slightly above an opponent's head level to threaten that opponent's shield with Peach's Down Air Attack. You can even chain together multiple Back Air attacks by doing one from float, then releasing float, and then doing it again!


Damage 006 Total Damage 006 Combo 001
CPU
Damage 006 Total Damage 006 Combo 001
CPU

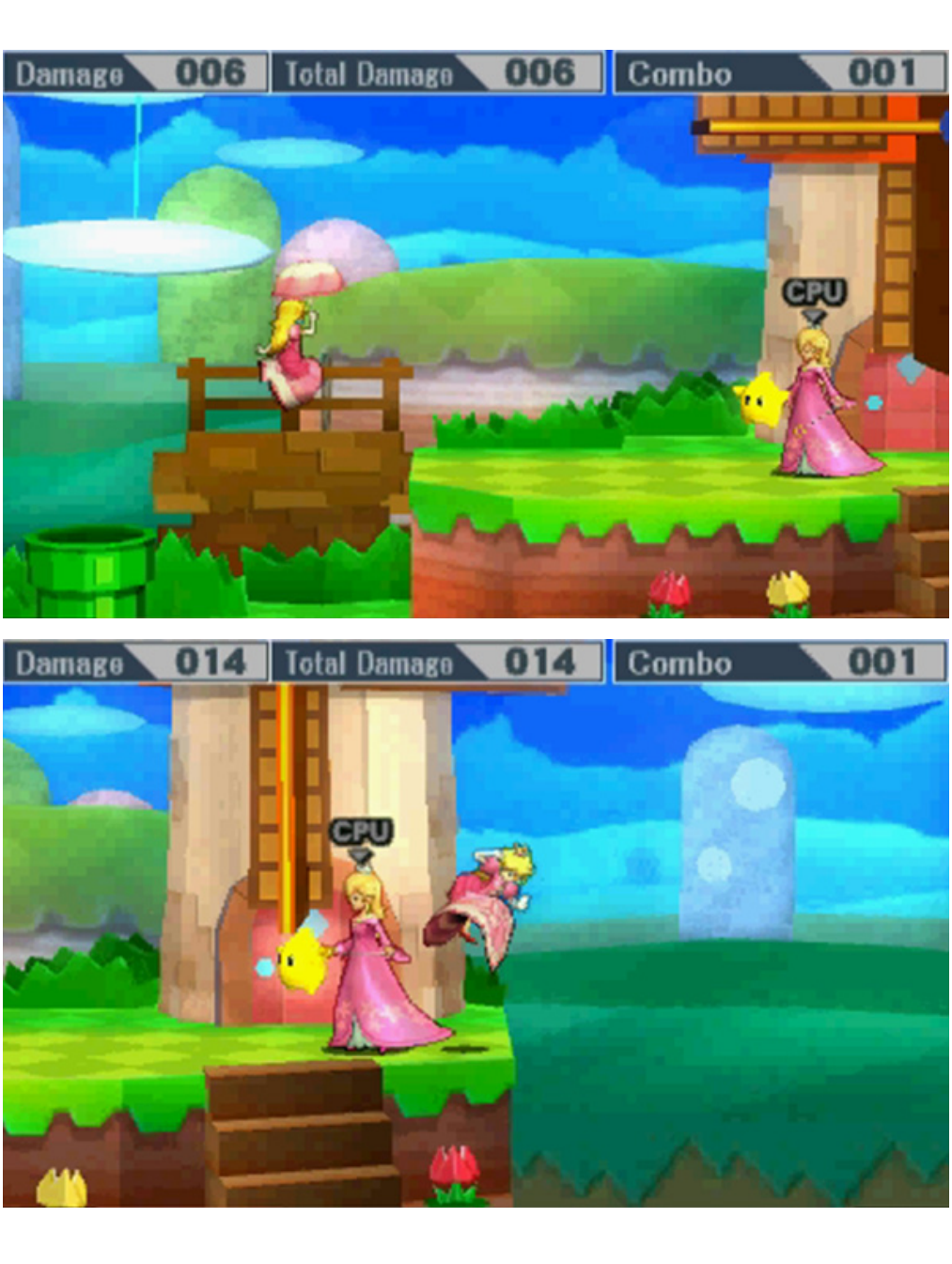
The second technical part about Peach's game is her Vegetables. Keep an eye out for the more damaging ones and then hope you get one of the rare items! Pull Vegetables as often as possible to find these rare ones. Throw them up, down, forward, or back, and pull another one in the process. Note that if you connect with a thrown Vegetable, you can catch it again to re-use it! And definitely try this if you pull one of the rarer Vegetables! If you throw one very high up, you can pull another, throw it forward, catch the first one on its way down, and then throw that as well! This will give you two Vegetable tosses in quick succession!

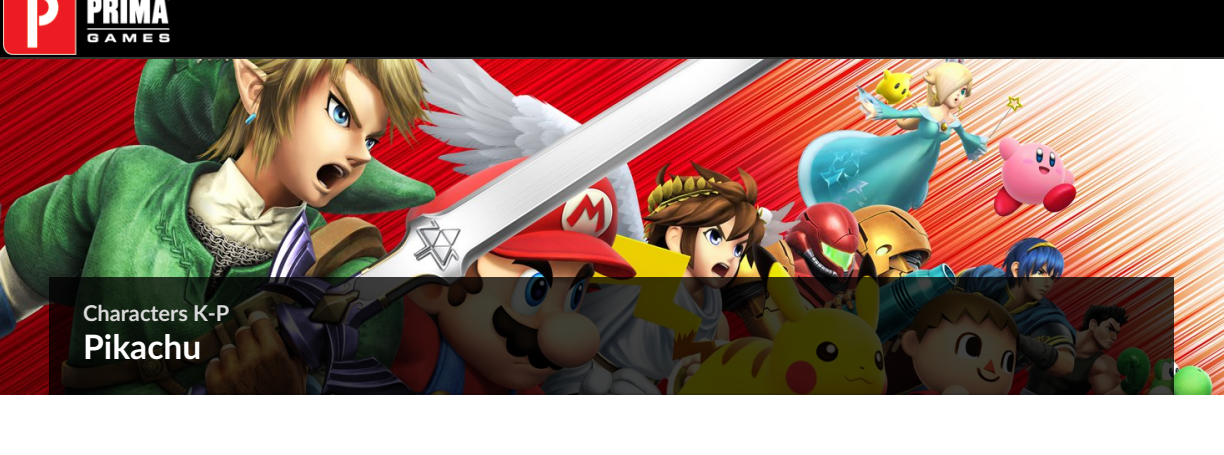

Damage 012 Total Damage 012 Combo 001
CPU
Damage 006 Total Damage 008 Combo 002
CPU

When it comes to using Toad, you need to be very careful, as Peach is left vulnerable on whiff. Don't forget you can also use Toad in the air, which can be especially fun after being popped off the edge if your opponent tries to immediately attack you. When Peach is edge guarding, Toad can also be useful in stopping your opponents from attacking their way back onto the edge. Another surprise edge guarding tool is Peach's Peach Bomber, which travels a good distance in a short amount of time. Of course, throwing Vegetables at opponents as they are trying to recover is always a good option, too. And don't forget you can also throw Vegetables downward at opponents trying to get back up to the stage as well.

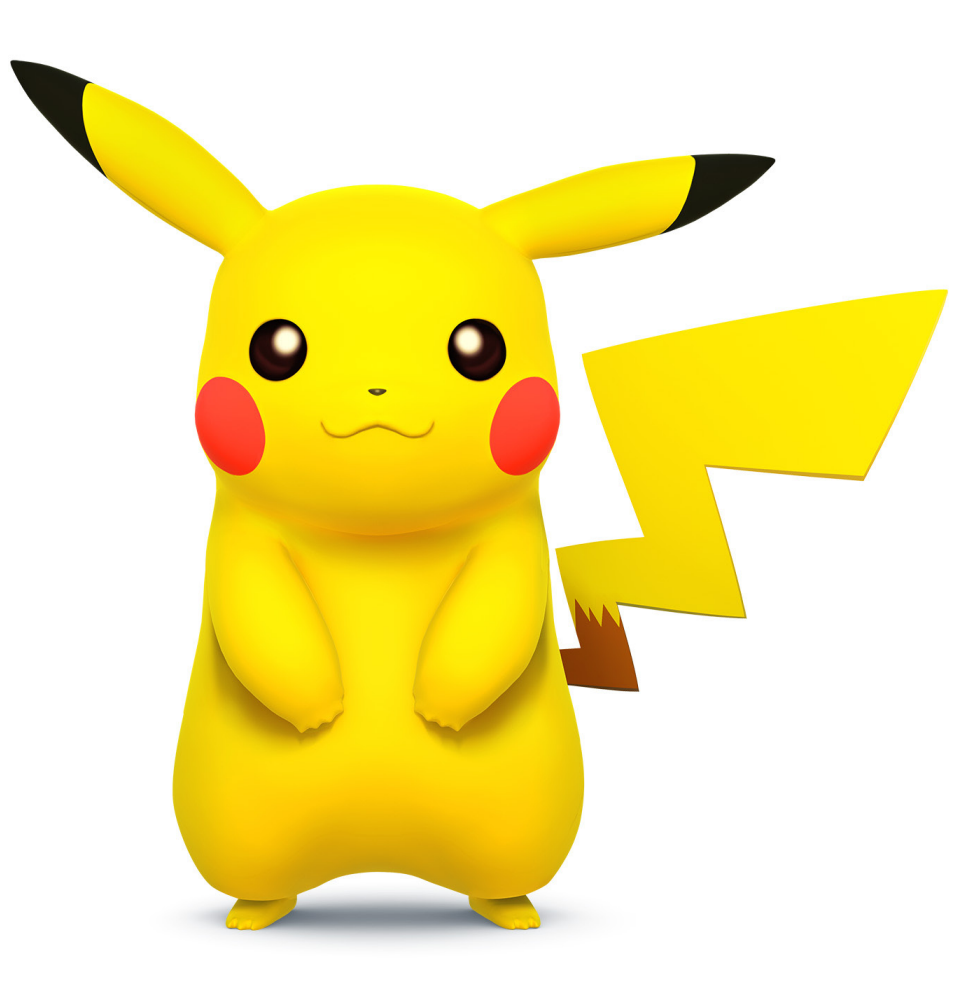
Recovery

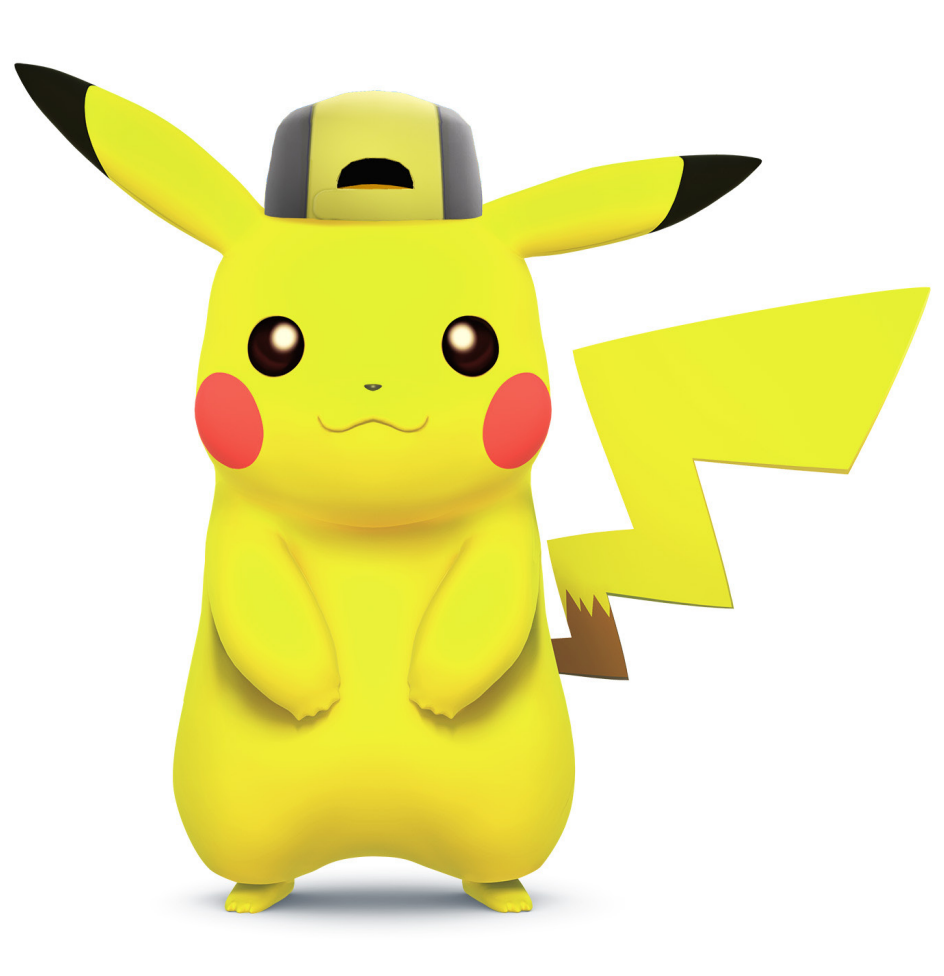
As Peach is a lightweight character, you will need to master her recovery options. In general, her vertical recovery isn't the strongest, but her horizontal recovery options are amazing. Her main vertical recovery tool is the Peach Parasol, as she jumps higher into the air before slowly descending. During her descent, she can also move horizontally left or right. Another option she has is to float when you hold the Jump button—this also allows her to recover horizontally, allowing her to move left or right and giving her access to her attacks at the same time. Her Peach Bomber travels far horizontally and is a good horizontal recovery option as well. You can also use Toad as a slight stall tactic to throw off your opponent's timing. But in the end, Parasol is Peach's only real vertical recovery option—and its slow descent allows opponents to catch up to you quickly, so try to get to the edge with it to gain some invincibility.


Damage 006 Total Damage 006 Combo 001
CPU
Damage 014 Total Damage 014 Combo 001
CPU



Pikachu





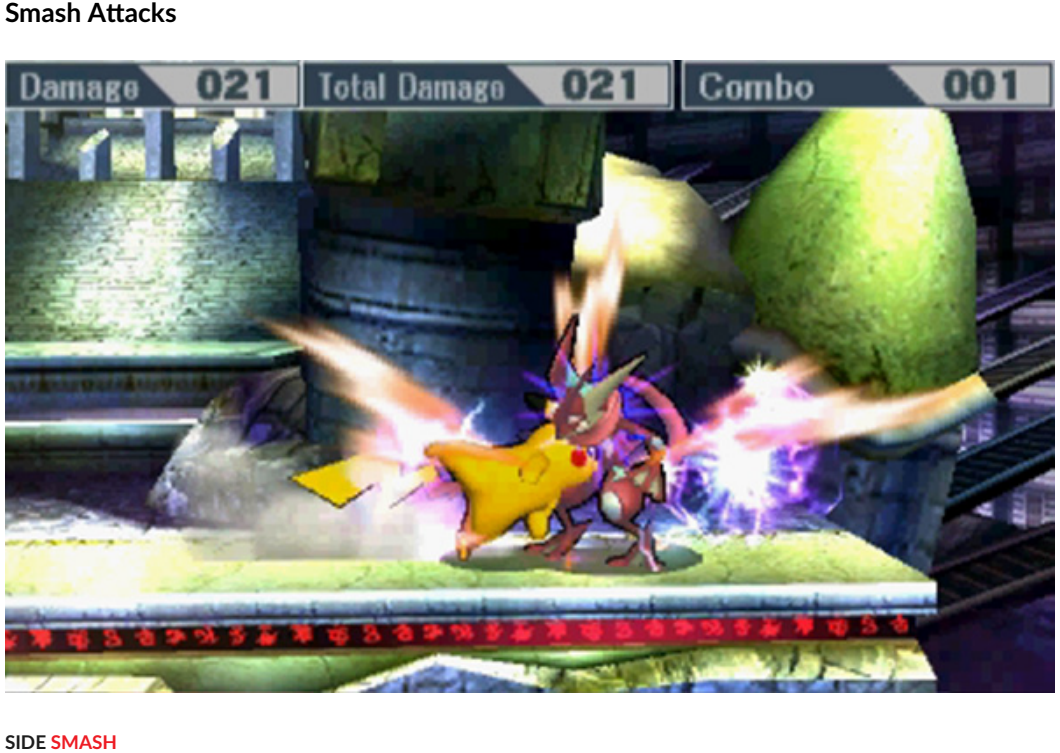
Trophy Description

Recognized the world over, Pikachu is an Electric-type Pokémon that stores energy in its cheeks for use in battle. In *Smash Bros.*, Pikachu is a well-rounded fighter with speedy, powerful electric attacks. Quick Attack can be used twice in a row if two directions are input, one after another.

Statistics

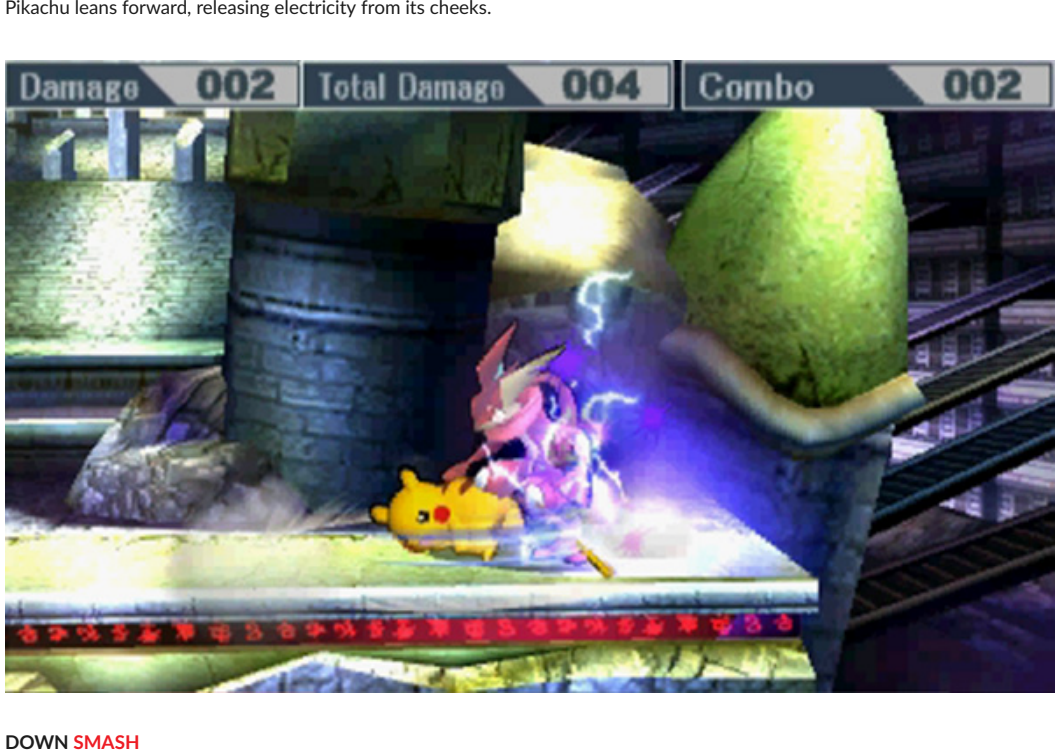
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Smash Attacks


Damage 021
Total Damage 021
Combo 001

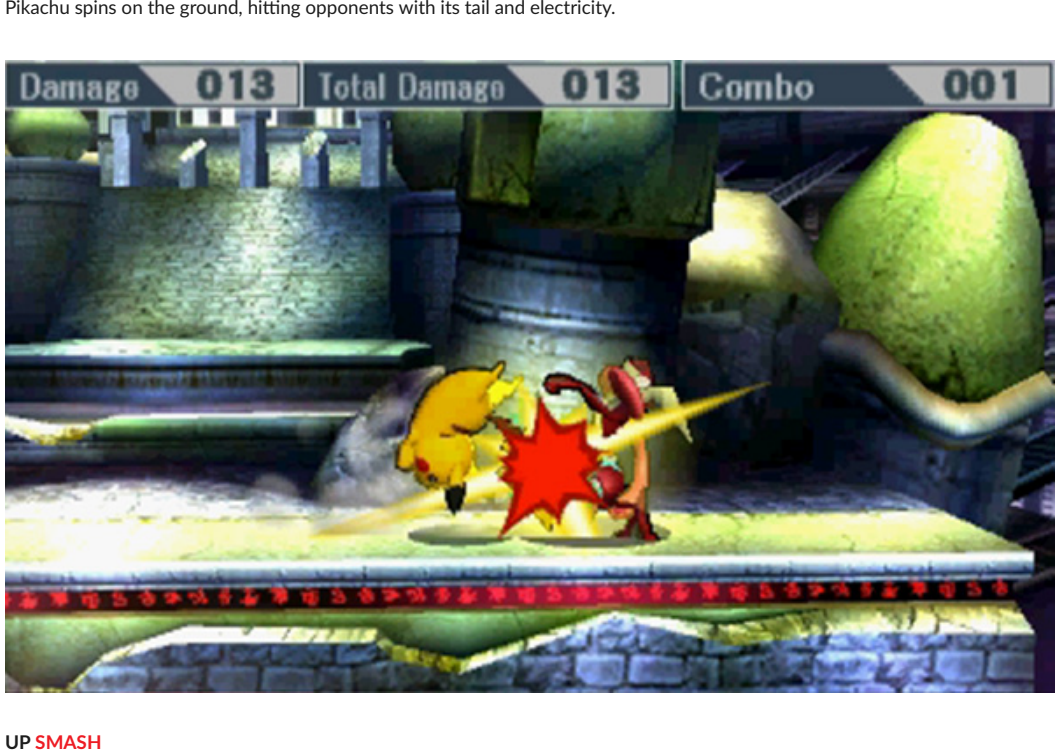
SIDE SMASH

Pikachu leans forward, releasing electricity from its cheeks.


Damage 002
Total Damage 004
Combo 002

DOWN SMASH

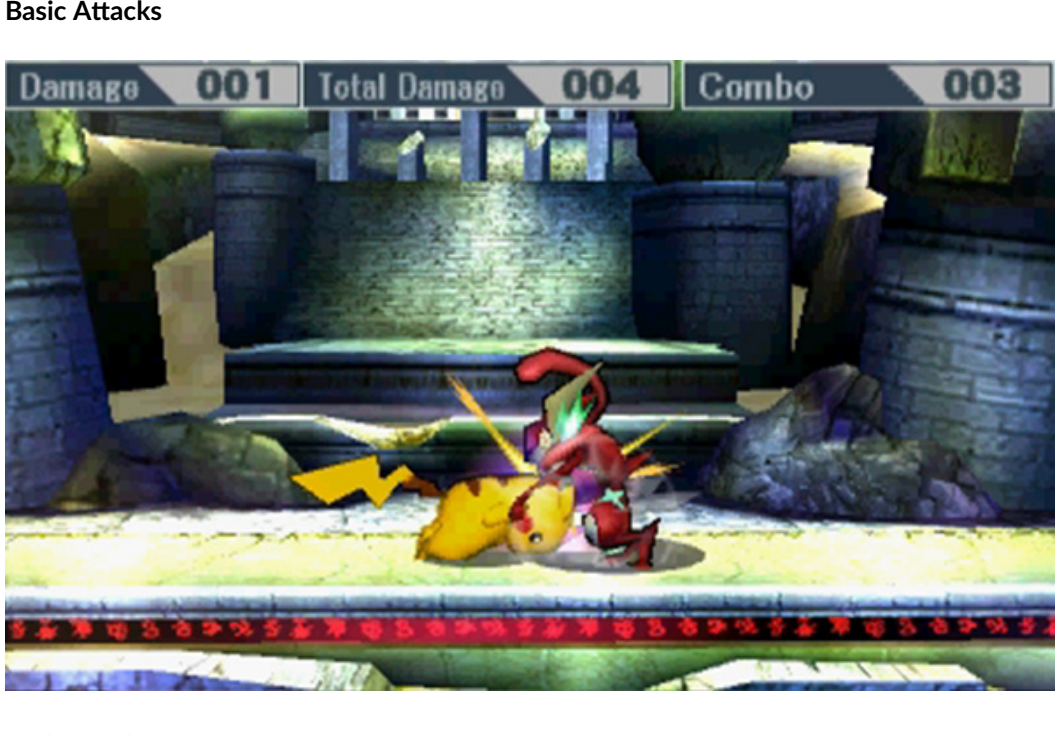
Pikachu spins on the ground, hitting opponents with its tail and electricity.


Damage 013
Total Damage 013
Combo 001

UP SMASH

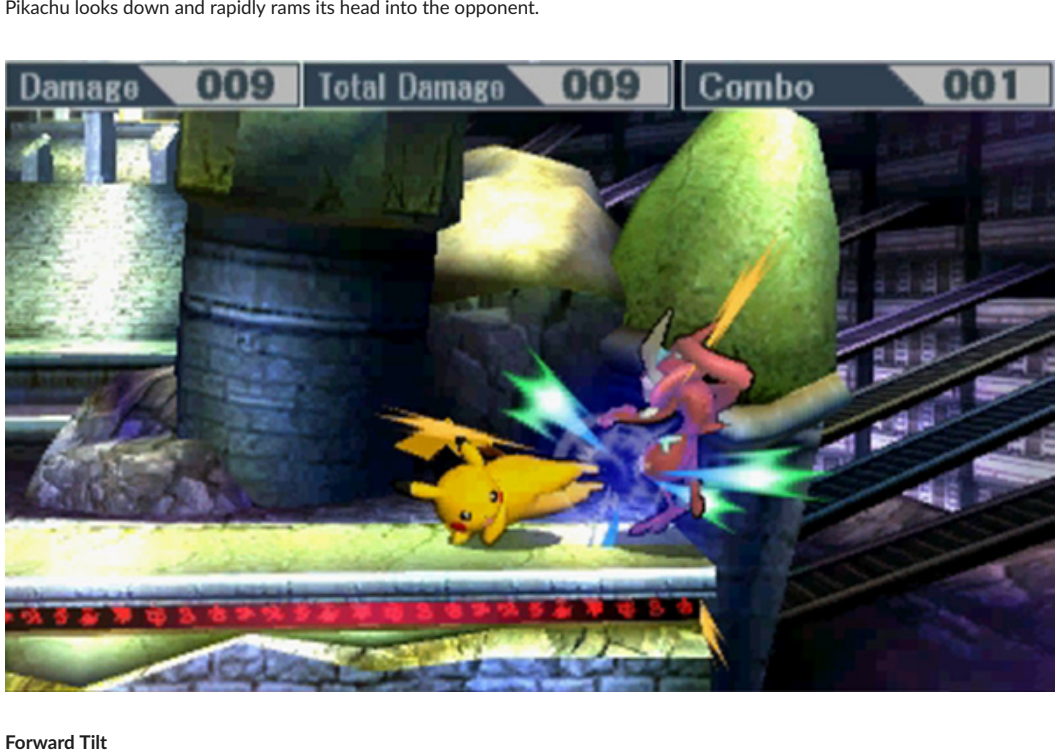
Pikachu uses its tail in this jumping flipkick attack.

Basic Attacks


Damage 001
Total Damage 004
Combo 003

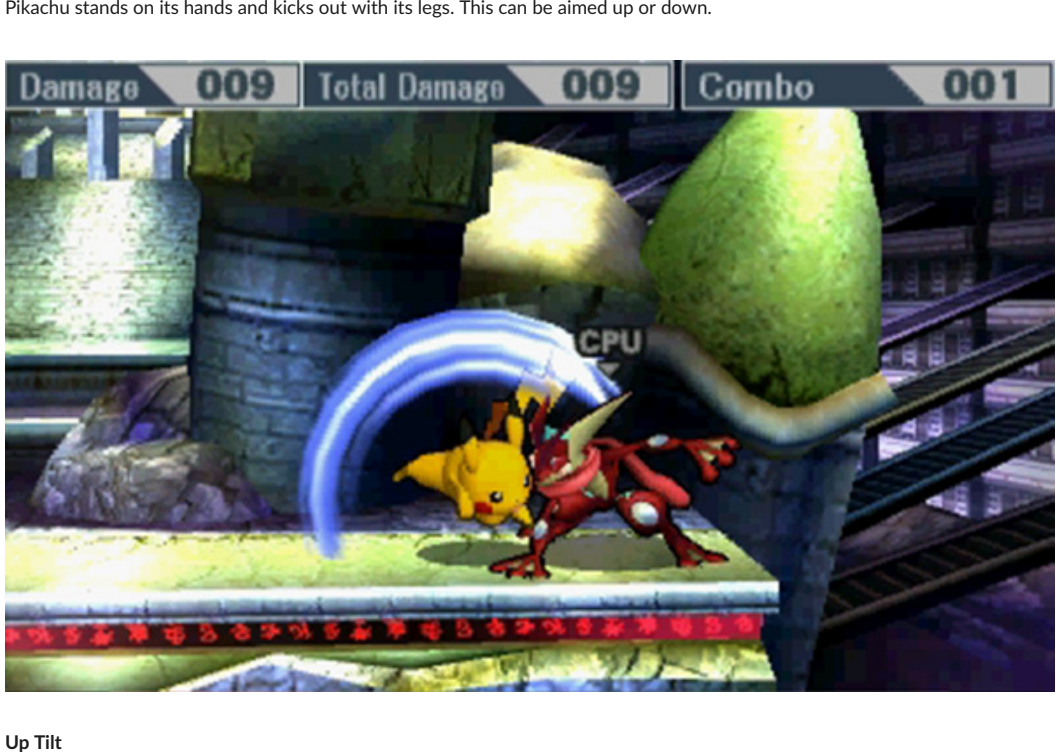
Standing Attack

Pikachu looks down and rapidly rams its head into the opponent.


Damage 009
Total Damage 009
Combo 001

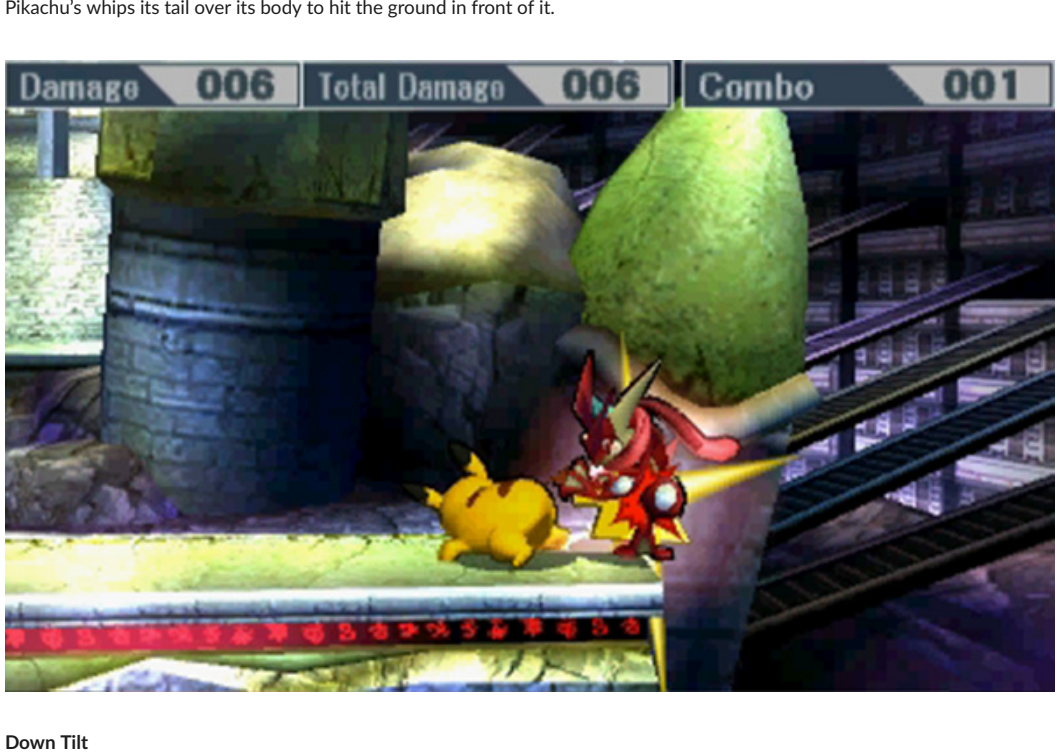
Forward Tilt

Pikachu stands on its hands and kicks out with its legs. This can be aimed up or down.


Damage 009
Total Damage 009
Combo 001
CPU

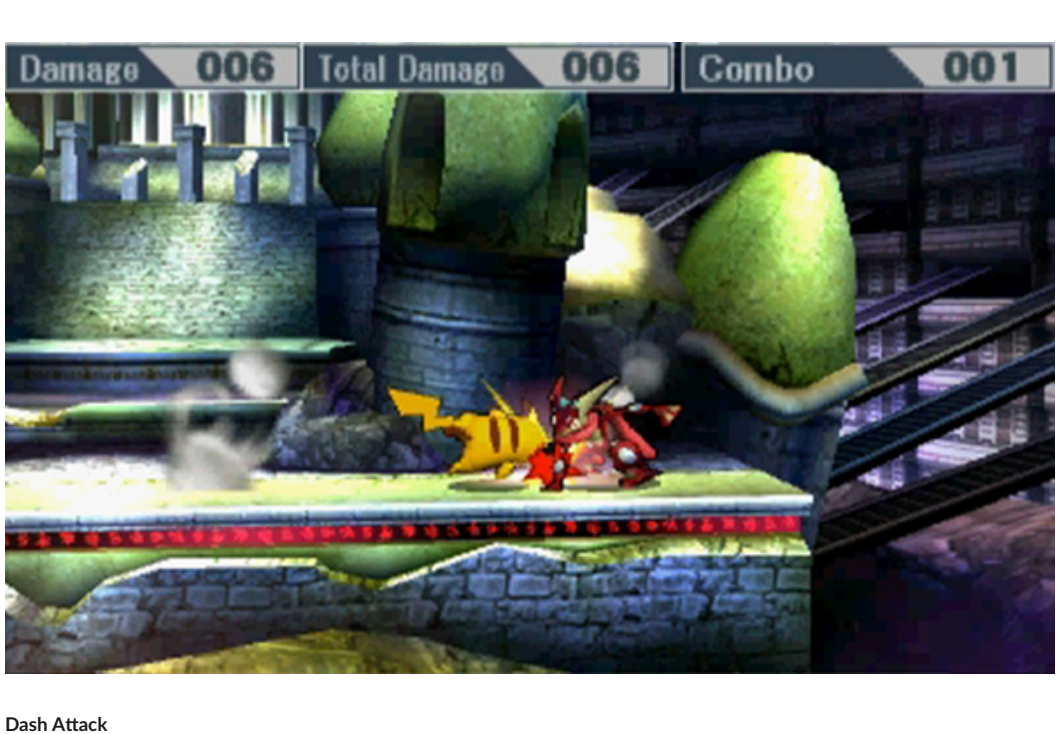
Up Tilt

Pikachu's whips its tail over its body to hit the ground in front of it.


Damage 006
Total Damage 006
Combo 001

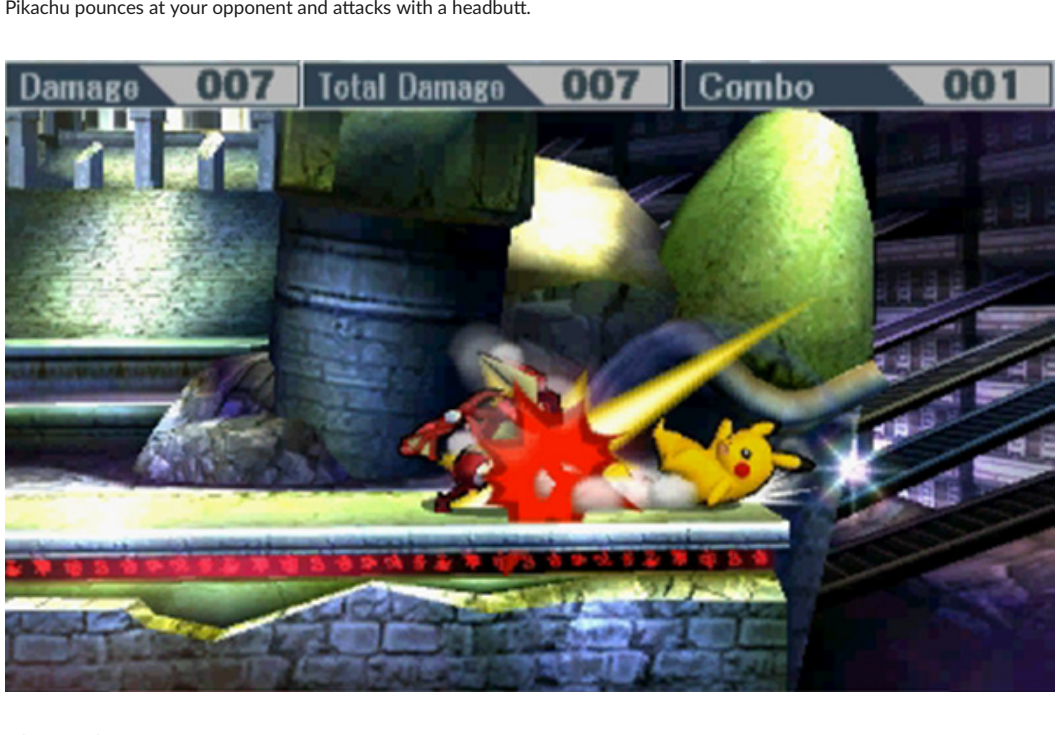
Down Tilt

Trip the opponent using Pikachu's tail.


Damage 006
Total Damage 006
Combo 001

Dash Attack

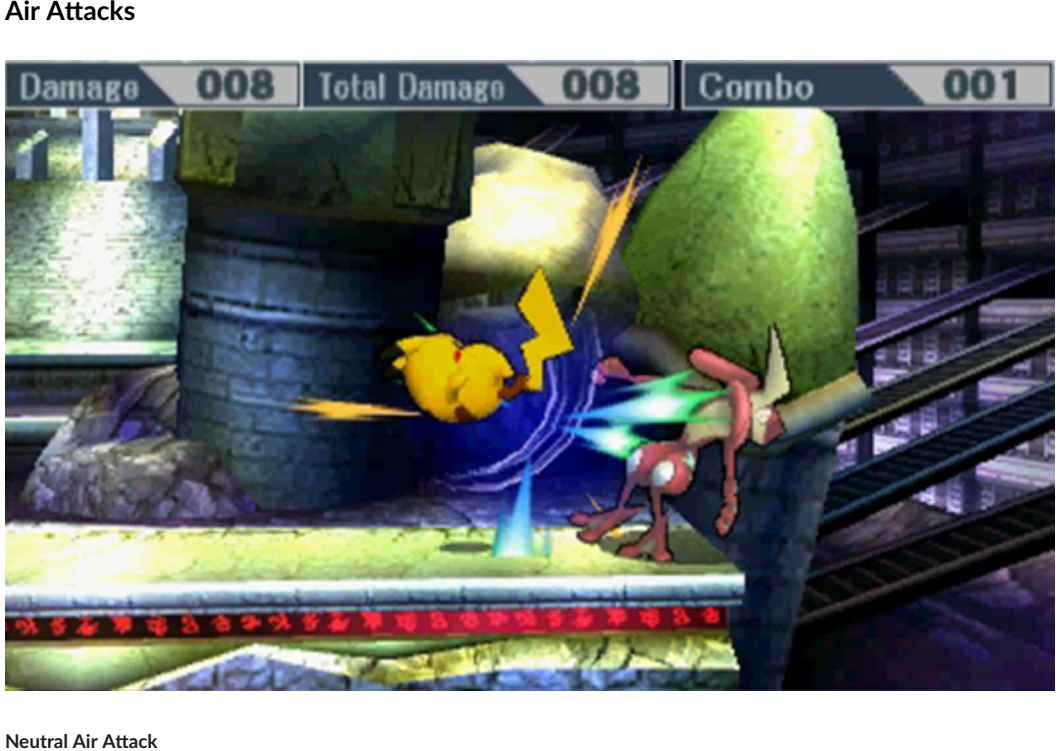
Pikachu pounces at your opponent and attacks with a headbutt.


Damage 007
Total Damage 007
Combo 001

Edge Attack

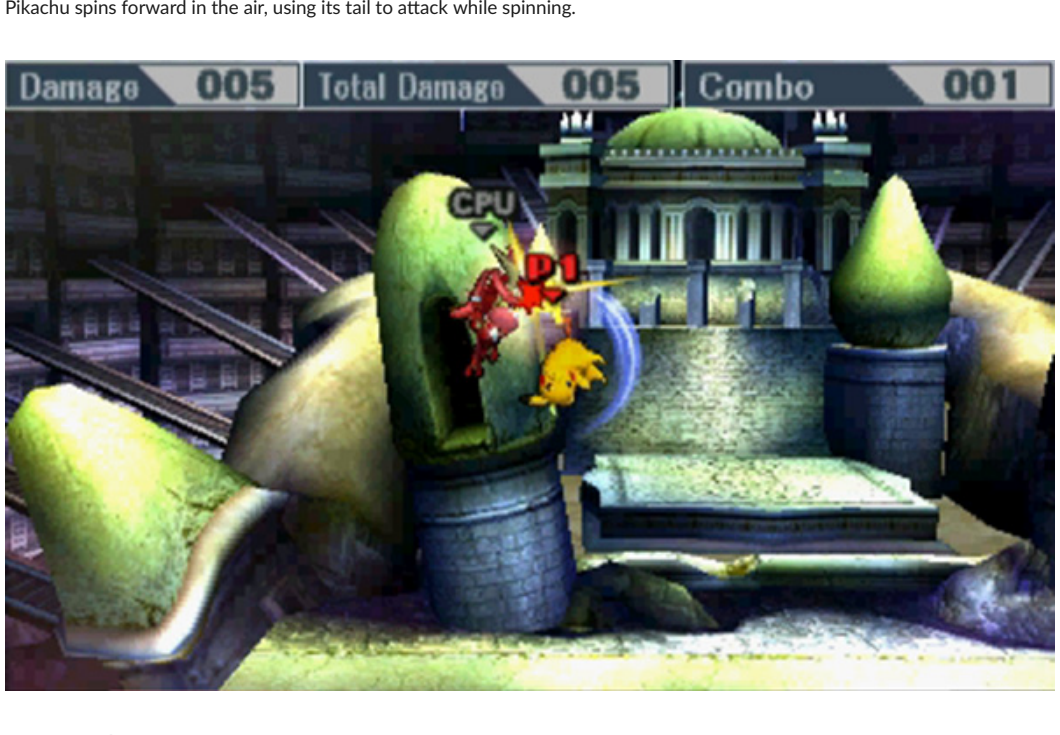
Pikachu flips itself back on-stage, attacking with its tail.

Air Attacks


Damage 008
Total Damage 008
Combo 001

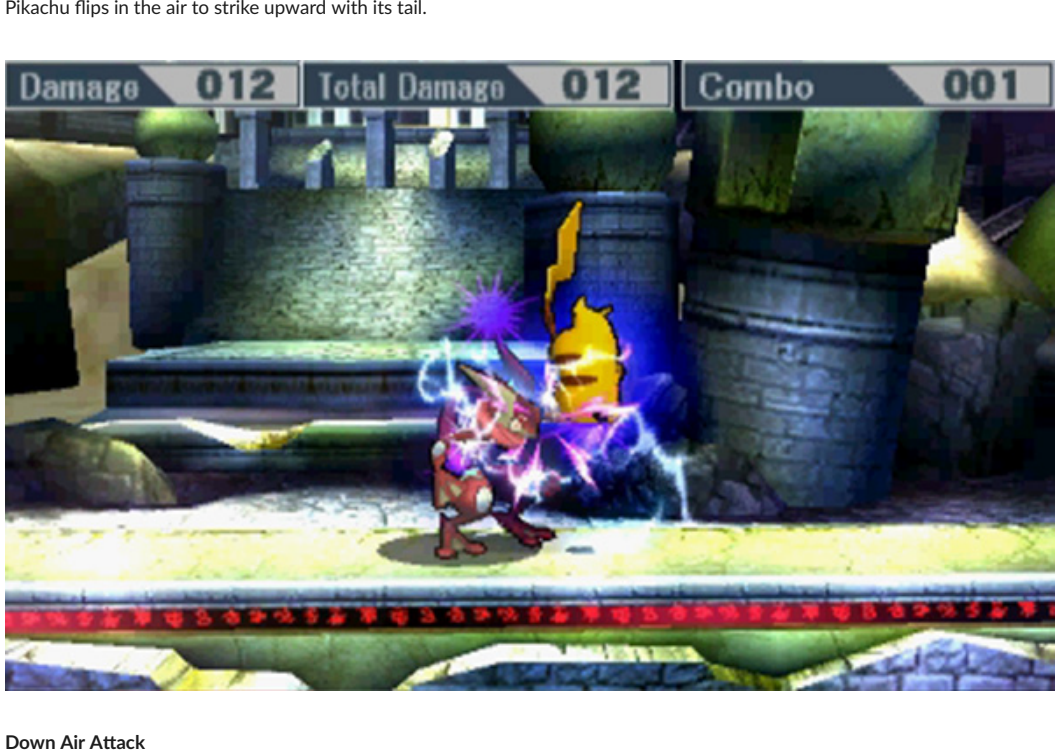
Neutral Air Attack

Pikachu spins forward in the air, using its tail to attack while spinning.


Damage 005
Total Damage 005
Combo 001
CPU

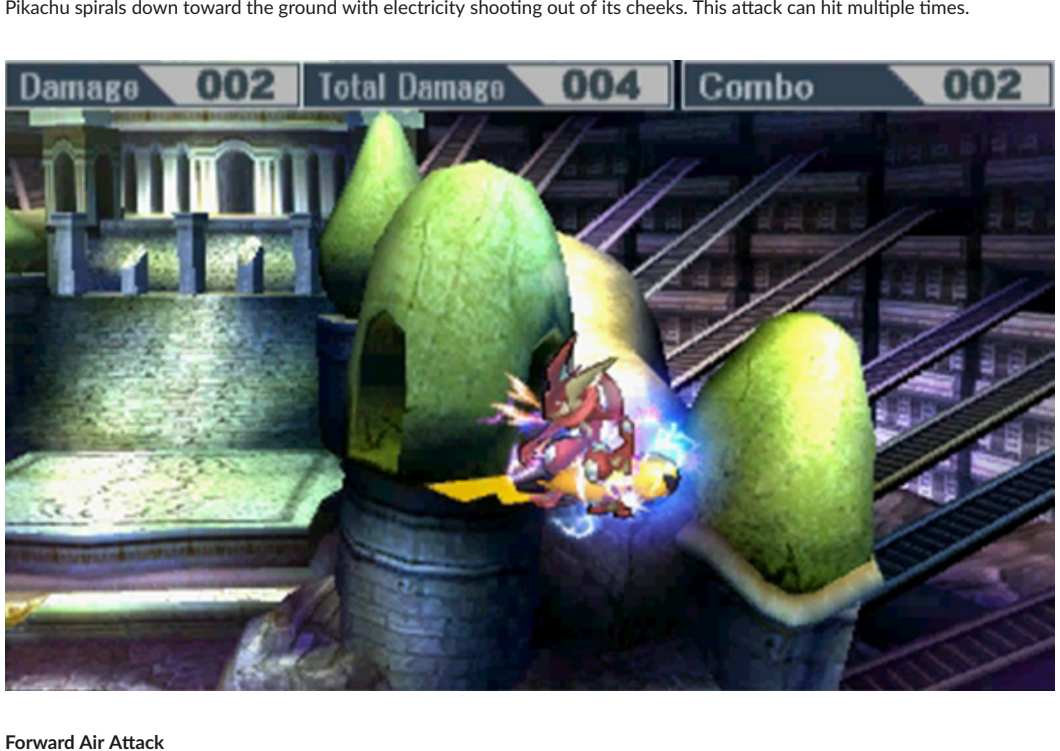
Up Air Attack

Pikachu flips in the air to strike upward with its tail.


Damage 012
Total Damage 012
Combo 001

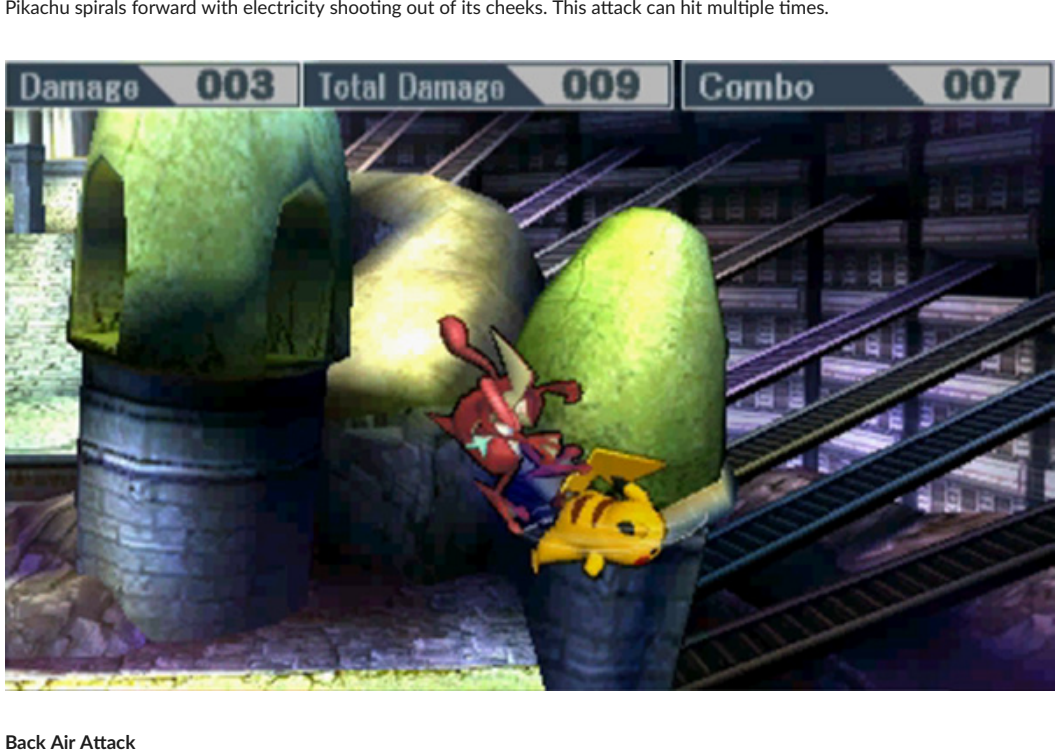
Down Air Attack

Pikachu spirals down toward the ground with electricity shooting out of its cheeks. This attack can hit multiple times.


Damage 002
Total Damage 004
Combo 002

Forward Air Attack

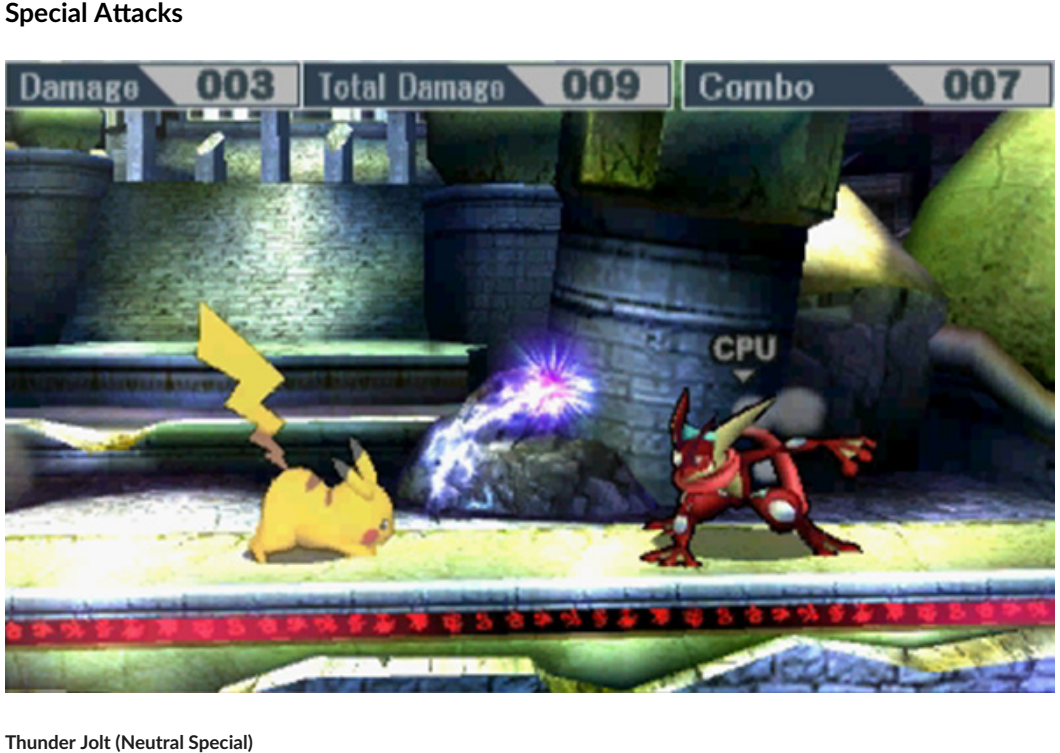
Pikachu spirals forward with electricity shooting out of its cheeks. This attack can hit multiple times.


Damage 003
Total Damage 009
Combo 007

Back Air Attack

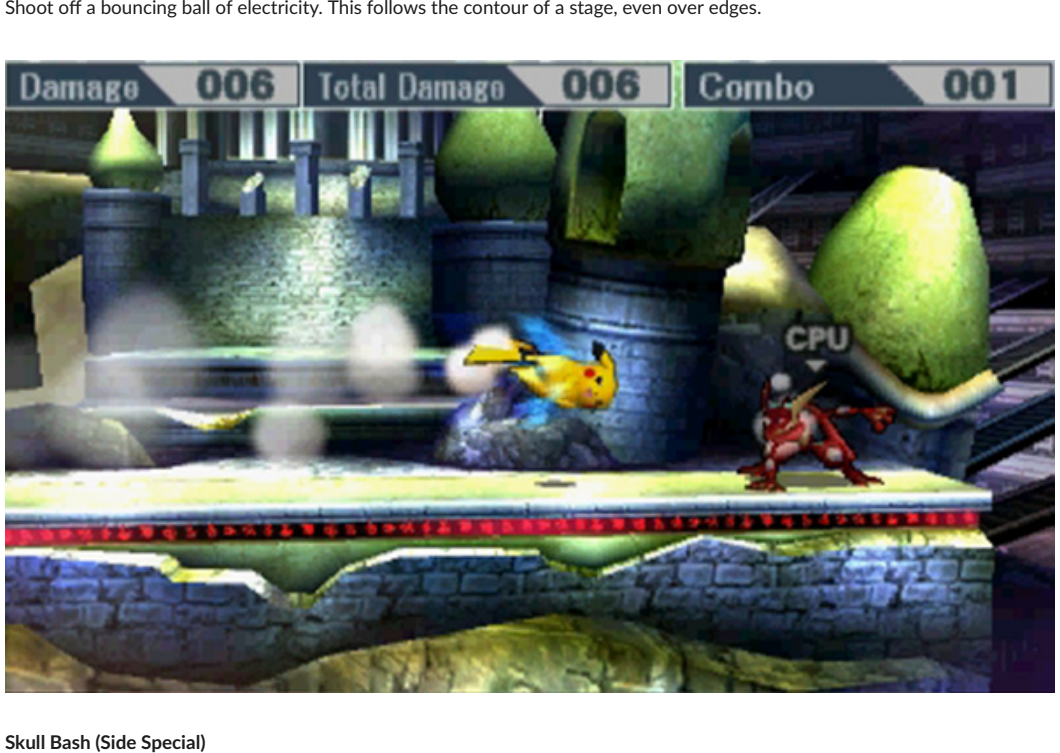
Pikachu spins multiple times in reverse to strike opponents with its tail. This attack can hit multiple times.

Special Attacks


Damage 003
Total Damage 009
Combo 007
CPU

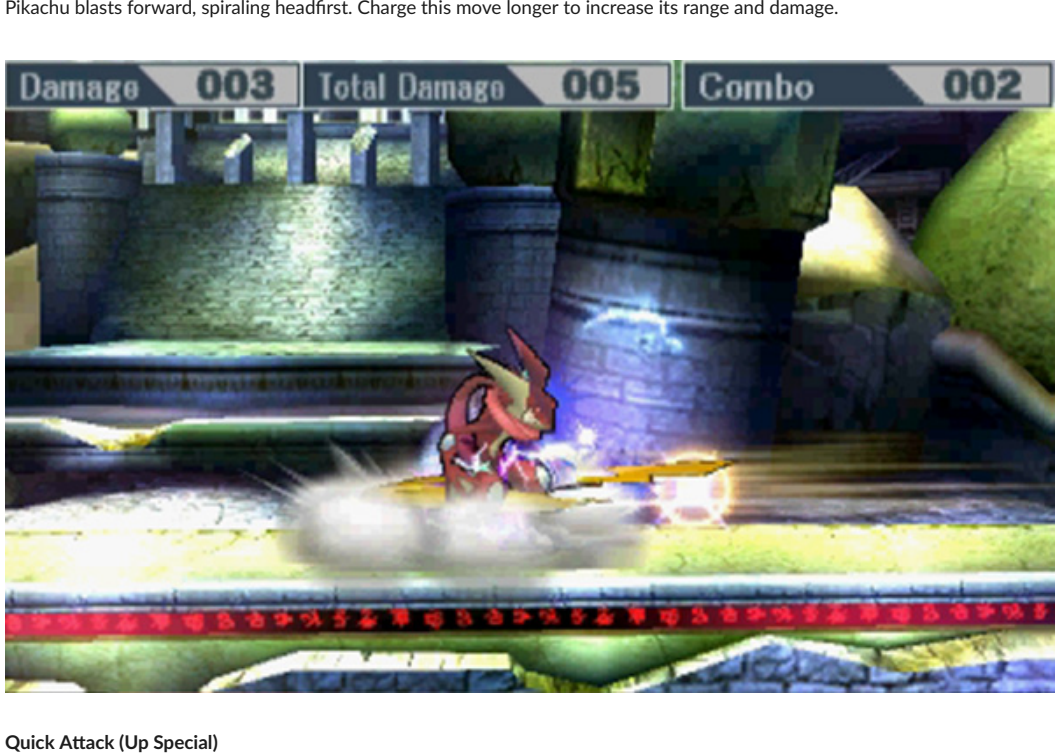
Thunder Jolt (Neutral Special)

Shoot off a bouncing ball of electricity. This follows the contour of a stage, even over edges.


Damage 006
Total Damage 006
Combo 001
CPU

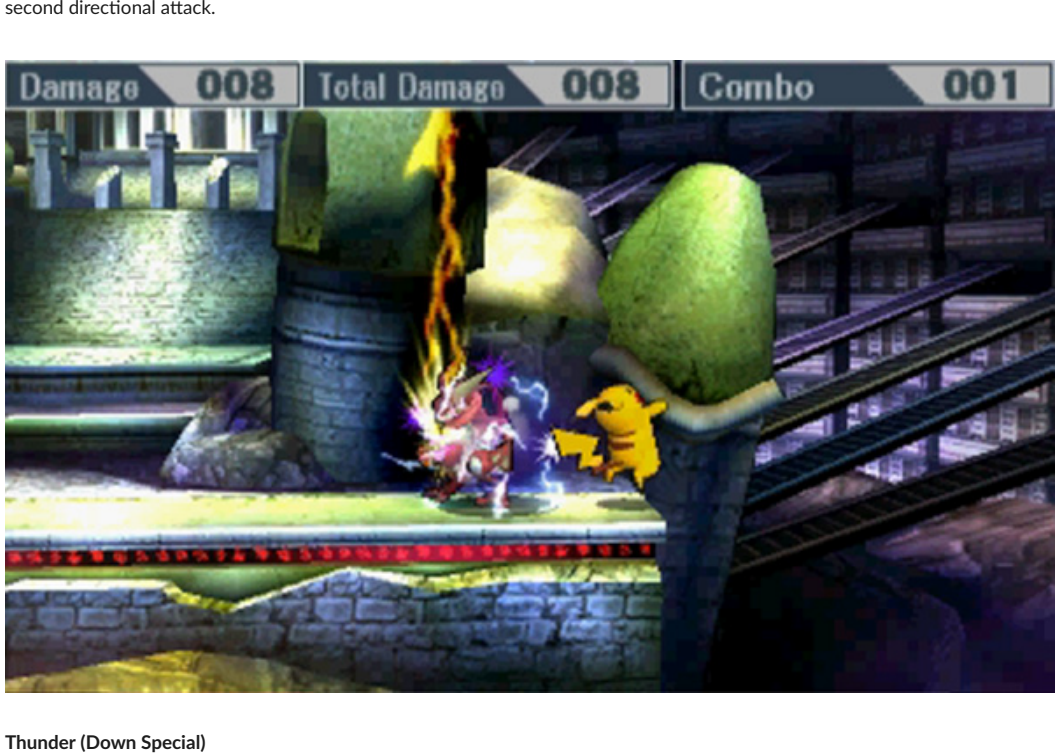
Skull Bash (Side Special)

Pikachu blasts forward, spiraling headfirst. Charge this move longer to increase its range and damage.


Damage 003
Total Damage 005
Combo 002

Quick Attack (Up Special)

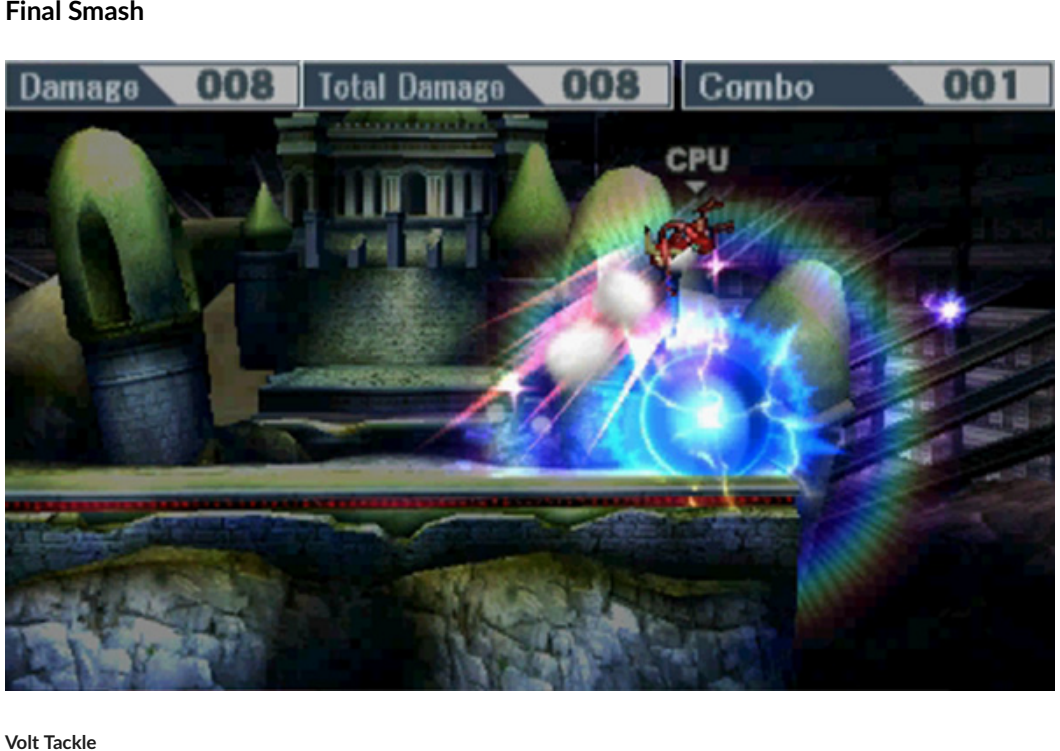
This two-part attack allows Pikachu to dash attack in any two directions. After inputting the Up Special, immediately hit the control stick in the two directions you want Pikachu to travel. If the first one hits, you have to slightly delay your input for the second directional attack.


Damage 008
Total Damage 008
Combo 001

Thunder (Down Special)

Pikachu calls down a bolt of lightning that has a huge meteor effect. Combo into this from your Up Throw. If the bolt hits you as well, it does even more damage to your opponent.

Final Smash


Damage 008
Total Damage 008
Combo 001
CPU

Volt Tackle

Pikachu transforms into a giant ball of electricity you can control around the stage, even through platforms. Bumping into opponents deals a little bit of damage but doesn't cause much knockback. Hitting the Attack button makes the electricity ball pulse. Hitting an opponent with that pulse grants much more damage and knockback. Each time you use the pulse, though, there's a short cool-down time where the ball becomes darker and smaller before you can use it again. The ball regains its original size when the pulse is ready to be used again. This is great for stages with multiple platforms and multiple opponents. Use it to juggle opponents through the air to guide them off-stage!

Strategy

Pikachu is a quick, lightweight character that relies on its speed to rack up damage on opponents before going for KOs. Increasing its mobility options, Pikachu can also crawl and wall jump. In the air, mobility isn't Pikachu's strong point, but Thunder helps with its tall vertical hitbox. Pikachu can also surprise opponents from a distance with Skull Bash and Quick Attack. Pikachu's main weaknesses are its light weight, short range, and aerial attacks. Use your Thunder Jolt to harass opponents, and keep the pressure on with your speed, throws, and multi-hitting aerials like Forward, Back, and Down Air. Note that Back Air and Down Air have an extra hit upon landing, so practice using these from the right height to maximize damage. Because your aerials have short range, consider fighting from higher platforms.

Damage 006
Total Damage 006
Combo 001
P1
CPU

Damage 015
Total Damage 015
Combo 001

Pikachu's main projectile attack is Thunder Jolt. This ball of electricity is affected by gravity, so if you throw it from the air, it continues downward at an angle. Once it connects with the stage, it continues to bounce along the ground and over the edges of the stage. This makes it particularly useful for edge-guarding on certain stages. To attack opponents from great distance, charge up Skull Bash to blast Pikachu toward them. This move doesn't leave you in a fall state, so you can use it to edge-guard while still having your Quick Attack available to recover. Quick Attack is very versatile—you can use it in two directions. You can use it to quickly run away from an opponent or you can use it to attack opponents. If platforms are nearby, Quick Attack gives you even more options. Generally, though, this is your best recovery option. Thunder comes down at the location where Pikachu calls it, and it has a meteor effect. If you use it while moving forward, it actually arrives behind you, which can be useful when opponents are chasing you. If the bolt hits Pikachu, it deals even more damage to anyone around. In free-for-all modes, use Thunder and Thunder Jolt as much as possible, but watch out for opponents who have a reflect ability!

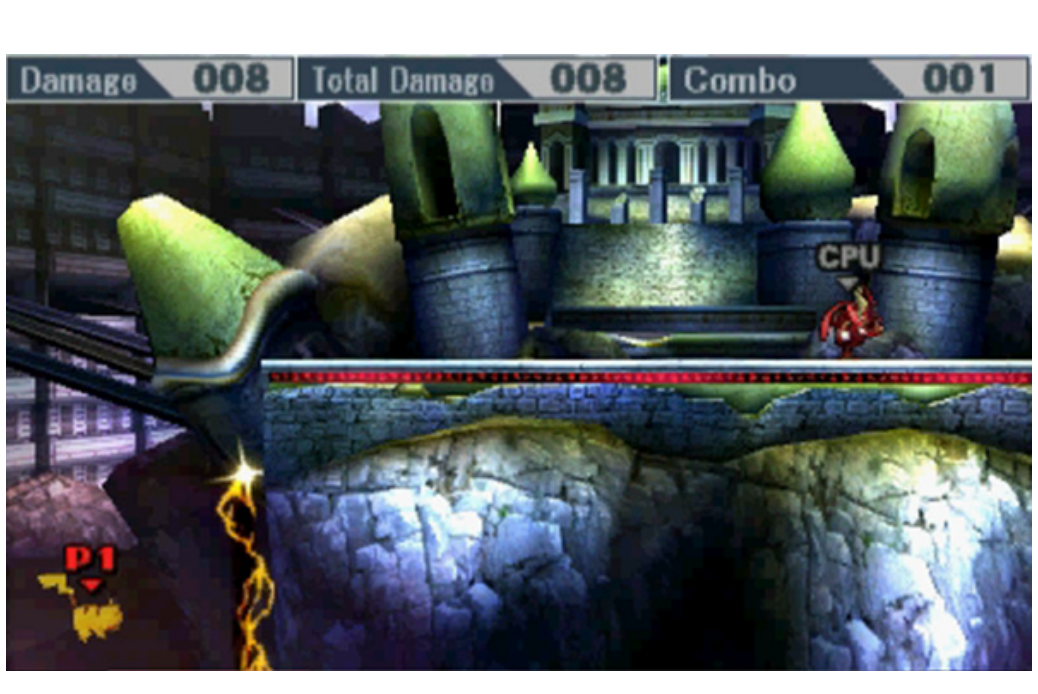
Damage 015
Total Damage 015
Combo 001
CPU

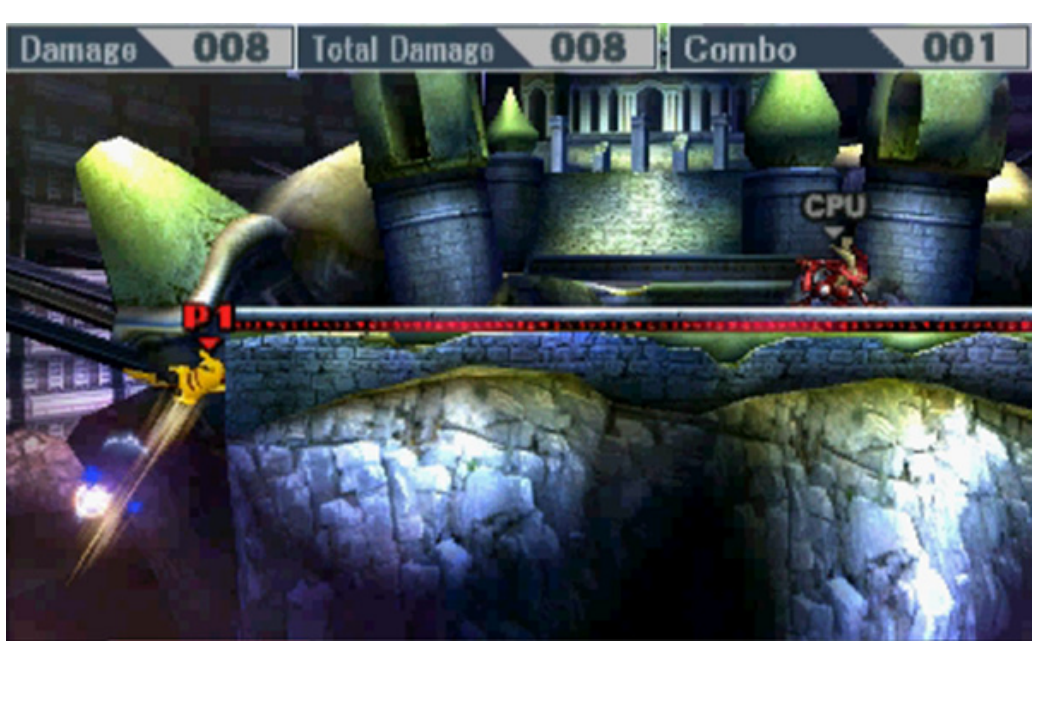
Damage 003
Total Damage 010
Combo 008
CPU

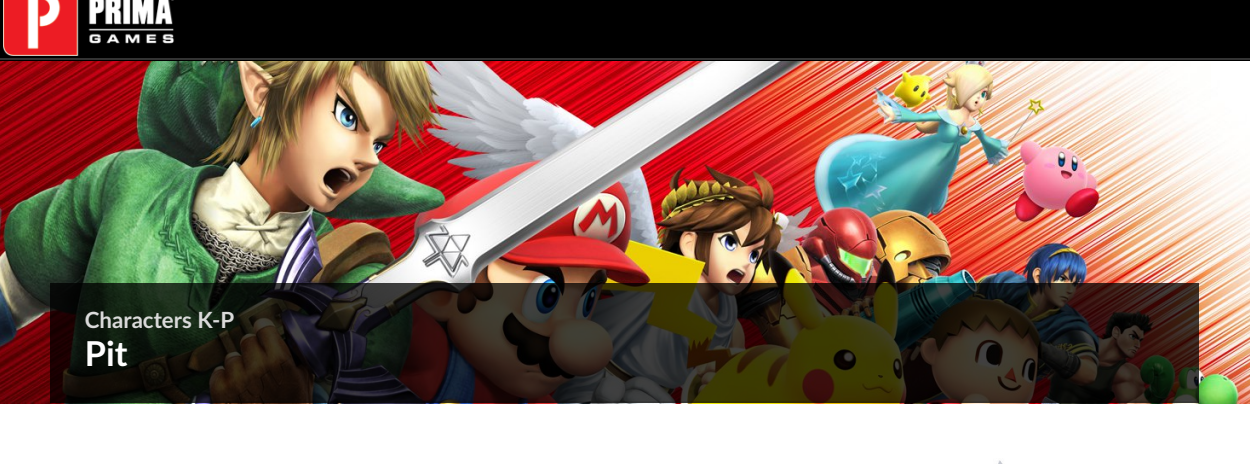
For KOs, Pikachu's best options are Side Smash, Up Smash, and Neutral Air. Down Smash can be useful to rack up damage and refresh other attacks while having decent vertical knockback. Because Pikachu isn't the strongest in this area, edge-guarding can help you get KOs earlier. Use Skull Bash to connect with opponents off-stage. Other good off-stage options are Thunder, Down Air, and Forward Air. If you're on the stage defending, use Side Tilt and Down Tilt to prevent opponents from grabbing onto the edge.

Recovery

Pikachu has some of the best recovery tools in the game. Horizontally, you have Skull Bash, which can be charged to take Pikachu even farther horizontally. While this is a great recovery tool, it pales in comparison to Pikachu's other recovery tool, Quick Attack. This attack lets you quickly dash in two separate directions for recovery! Practice the timing to get both dashes in. Because Skull Bash doesn't leave you in a fall state, you can easily combine these two Specials to travel fully under Final Destination and back up! Just jump off, charge Skull Bash, use your double jump, then Quick Attack back to the opposite ledge.


Damage 008
Total Damage 008
Combo 001
CPU
P1


Damage 008
Total Damage 008
Combo 001
CPU
P1



Characters K-P

Pit

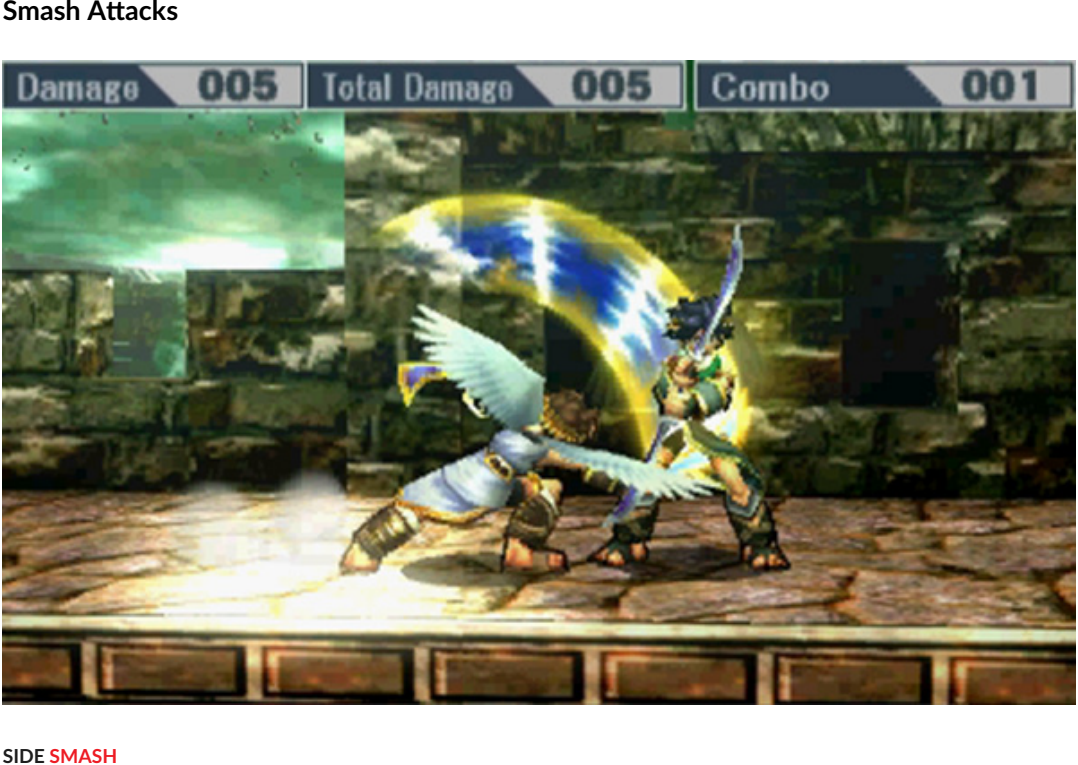
Trophy Description

Pit is the captain of Palutena's royal guard. Despite the wings on his back, Pit needs the Power of Flight from Palutena in order to truly fly. In *Smash Bros.*, he can still get more air than most with four jumps and a special move that boosts him higher. He also has a new reflect move—it protects both sides!

Statistics

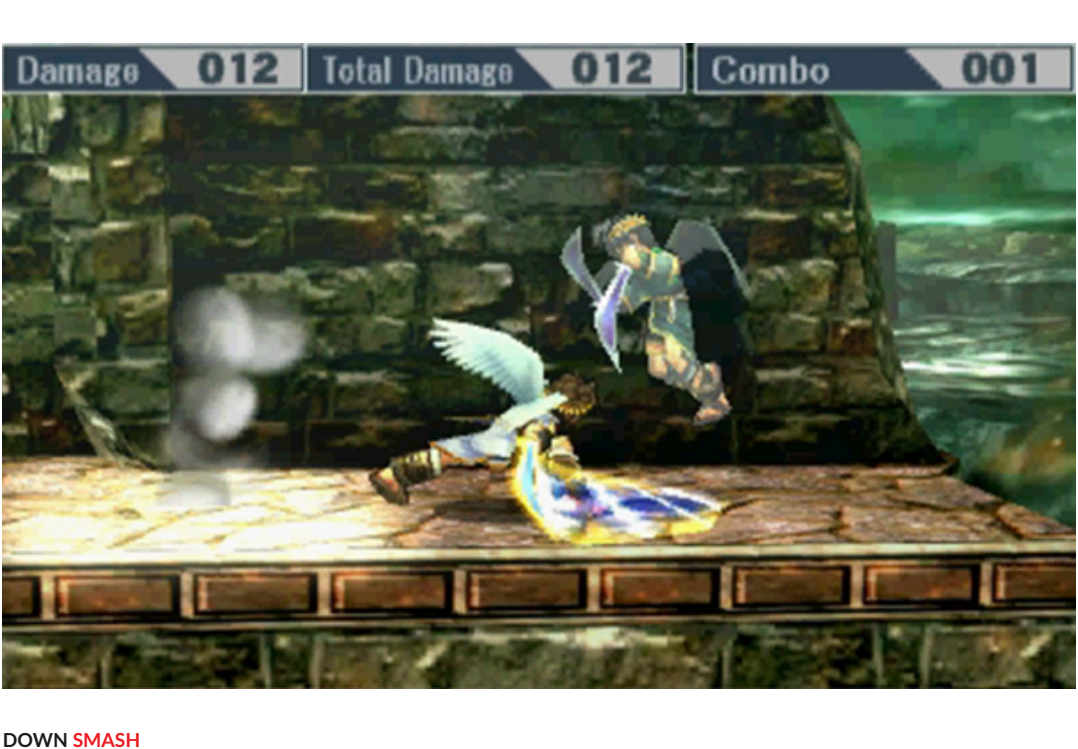
- **MMaximum Number of Jumps**: 4
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 005
Total Damage 005
Combo 001

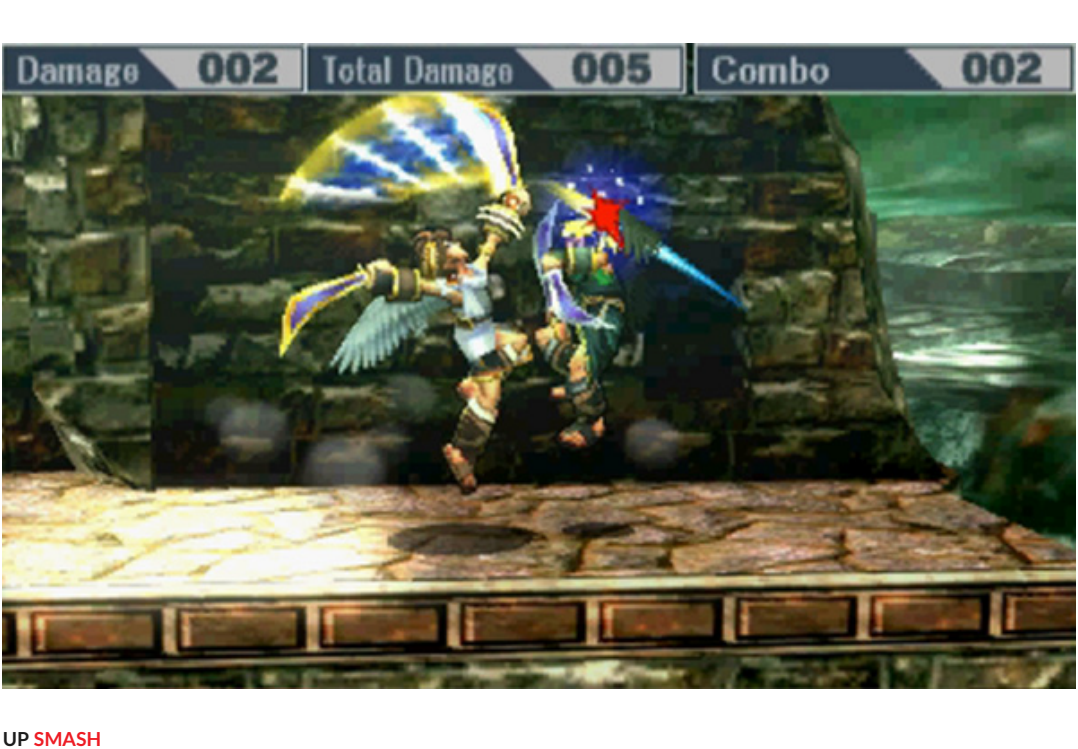
SIDE SMASH

Pit slashes forward twice with his blades. The second hit is much more damaging.


Damage 012
Total Damage 012
Combo 001

DOWN SMASH

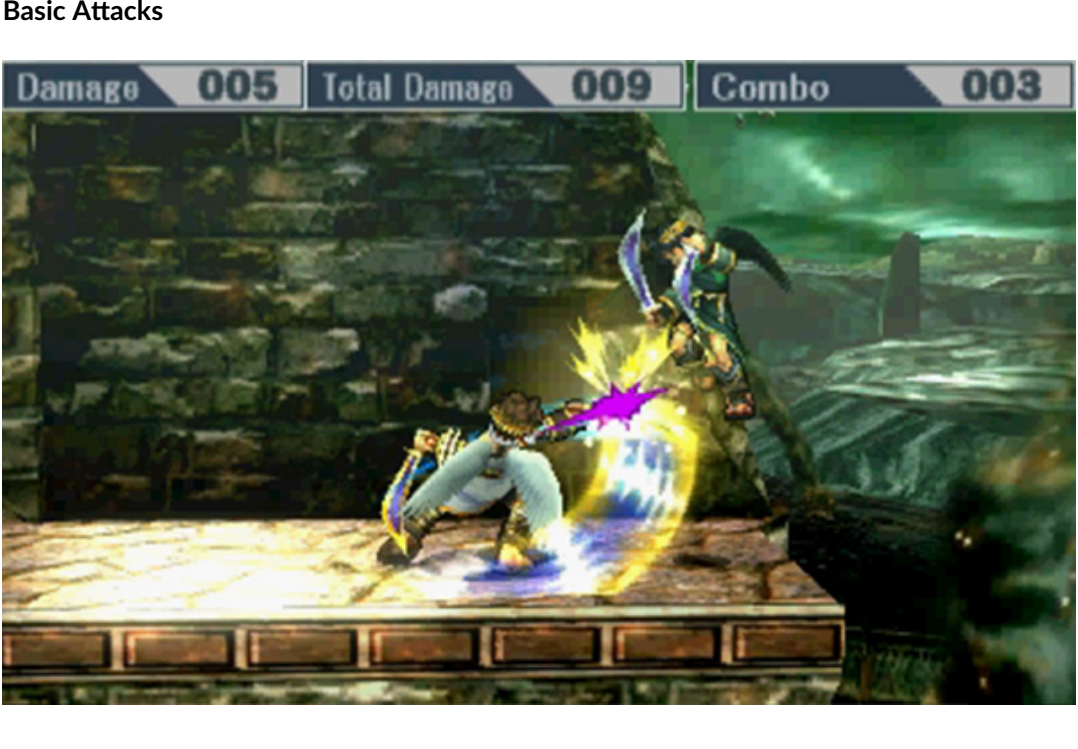
A sweep attack with the blades that sends opponents up and away.


Damage 002
Total Damage 005
Combo 002

UP SMASH

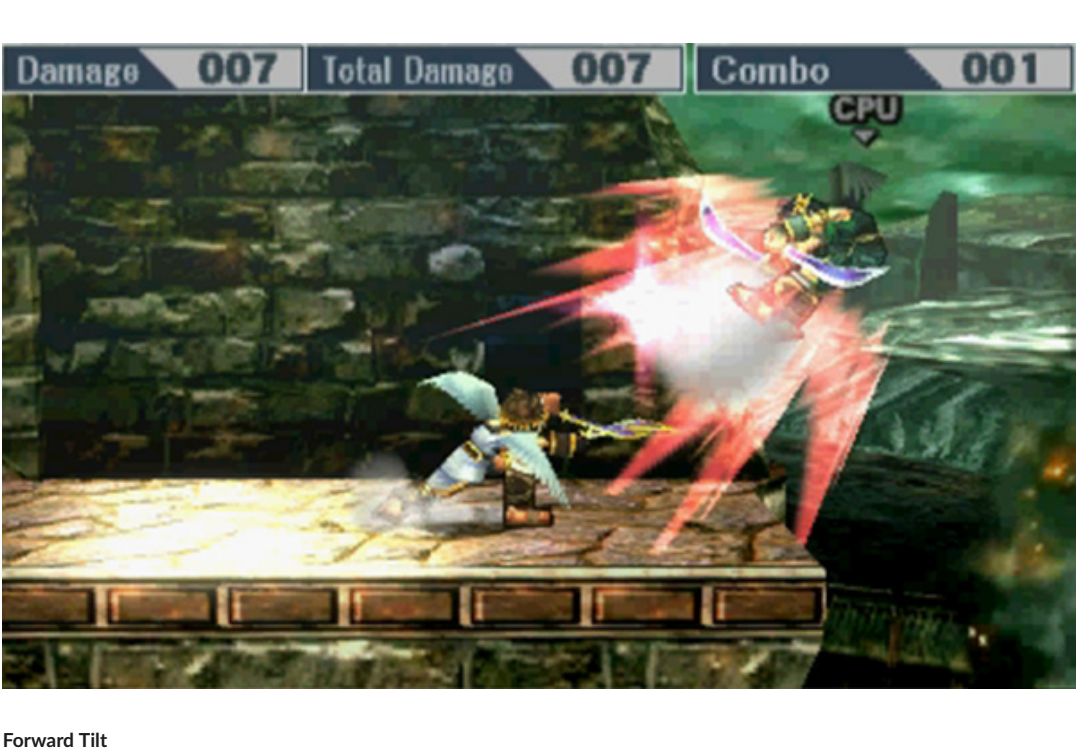
Pit spins his blades as he leaps into the air. This hits multiple times and sends your opponent upward.

Basic Attacks


Damage 005
Total Damage 009
Combo 003

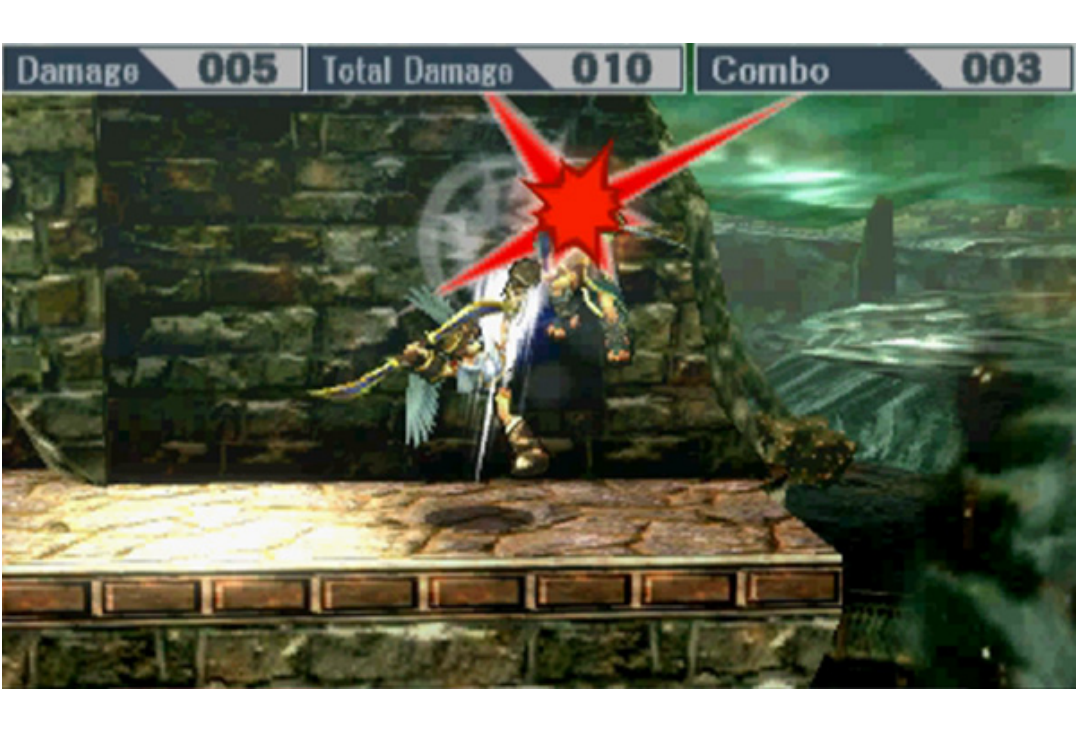
Standing Attack

A three-strike attack with the third hit launching opponents away.


Damage 007
Total Damage 007
Combo 001
CPU

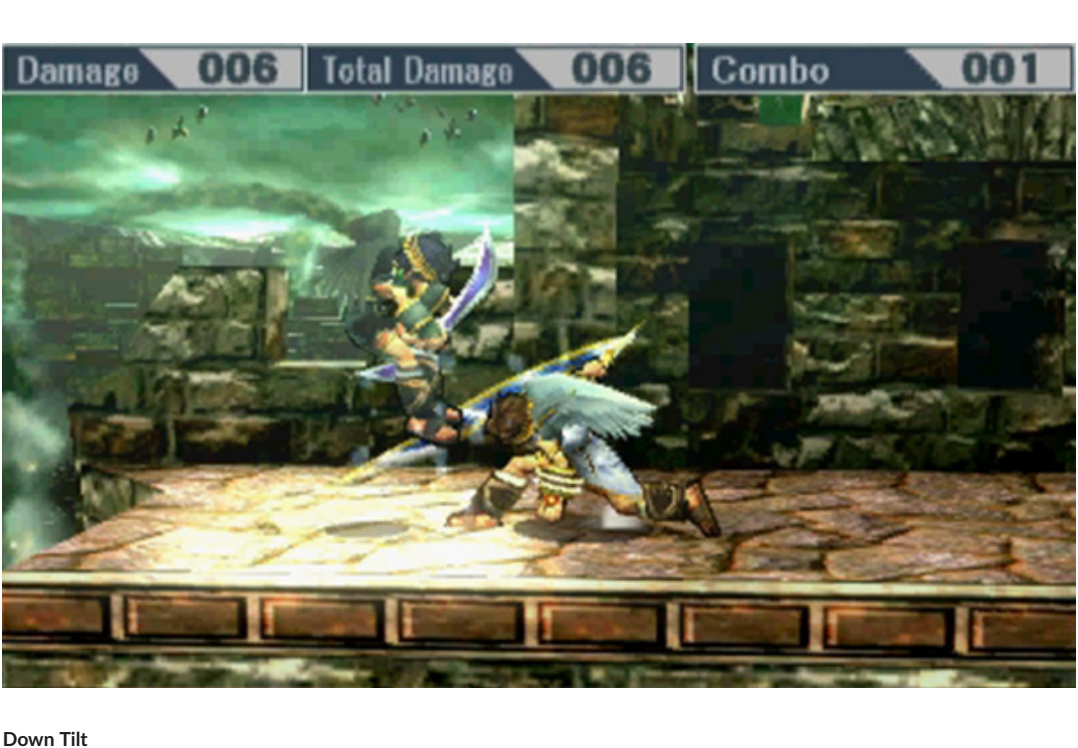
Forward Tilt

Pit uses his blades like a pair of scissors and swipes them together in front of him.


Damage 005
Total Damage 010
Combo 003

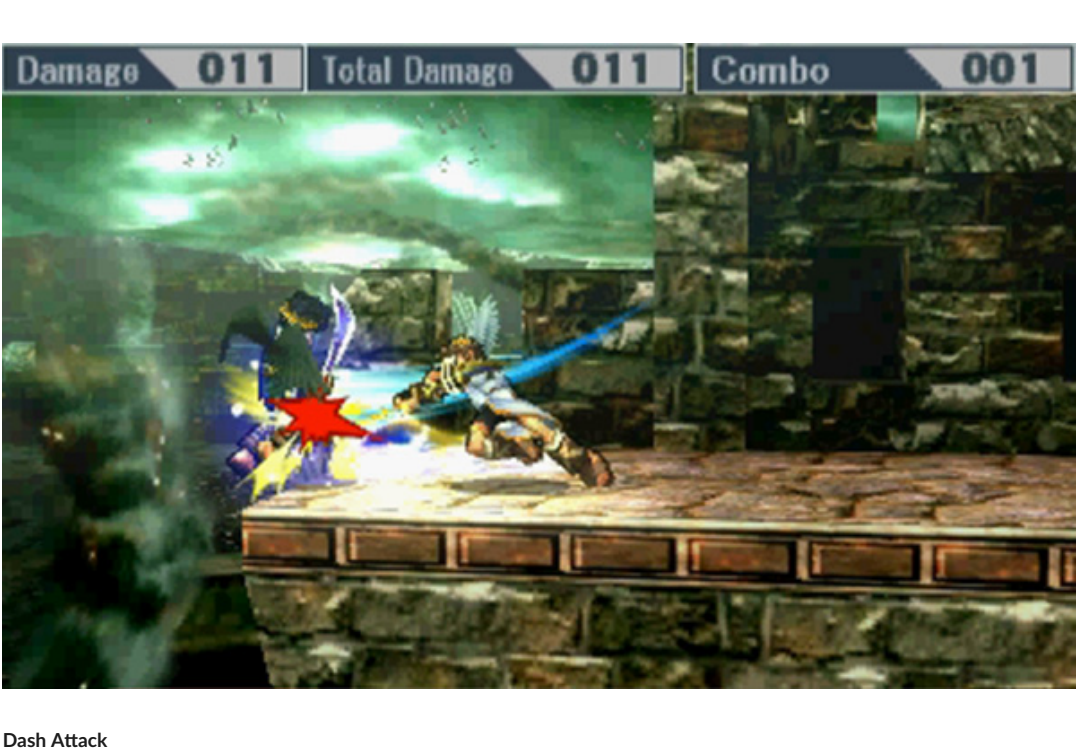
Up Tilt

A flipkick attack that goes into two additional kicks with the last kick launching opponents upward.


Damage 006
Total Damage 006
Combo 001

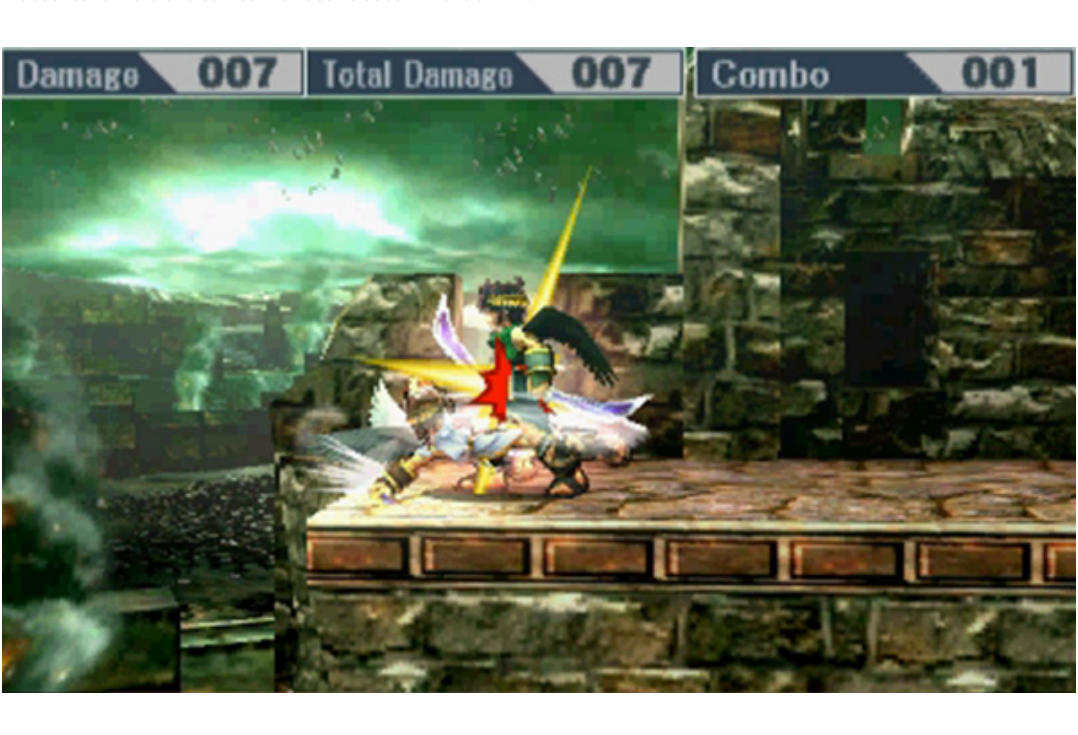
Down Tilt

A long-range single-blade sweep.


Damage 011
Total Damage 011
Combo 001

Dash Attack

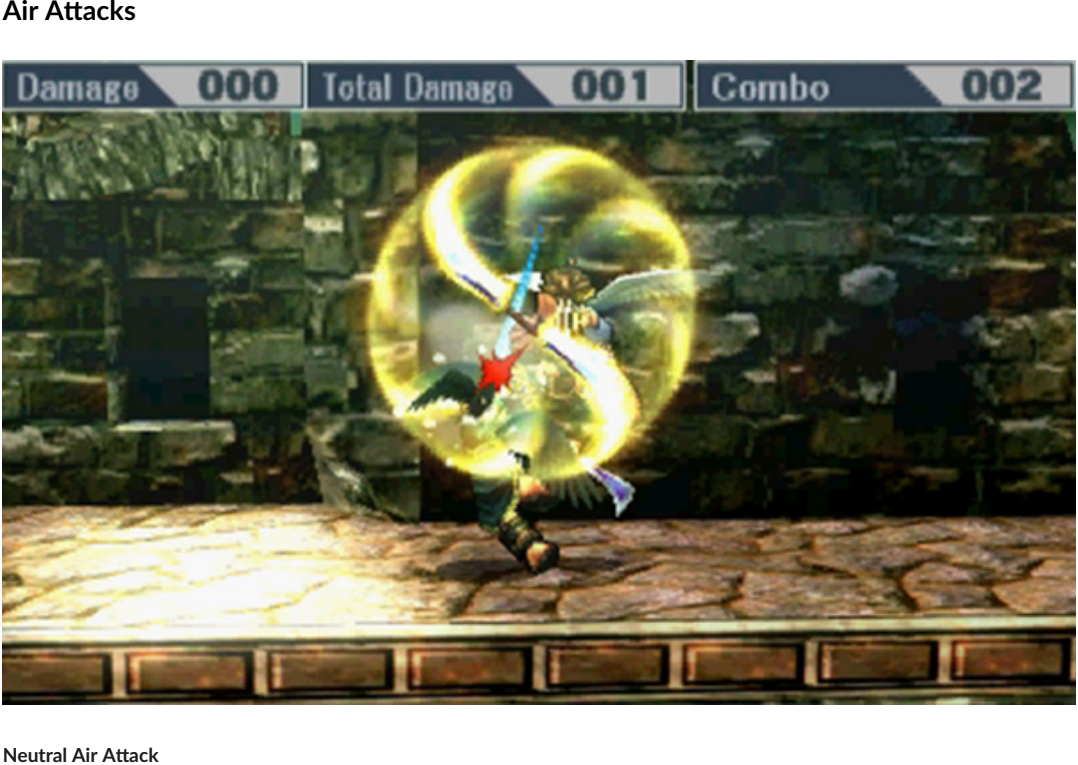
Pit dashes forward and strikes with both blades in front of him.


Damage 007
Total Damage 007
Combo 001

Edge Attack

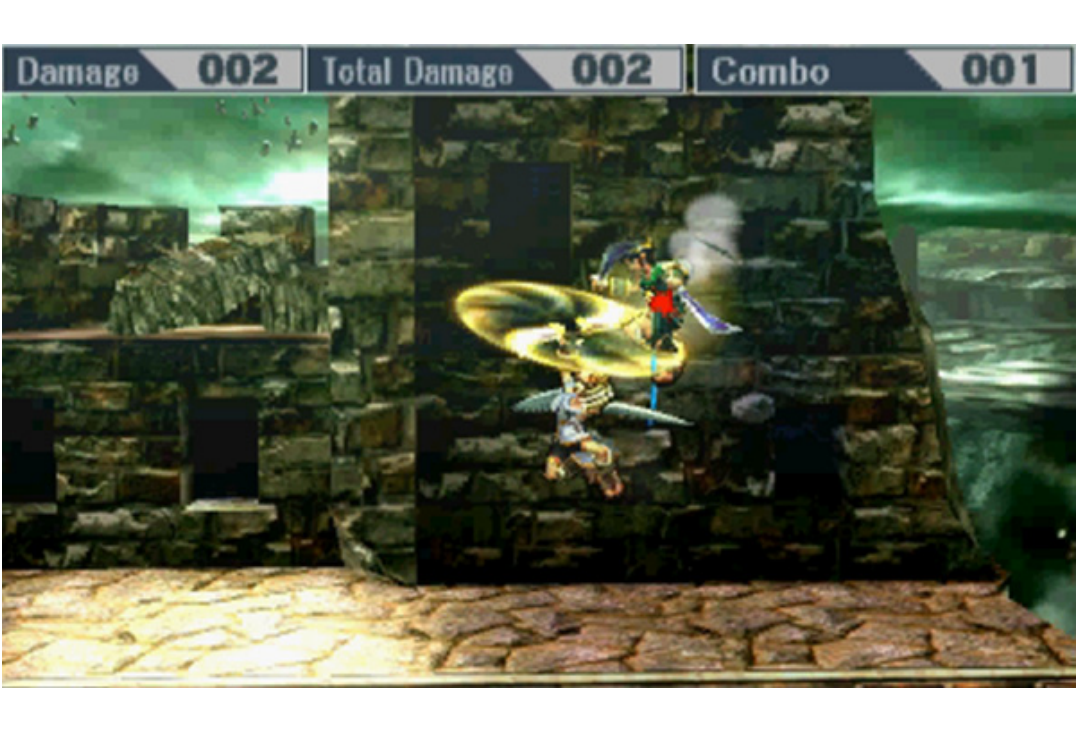
Pit handstands his way back to the platform before striking with a low kick attack.

Air Attacks


Damage 000
Total Damage 001
Combo 002

Neutral Air Attack

Pit spins his blades rapidly around his entire body. Hits multiple times, and the last hit knocks opponents away. Despite its appearance, it doesn't really hit behind Pit.

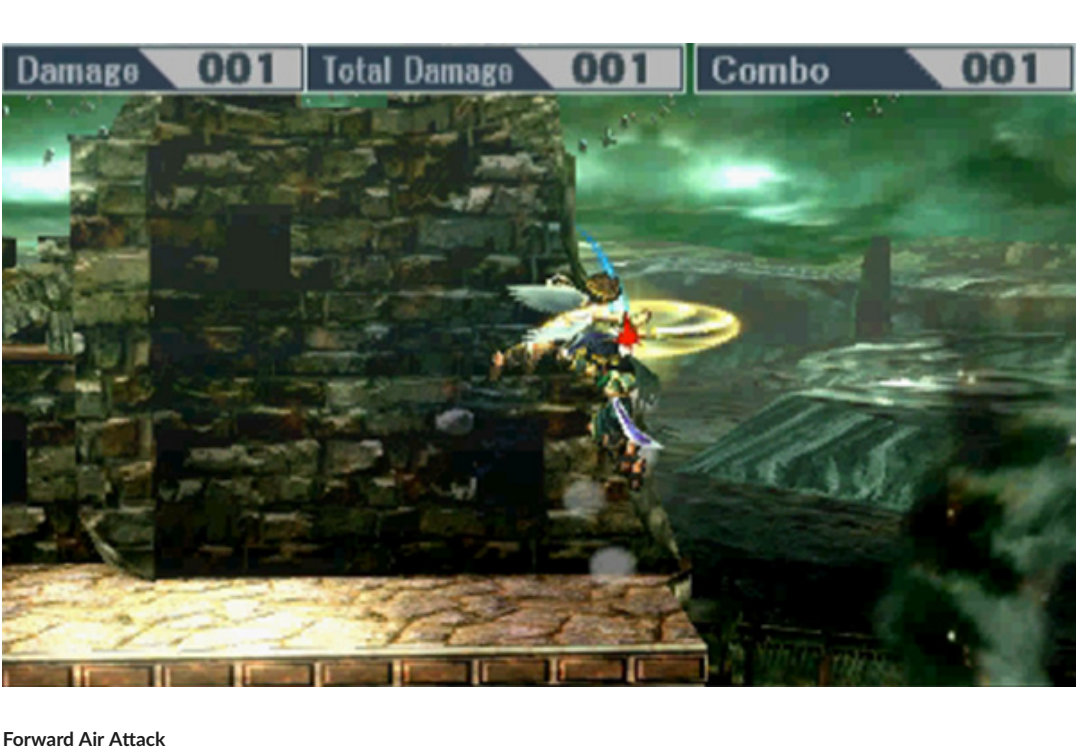

Damage 002
Total Damage 002
Combo 001

Up Air Attack

Pit spins his blades above him as if they were helicopter blades. Hits multiple times and knocks opponents upward.

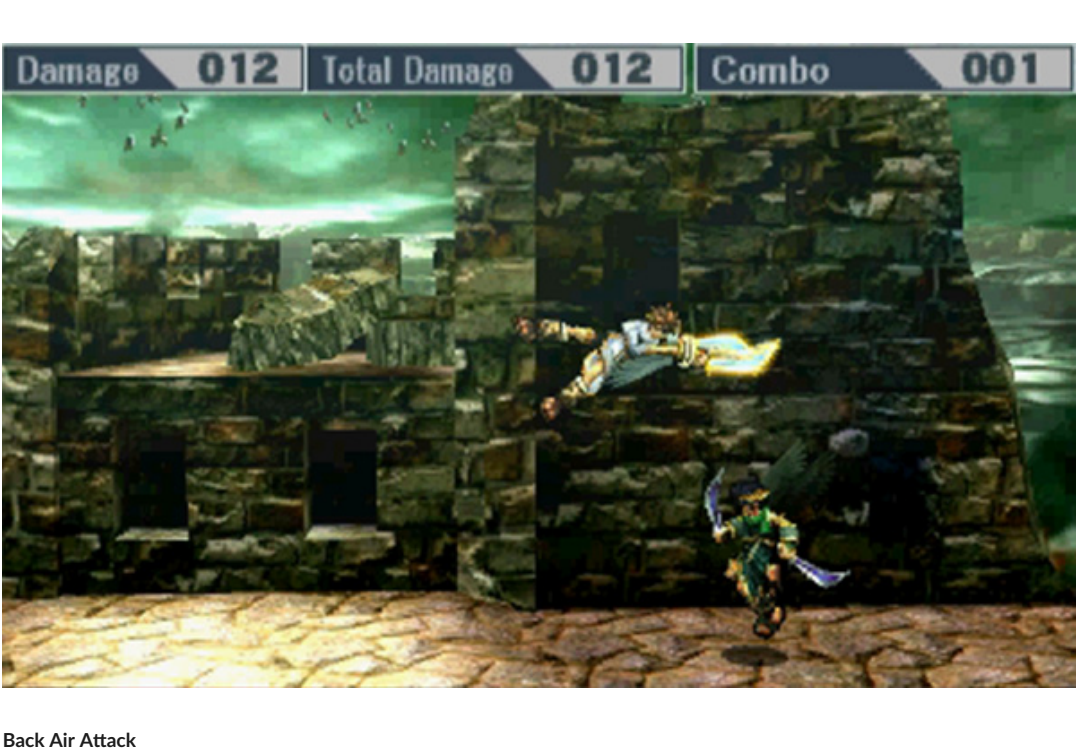
Down Air Attack

Pit swipes downward with a single blade. This has a meteor smash effect at the start of the attack.


Damage 001
Total Damage 001
Combo 001

Forward Air Attack

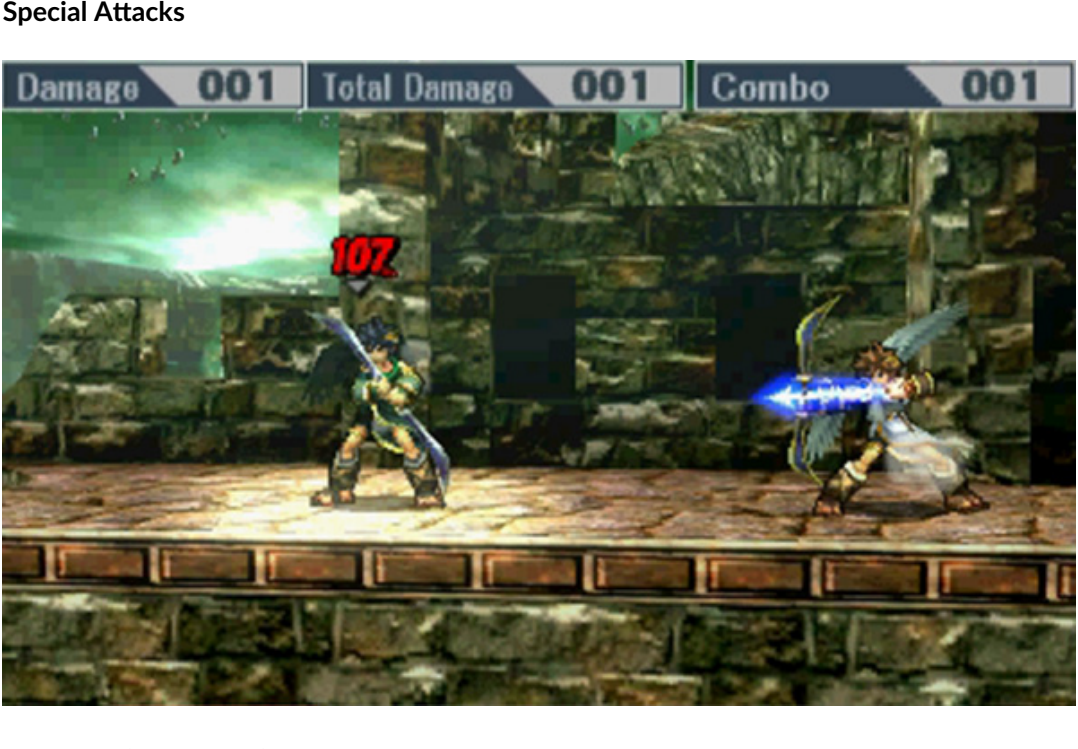
Pit spins his blades in front of him. This hits multiple times.


Damage 012
Total Damage 012
Combo 001

Back Air Attack

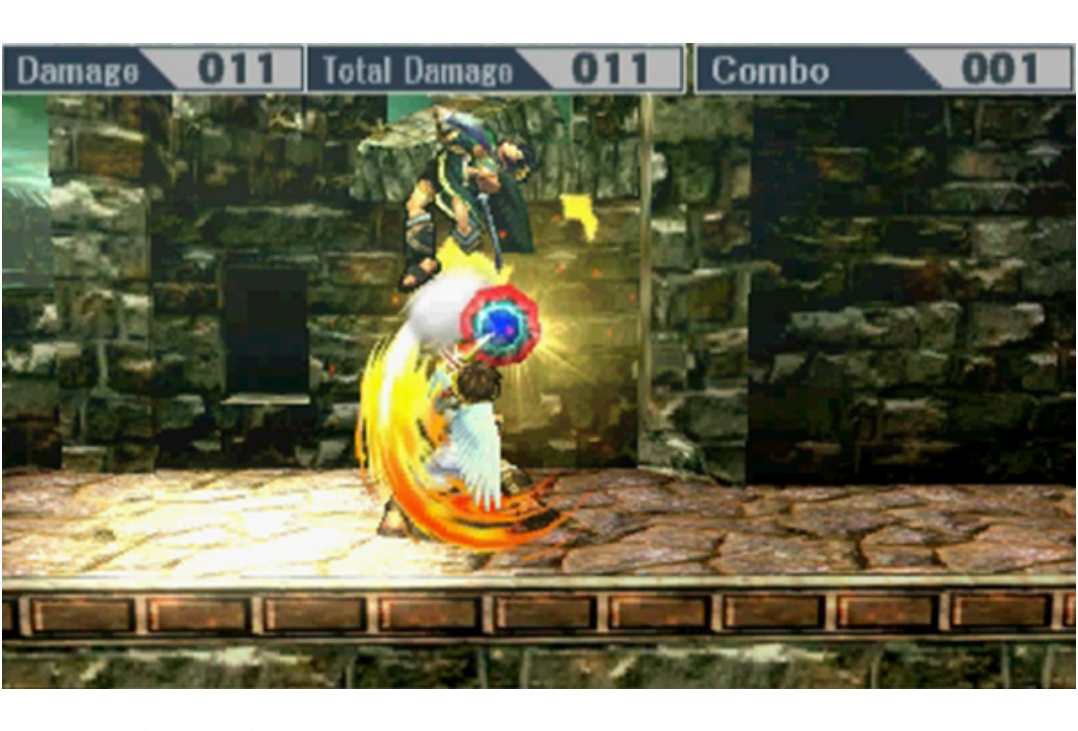
Pit uses both blades and stabs directly behind him.

Special Attacks


Damage 001
Total Damage 001
Combo 001
107

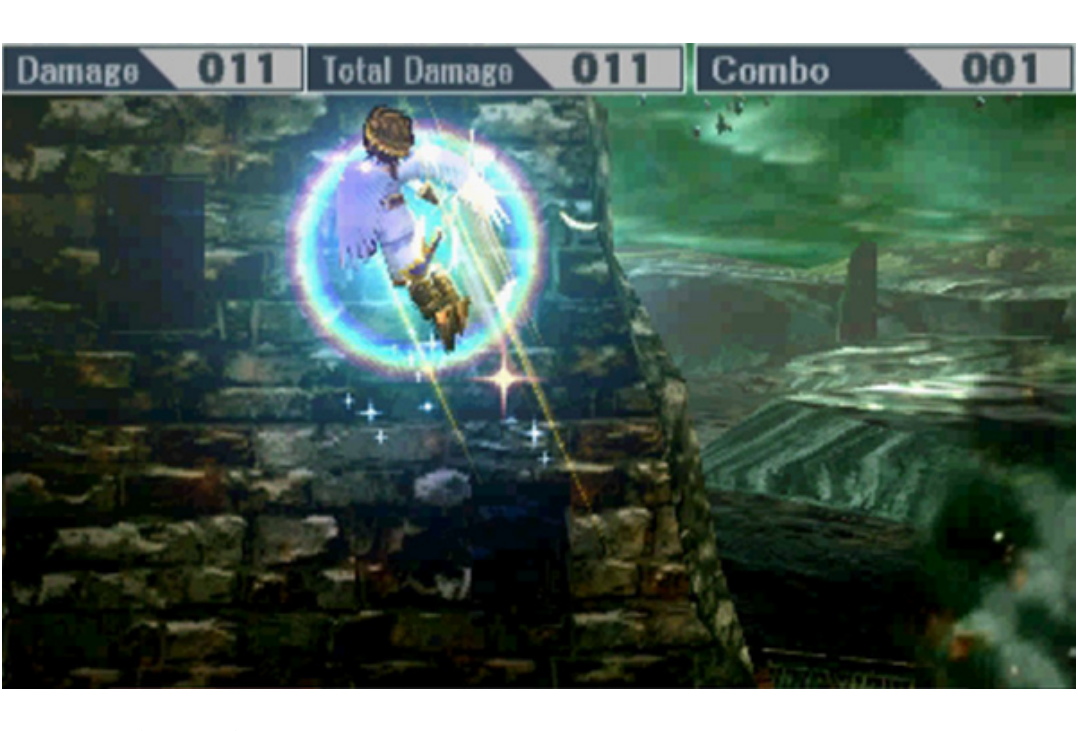
Palutena Bow (Neutral Special)

Pit fires an arrow that you have some control over. You can charge up the arrow to increase its speed. You can aim the arrow straight up by hitting Up.


Damage 011
Total Damage 011
Combo 001

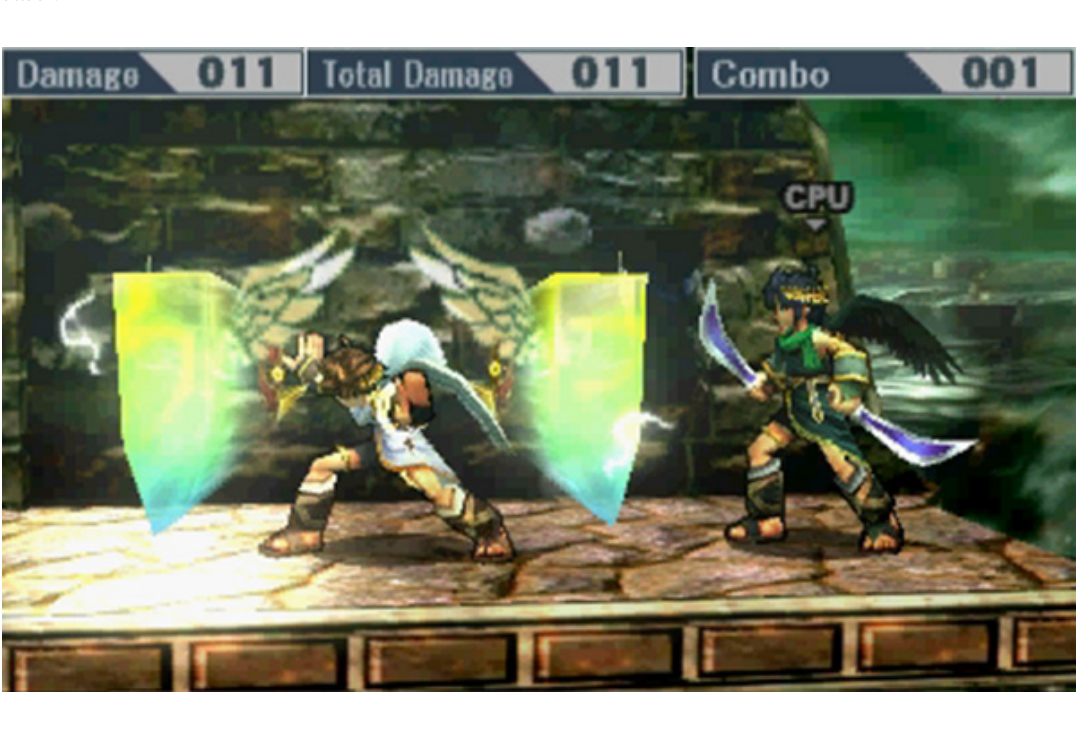
Upperdash Arm (Side Special)

Pit dashes forward and uppercuts. During the dash, this also deflects projectiles.


Damage 011
Total Damage 011
Combo 001

Power of Flight (Up Special)

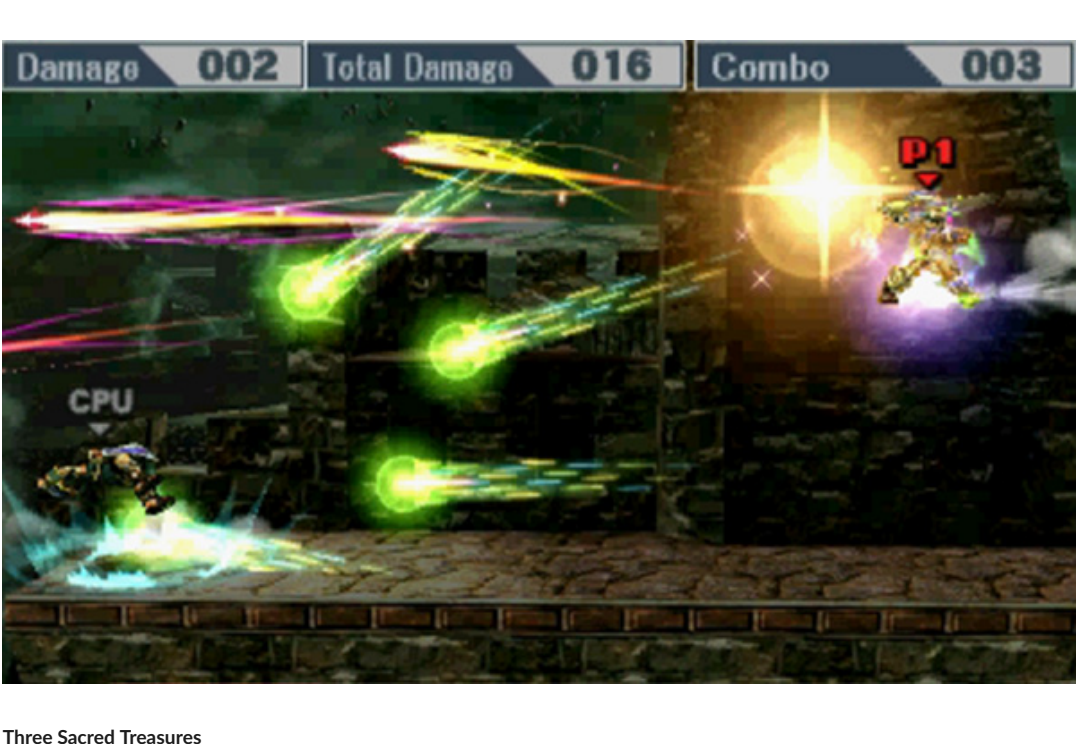
Pit soars through the air. You can control the upward direction Pit flies. This is purely a movement or recovery tool, not an attack.


Damage 011
Total Damage 011
Combo 001
CPU

Guardian Orbitars (Down Special)

Shields come down on both sides of Pit, shielding him from enemy attacks and reflecting projectiles. Additionally, it pushes back opponents who touch them. You are still vulnerable from above.

Final Smash


Damage 002
Total Damage 016
Combo 003
P1
CPU

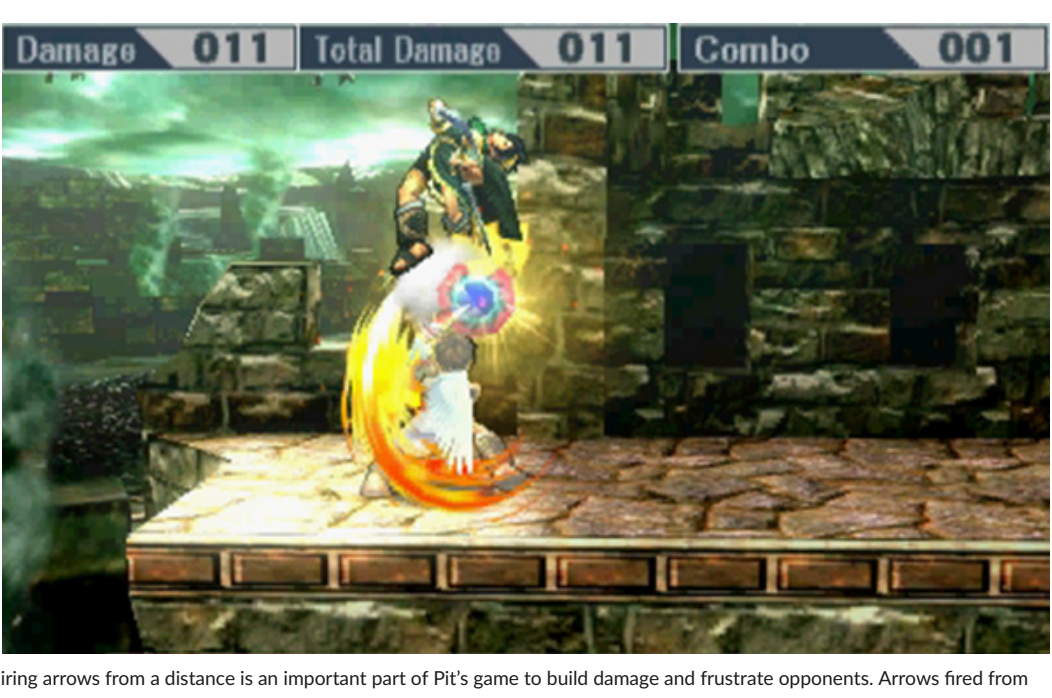
Three Sacred Treasures

Pit equips the Three Sacred Treasures and takes aim at opponents all around him, though mainly at those in front of him. He shoots a multitude of homing arrows before calling down beams of light from the sky. Optimally, you want to make sure opponents are in front of you when using this, as very few of the attacks go behind Pit. While this Final Smash has a lot going on and racks up damage fairly well, it doesn't seem to have significant KO power.

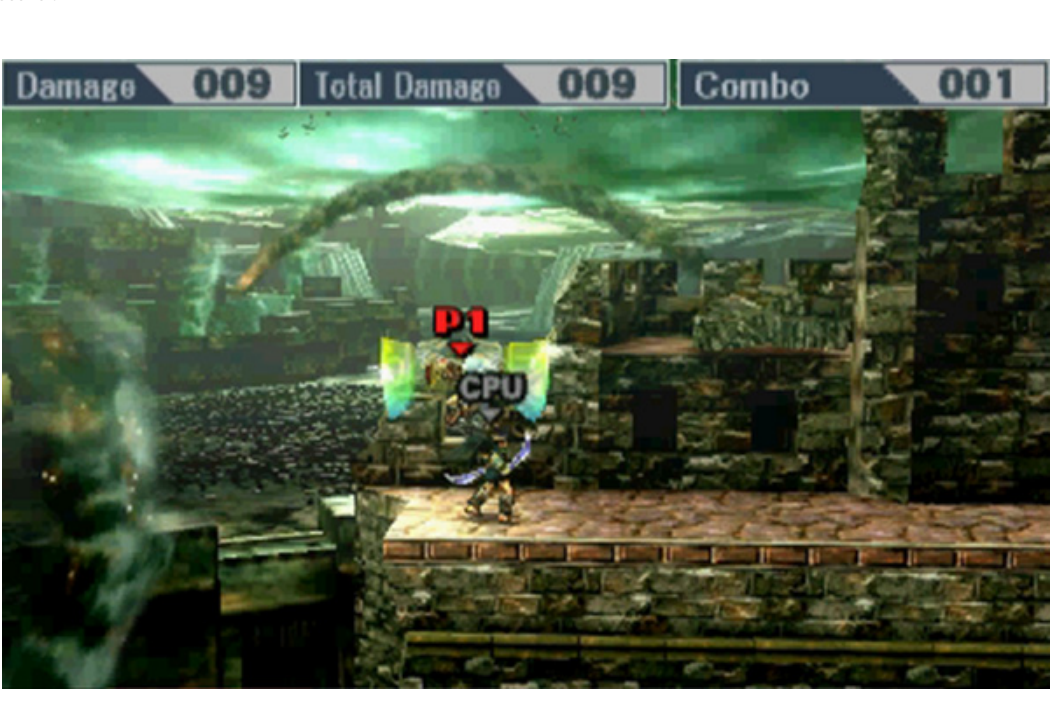
Strategy

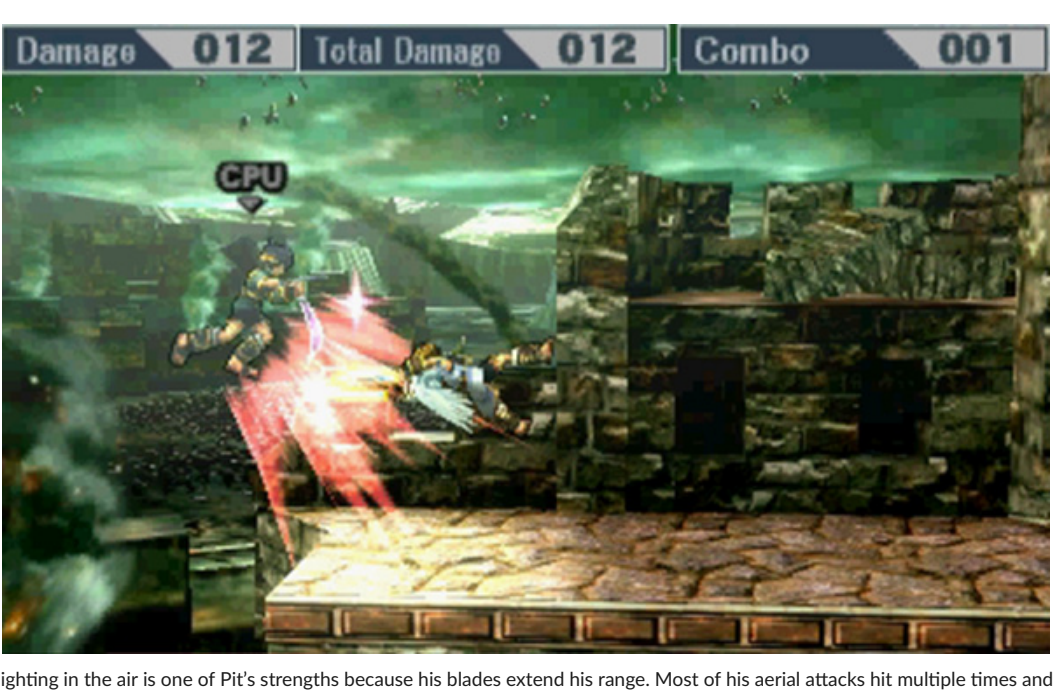
Pit is an average-weight character with fantastic air mobility and recovery, thanks to his multiple jumps. His ground speed is average, and most of his ground-based attacks have decent startup and recovery. Overall, his KO potential isn't great, so use his Palutena Bow, air mobility, and multi-hit attacks to rack up as much damage as possible. To aid in defense while building up damage, his Guardian Orbitars creates space, absorbs hits, and reflects projectiles. Multi-hitting attacks on the ground include his jab series, Up Tilt, Up Smash, and Side Smash. To KO opponents from the ground, Pit's best options are Upperdash Arm and his Smash attacks. Side Smash is good, but remember the second hit is the one that has the most damage and knockback.

Damage 006
Total Damage 006
Combo 001
CPU
P1


Damage 011
Total Damage 011
Combo 001

Firing arrows from a distance is an important part of Pit's game to build damage and frustrate opponents. Arrows fired from Palutena's Bow can travel very far, but they fade out after a time. Charging longer increases the distance arrows can travel and their speed. You have a lot of control over each arrow, so move them around as much as possible. This makes you less predictable and gives your opponent fewer options to approach. Pit's Upperdash Arm is a great way to approach horizontally with its forward motion. It's particularly useful against projectile characters because it deflects projectiles, and it has some super armor as well. Guardian Orbitars are a great way to defend against projectile-heavy characters, as Guardian Orbitars reflect projectiles back faster and stronger. The duration of the Guardian Orbitars can be extended by holding down the button longer. The shields have limited endurance, however, so they can be broken! If they're broken, they require some time to recover.

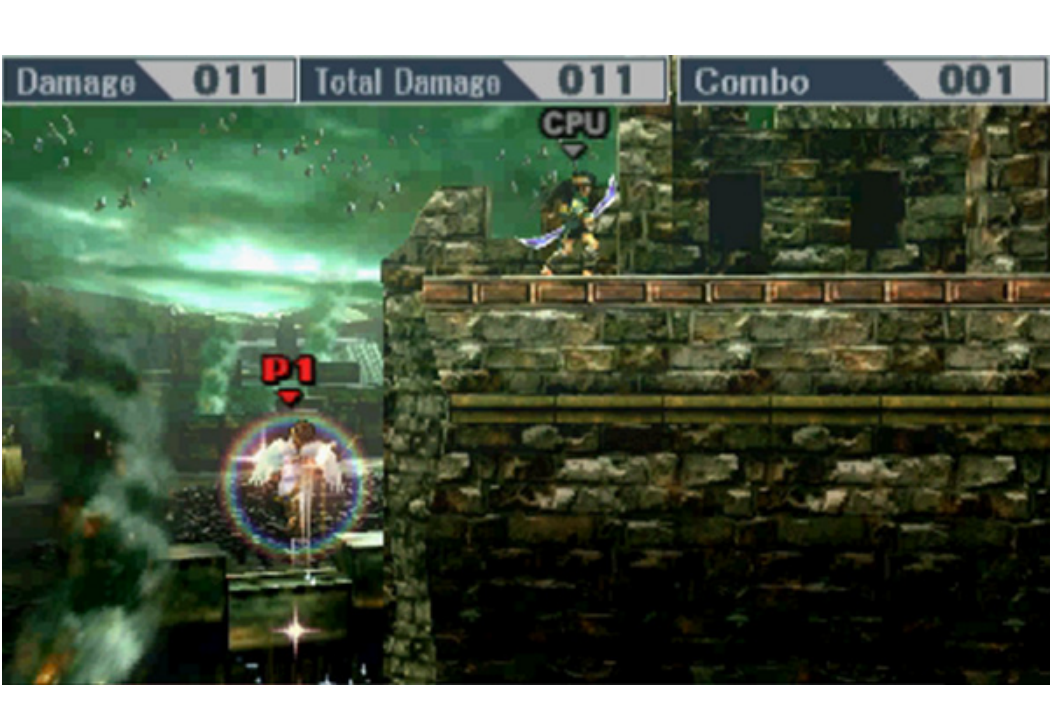

Damage 009
Total Damage 009
Combo 001
P1
CPU

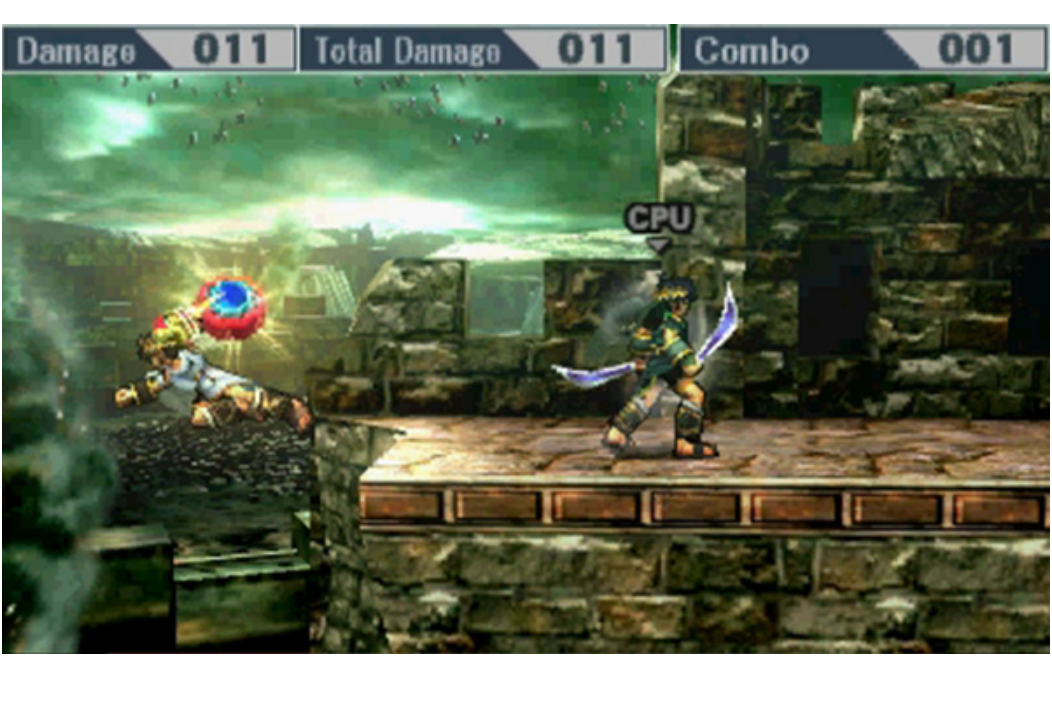

Damage 012
Total Damage 012
Combo 001
CPU

Fighting in the air is one of Pit's strengths because his blades extend his range. Most of his aerial attacks hit multiple times and have decent knockback, but they are slightly lacking in KO power. When you get an opponent's damage up high enough, however, simply pick the correct option to make contact. In general, Pit's Back Air is best for KOs in the air. His Down Air also has a meteor effect. Interestingly, Back Air and Down Air are his only aerial attacks that are not multi-hitting. Remember to use his multiple jumps to position yourself and fake out opponents.

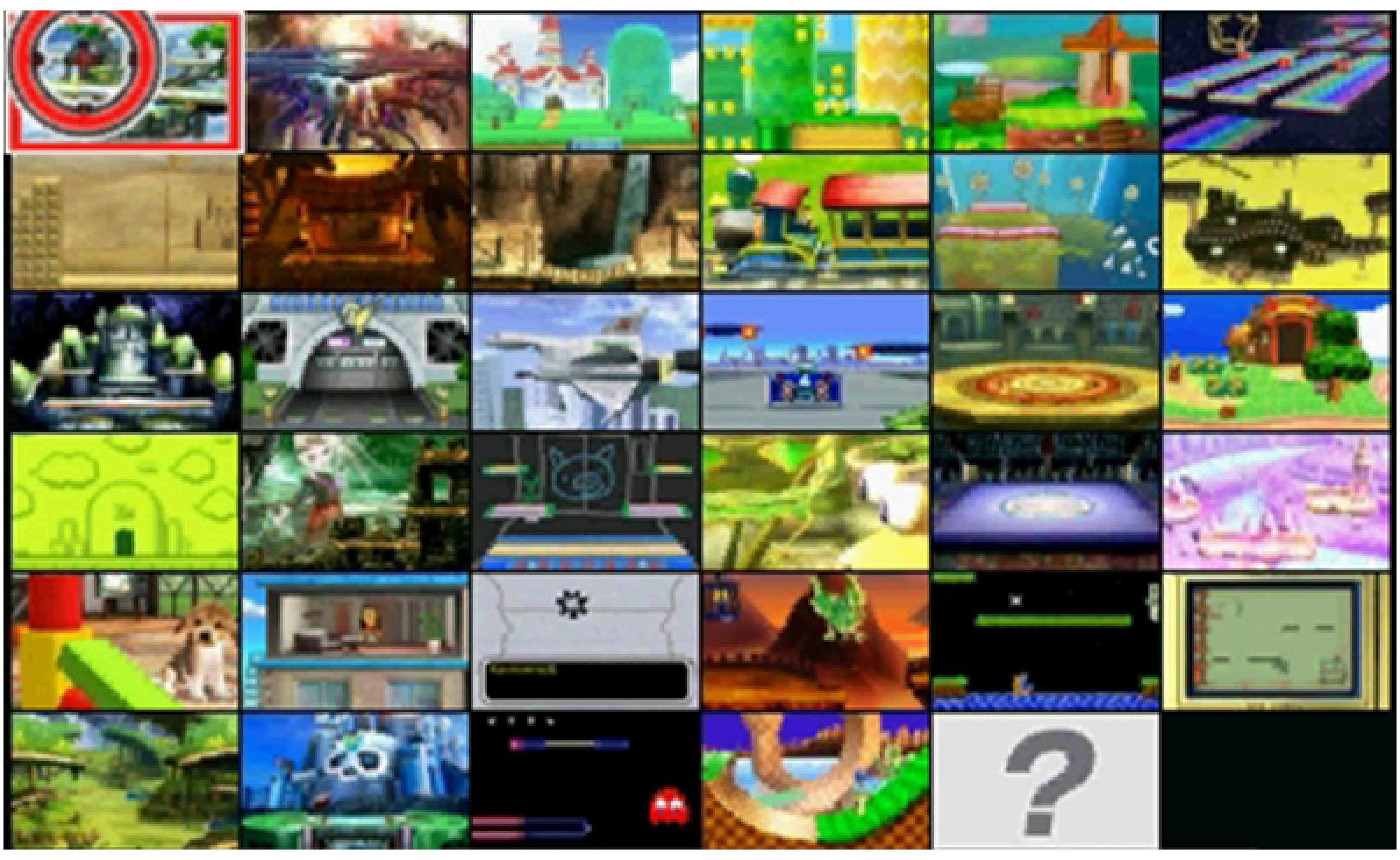
Recovery

Pit has some of the strongest recovery options in the game. First, he has four jumps, but vertically the third and fourth jumps gain less and less height. You can still use the four jumps to cover great horizontal distance. And for horizontal recovery, Pit can use Upperdash Arm, which sends him flying across the stage but doesn't put him in a fall state! Finally, for vertical recovery, Pit has Power of Flight, which is one of the longest vertical recovery tools in the game. The only downside to it is that it's not an attack. Still, you can use it as either a horizontal or a diagonal recovery. Additionally, Power of Flight has a small bit of invincibility! Between Pit's four jumps, Power of Flight, and Upperdash Arm, you shouldn't have too much difficulty getting him back to the stage.


Damage 011
Total Damage 011
Combo 001
CPU
P1


Damage 011
Total Damage 011
Combo 001
CPU

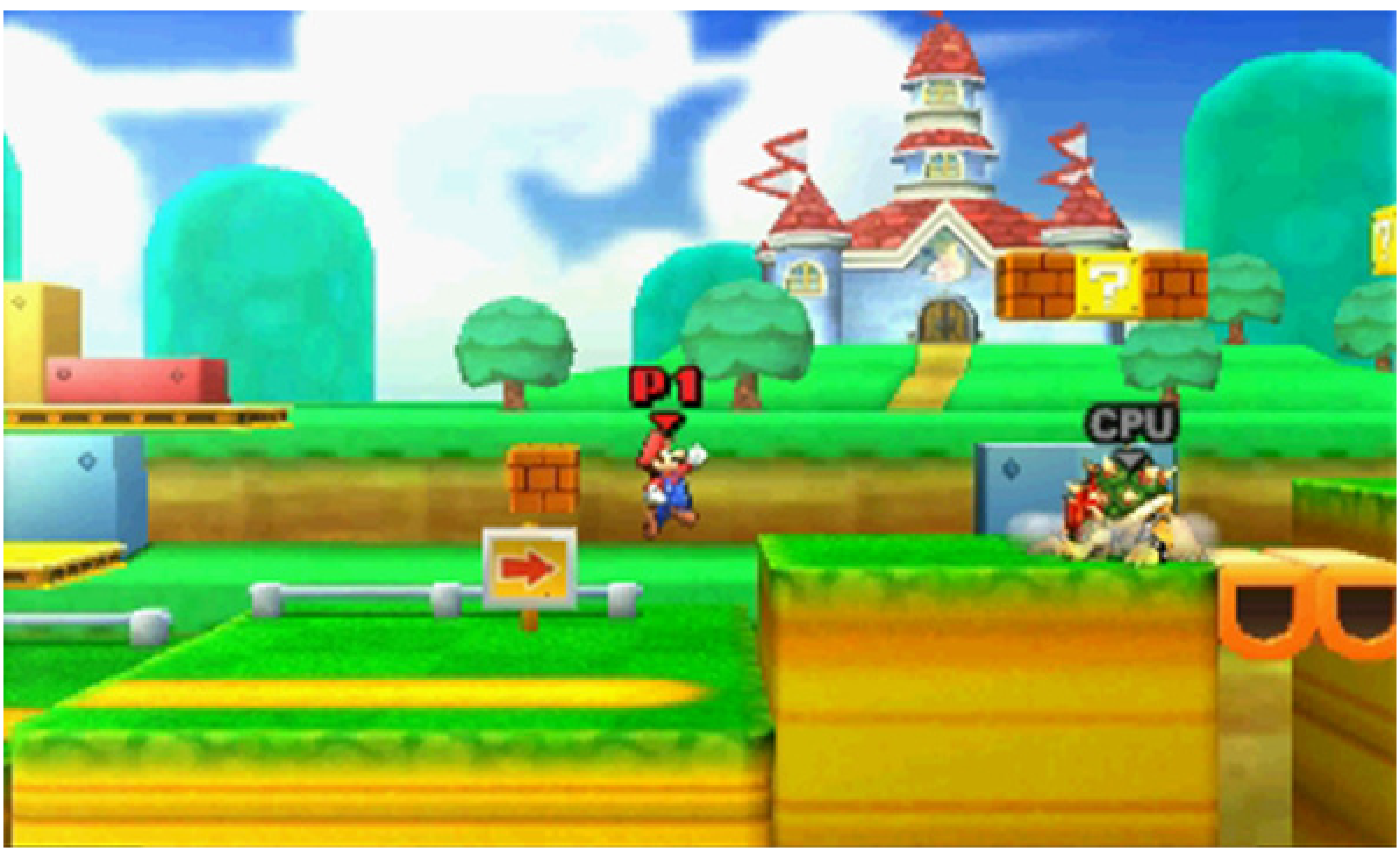
Stage Selection



During a game of Classic or All-Star, stages appear in a predetermined order. When you begin a round of Smash or Training, however, you'll be prompted to select one of the available stages. In these cases, the game begins immediately after stage selection, so be sure you've activated your preferred settings before you make your choice.

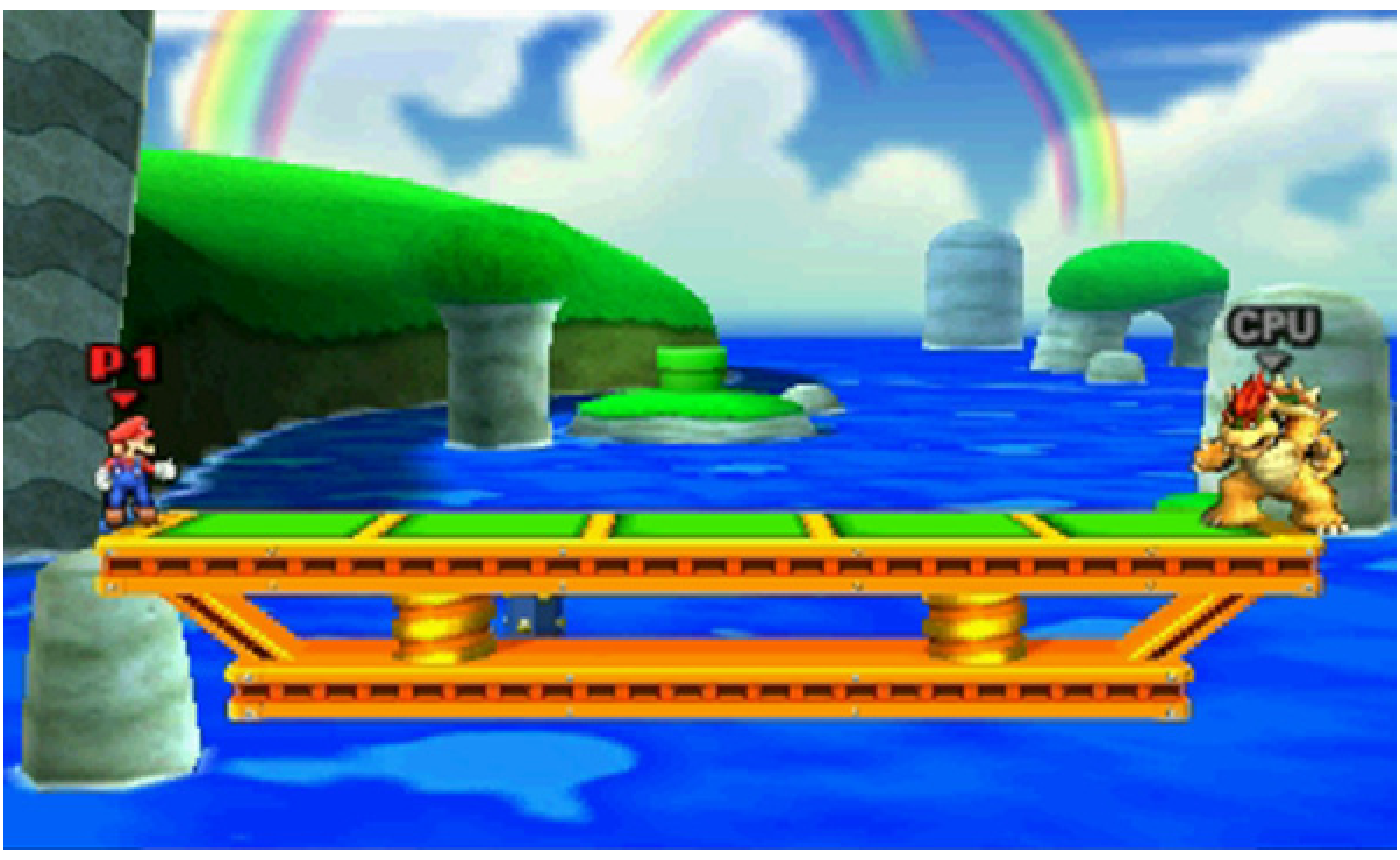
Each selectable stage is inspired by a well-known game or franchise. Most selectable stages are related to one or more of the available fighters, but there are a few stages based on separate franchises or that were established by the *Super Smash Bros.* franchise itself.

Normal Stages



On the "Normal" setting, most stages contain some combination of animated backgrounds, moving platforms, environmental hazards, and scene transitions. Learning to recognize these scripted events—even in the heat of battle—can provide a notable advantage over less observant players.

Final Destination Forms



Although environmental elements can lead to some particularly exciting matches, players looking to minimize distractions can take advantage of each stage's Final Destination form, indicated by an omega (Ω) near the stage name. These simplified stages incorporate some design elements from their respective normal variants, but they all share the same basic layout—each stage's Final Destination form contains a single large platform. This reduces the need for spacial awareness, making it much easier to focus on your opponents.

Tip

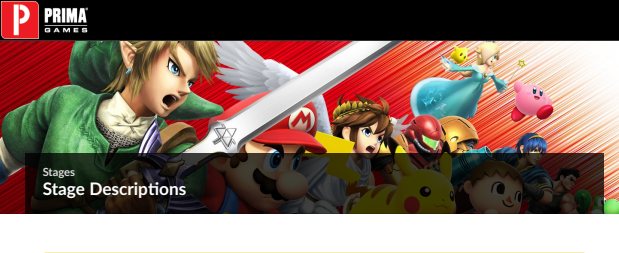
During stage selection, press Ⓧ to toggle between a stage's normal and Final Destination forms.

Unlocking Stages

The game contains a total of 34 selectable stages, but not all of them are available by default. To unlock the game's seven hidden stages, you must complete the corresponding Challenges.

Hidden Stages

Stage	How to Unlock
Balloon Fight	Use Villager three or more times in Smash.
Dream Land	Use a Final Smash while playing as Kirby.
Flat Zone 2	Unlock the hidden character Mr. Game & Watch and complete the first Challenge panel.
Magicant	Unlock the hidden character Ness.
Mute City	Win three Smash battles with Captain Falcon.
PAC-MAZE	Use a Final Smash while playing as PAC-MAN.
WarioWare, Inc.	Unlock the hidden character Wario.



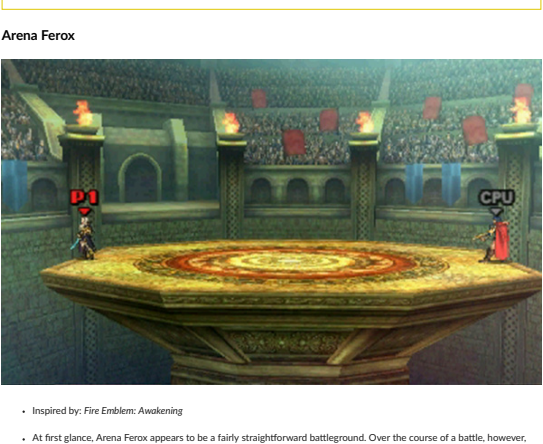
Stages

Stage Descriptions

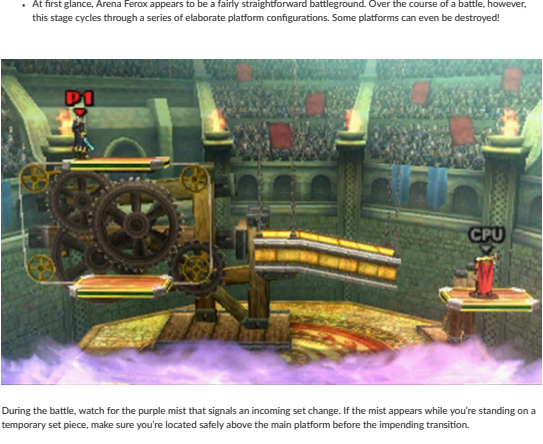
Note

These descriptions apply to each stage's default "Normal" setting.

Arena Ferox

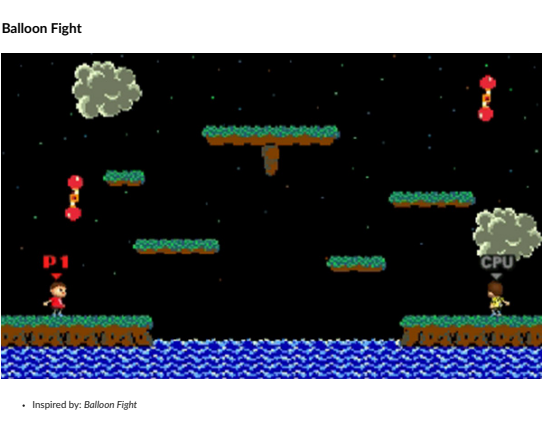


- Inspired by: *Fire Emblem: Awakening*
- At first glance, Arena Ferox appears to be a fairly straightforward battleground. Over the course of a battle, however, this stage cycles through a series of elaborate platform configurations. Some platforms can even be destroyed!



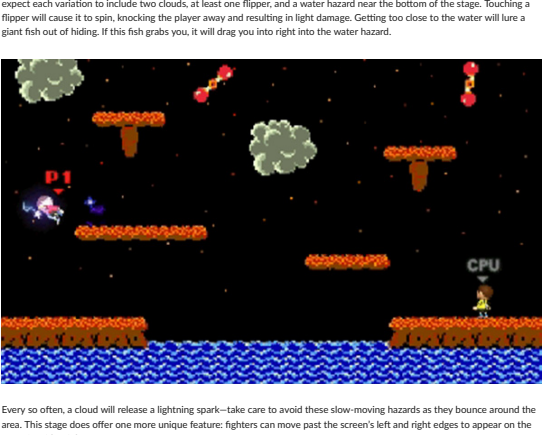
During the battle, watch for the purple mist that signals an incoming set change. If the mist appears while you're standing on a temporary set piece, make sure you're located safely above the main platform before the impending transition.

Balloon Fight



- Inspired by: *Balloon Fight*

This stage contains a randomly selected arrangement of platforms and hazards. Though specific locations will vary, you can expect each variation to include two clouds, at least one flipper, and a water hazard near the bottom of the stage. Touching a flipper will cause it to spin, knocking the player away and resulting in light damage. Getting too close to the water will lure a giant fish out of hiding. If this fish grabs you, it will drag you into right into the water hazard.



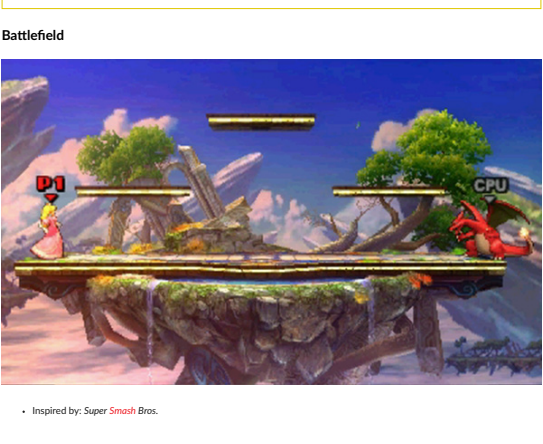
Every so often, a cloud will release a lightning spark—take care to avoid these slow-moving hazards as they bounce around the area. This stage does offer one more unique feature: fighters can move past the screen's left and right edges to appear on the opposite side of the stage!

On this stage, players can actually move past the left or right.

Note

Balloon Fight becomes available after you use Villager three or more times in Smash.

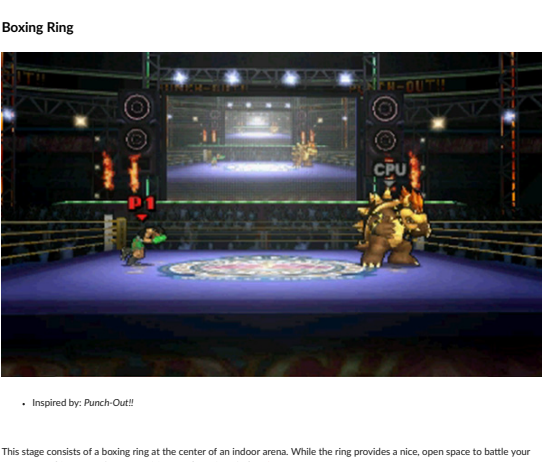
Battlefield



- Inspired by: *Super Smash Bros.*

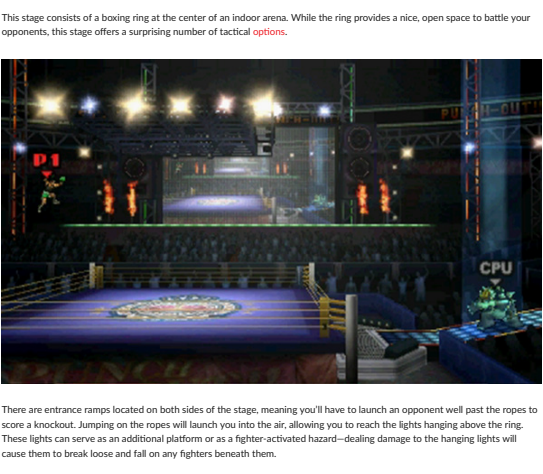
Battlefield is one of the game's more straightforward stages. All of the available platforms are static and permanent, offering a few tactical options without the distractions of more complicated stages. Aside from a subtle (but constant) shift between day and night, this stage remains unchanged for the duration of a battle.

Boxing Ring



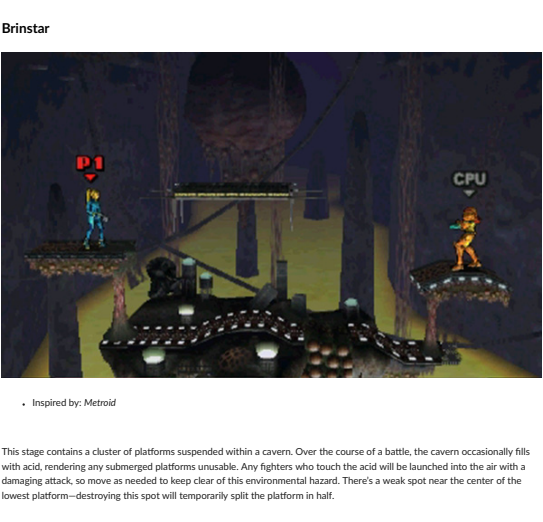
- Inspired by: *Punch-Out!!*

This stage consists of a boxing ring at the center of an indoor arena. While the ring provides a nice, open space to battle your opponents, this stage offers a surprising number of tactical options.



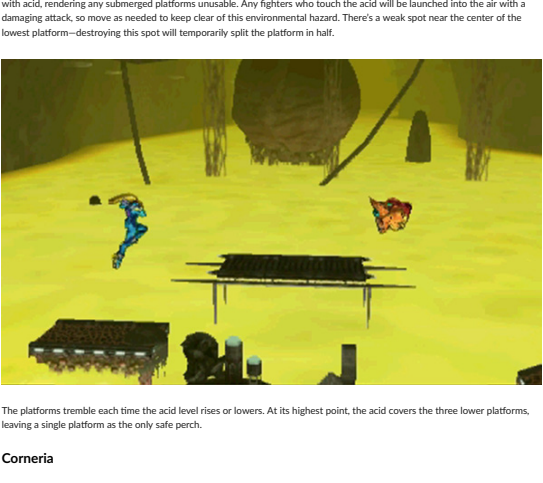
There are entrance ramps located on both sides of the stage, meaning you'll have to launch an opponent well past the ropes to score a knockout. Jumping on the ropes will launch you into the air, allowing you to reach the lights hanging above the ring. These lights can serve as an additional platform or as a fighter-activated hazard—dealing damage to the hanging lights will cause them to break loose and fall on any fighters beneath them.

Brinstar



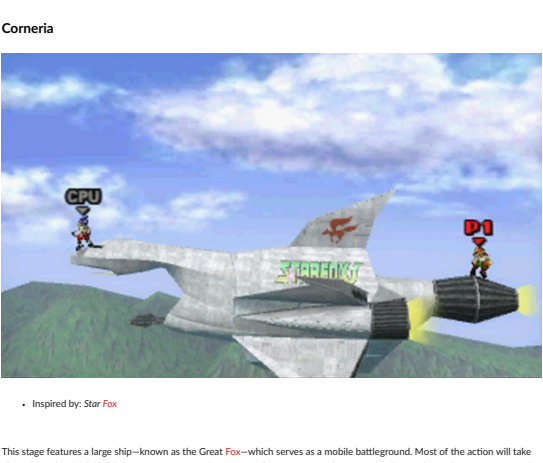
- Inspired by: *Metroid*

This stage contains a cluster of platforms suspended within a cavern. Over the course of a battle, the cavern occasionally fills with acid, rendering any submerged platforms unusable. Any fighters who touch the acid will be launched into the air with a damaging attack, so move as needed to keep clear of this environmental hazard. There's a weak spot near the center of the lowest platform—destroying this spot will temporarily split the platform in half.



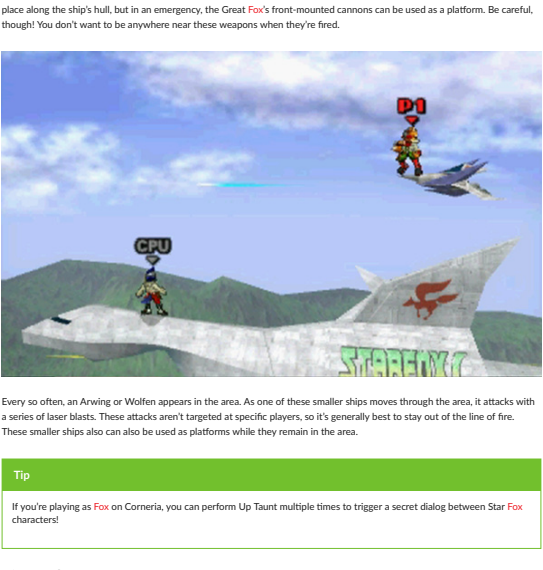
The platforms tremble each time the acid level rises or lowers. At its highest point, the acid covers the three lower platforms, leaving a single platform as the only safe perch.

Corneria



- Inspired by: *Star Fox*

This stage features a large ship—known as the Great Fox—which serves as a mobile battleground. Most of the action will take place along the ship's hull, but in an emergency, the Great Fox's front-mounted cannons can be used as a platform. Be careful, though! You don't want to be anywhere near these weapons when they're fired.

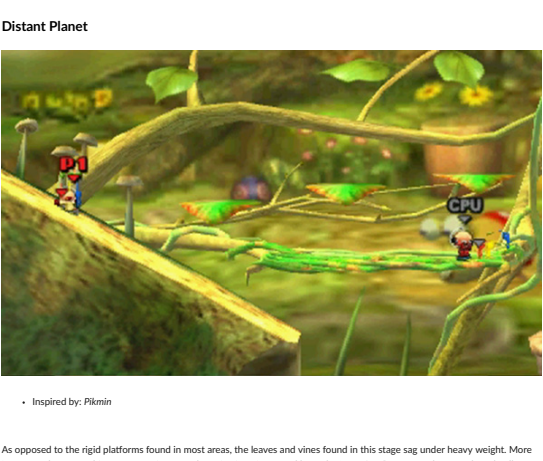


Every so often, an Arwing or Wolfen appears in the area. As one of these smaller ships moves through the area, it attacks with a series of laser blasts. These attacks aren't targeted at specific players, so it's generally best to stay out of the line of fire. These smaller ships also can also be used as platforms while they remain in the area.

Tip

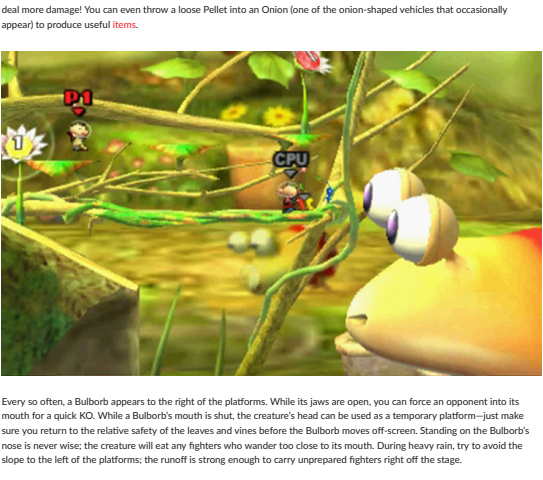
If you're playing as Fox on Corneria, you can perform Up Taunt multiple times to trigger a secret dialog between Star Fox characters!

Distant Planet



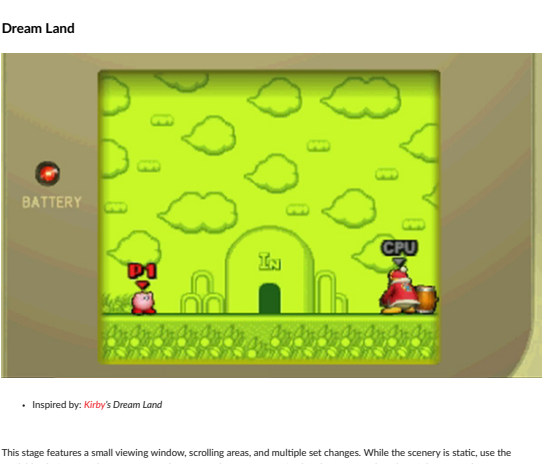
- Inspired by: *Pikmin*

As opposed to the rigid platforms found in most areas, the leaves and vines found in this stage sag under heavy weight. More important, however, this stage contains a number of unique items and hazards. Sprouting flowers produce numbered Pellets that can be used in combat. Attack a flower to free its Pellet, then toss the Pellet at an opponent—Pellets with larger numbers deal more damage! You can even throw a loose Pellet into an Onion (one of the onion-shaped vehicles that occasionally appear) to produce useful items.



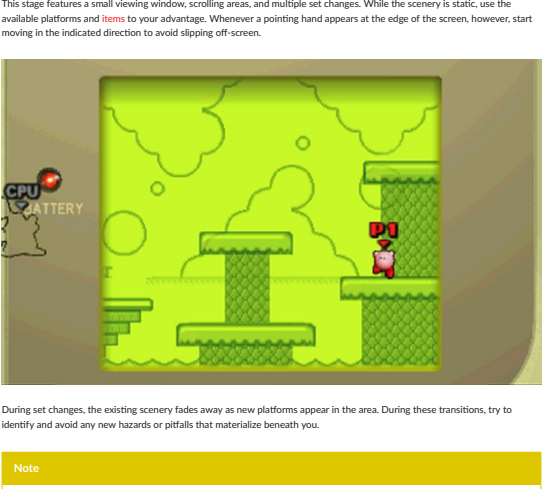
Every so often, a Bulborb appears to the right of the platforms. While its jaws are open, you can force an opponent into its mouth for a quick KO. While a Bulborb's mouth is shut, the creature's head can be used as a temporary platform—just make sure you return to the relative safety of the leaves and vines before the Bulborb moves off-screen. Standing on the Bulborb's nose is never wise; the creature will eat any fighters who wander too close to its mouth. During heavy rain, try to avoid the slope to the left of the platforms; the runoff is strong enough to carry unprepared fighters right off the stage.

Dream Land



- Inspired by: *Kirby's Dream Land*

This stage features a small viewing window, scrolling areas, and multiple set changes. While the scenery is static, use the available platforms and items to your advantage. Whenever a pointing hand appears at the edge of the screen, however, start moving in the indicated direction to avoid slipping off-screen.

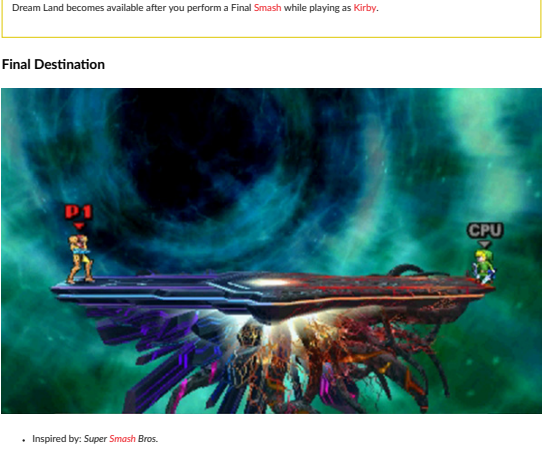


During set changes, the existing scenery fades away as new platforms appear in the area. During these transitions, try to identify and avoid any new hazards or pitfalls that materialize beneath you.

Note

Dream Land becomes available after you perform a Final Smash while playing as Kirby.

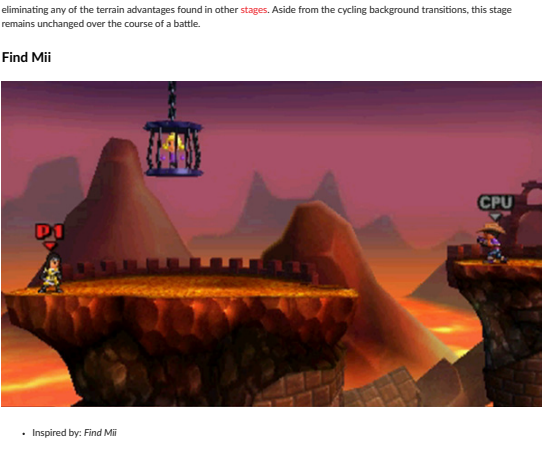
Final Destination



- Inspired by: *Super Smash Bros.*

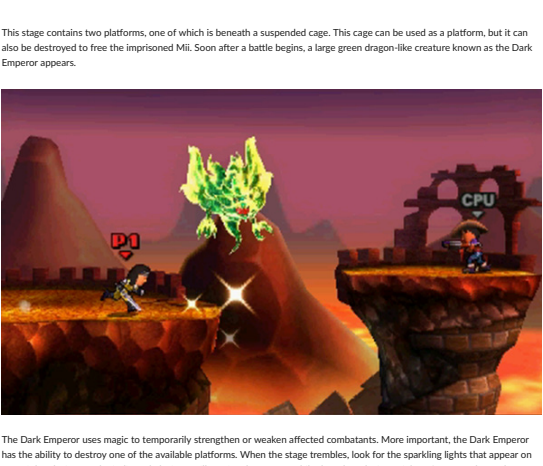
Final Destination is the game's most straightforward "normal" stage. It features one large platform at the center of the area, eliminating any of the terrain advantages found in other stages. Aside from the cycling background transitions, this stage remains unchanged over the course of a battle.

Find Mii



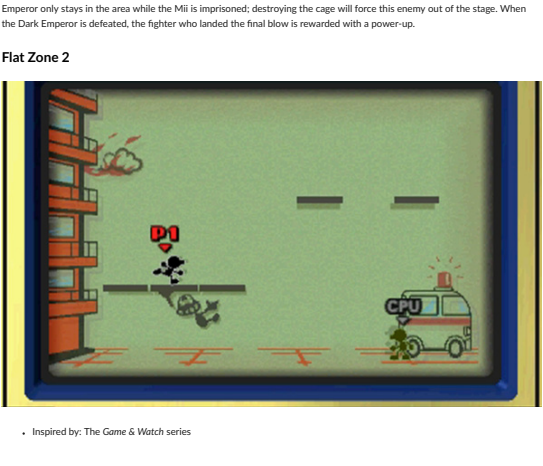
- Inspired by: *Find Mii*

This stage contains two platforms, one of which is beneath a suspended cage. This cage can be used as a platform, but it can also be destroyed to free the imprisoned Mii. Soon after a battle begins, a large green dragon-like creature known as the Dark Emperor appears.



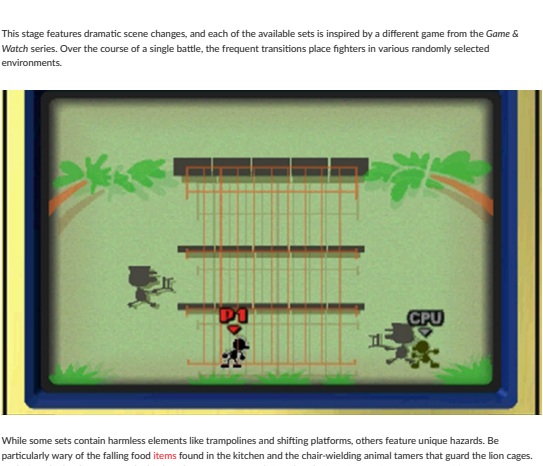
The Dark Emperor uses magic to temporarily strengthen or weaken affected combatants. More important, the Dark Emperor has the ability to destroy one of the available platforms. When the stage trembles, look for the sparkling lights that appear on one of the platforms—the indicated platform will survive the tremor, while the other platform sinks off-screen. The Dark Emperor only stays in the area while the Mii is imprisoned; destroying the cage will force this enemy out of the stage. When the Dark Emperor is defeated, the fighter who landed the final blow is rewarded with a power-up.

Flat Zone 2



- Inspired by: *The Game & Watch* series

This stage features dramatic scene changes, and each of the available sets is inspired by a different game from the *Game & Watch* series. Over the course of a single battle, the frequent transitions place fighters in various randomly selected environments.

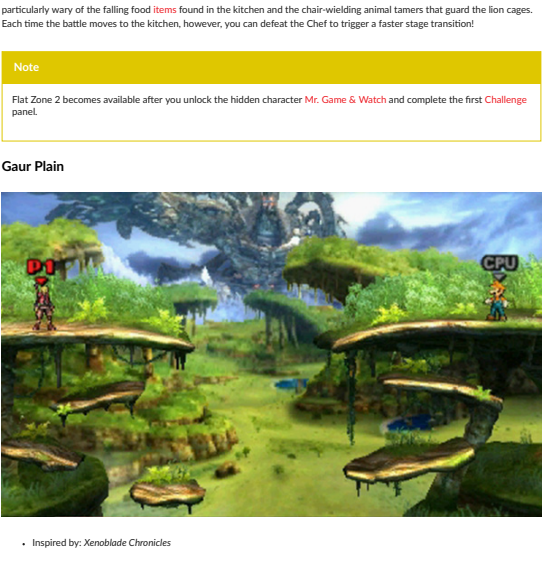


While some sets contain harmless elements like trampolines and shifting platforms, others feature unique hazards. Be particularly wary of the falling food items found in the kitchen and the chair-wielding animal tamers that guard the lion cages. Each time the battle moves to the kitchen, however, you can defeat the Chef to trigger a faster stage transition!

Note

Flat Zone 2 becomes available after you unlock the hidden character Mr. Game & Watch and complete the first Challenge panel.

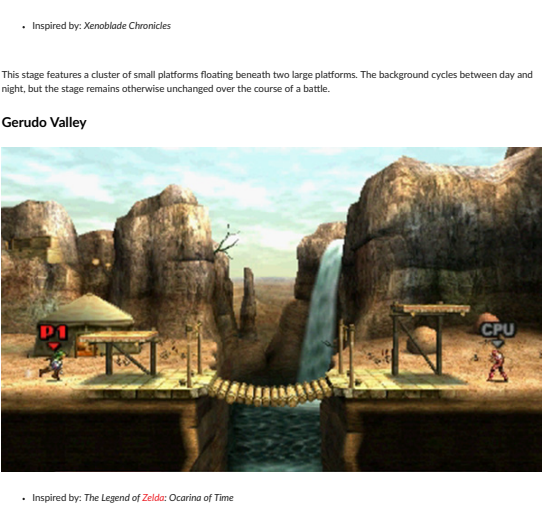
Gaur Plain



- Inspired by: *Xenoblade Chronicles*

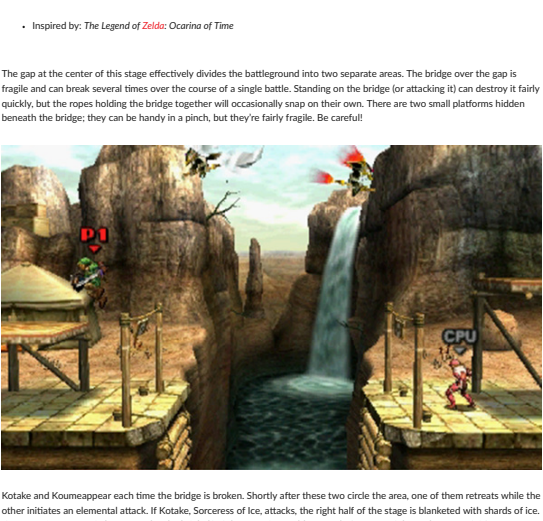
This stage features a cluster of small platforms floating beneath two large platforms. The background cycles between day and night, but the stage remains otherwise unchanged over the course of a battle.

Gerudo Valley



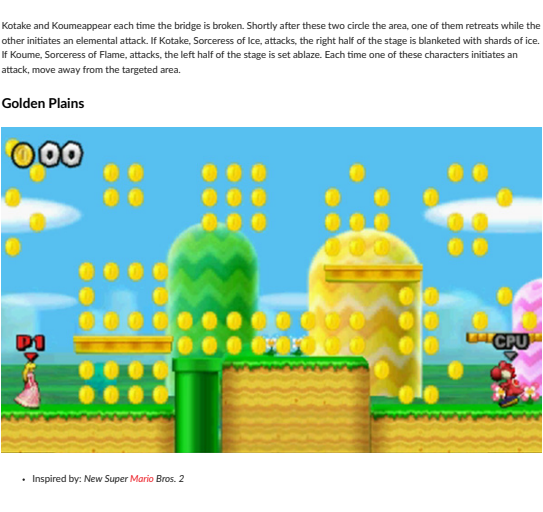
- Inspired by: *The Legend of Zelda: Ocarina of Time*

The gap at the center of this stage effectively divides the battleground into two separate areas. The bridge over the gap is fragile and can break several times over the course of a single battle. Standing on the bridge (or attacking it) can destroy it fairly quickly, but the ropes holding the bridge together will occasionally snap on their own. There are two small platforms hidden beneath the bridge; they can be handy in a pinch, but they're fairly fragile. Be careful!



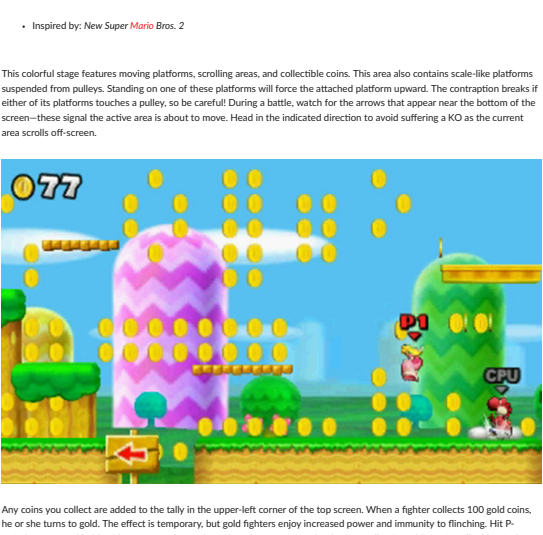
Kotake and Koumeappear each time the bridge is broken. Shortly after these two circle the area, one of them retreats while the other initiates an elemental attack. If Kotake, Sorceress of Ice, attacks, the right half of the stage is blanketed with shards of ice. If Koume, Sorceress of Flame, attacks, the left half of the stage is set ablaze. Each time one of these characters initiates an attack, move away from the targeted area.

Golden Plains



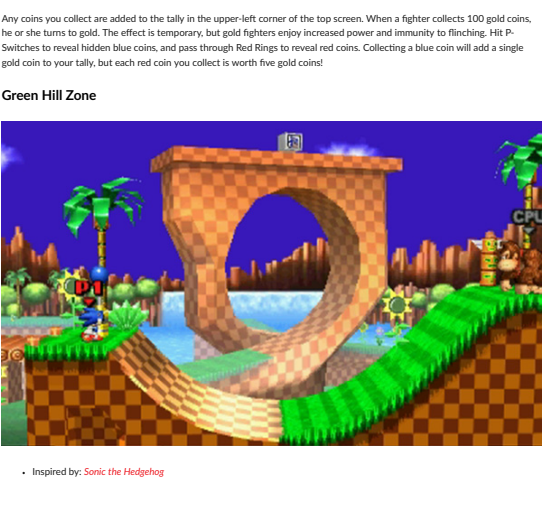
- Inspired by: *New Super Mario Bros. 2*

This colorful stage features moving platforms, scrolling areas, and collectible coins. This area also contains scale-like platforms suspended from pulleys. Standing on one of these platforms will force the attached platform upward. The contraption breaks if either of its platforms touches a pulley, so be careful! During a battle, watch for the arrows that appear near the bottom of the screen—these signal the active area is about to move. Head in the indicated direction to avoid suffering a KO as the current area scrolls off-screen.



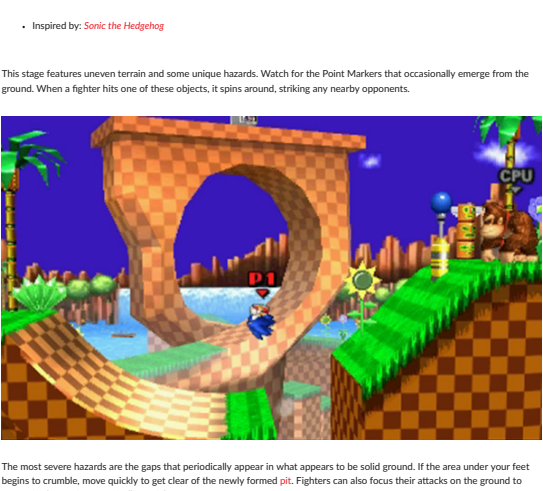
Any coins you collect are added to the tally in the upper-left corner of the top screen. When a fighter collects 100 gold coins, he or she turns to gold. The effect is temporary, but gold fighters enjoy increased power and immunity to flinching. Hit P-Switches to reveal hidden blue coins, and pass through Red Rings to reveal red coins. Collecting a blue coin will add a single gold coin to your tally, but each red coin you collect is worth five gold coins!

Green Hill Zone



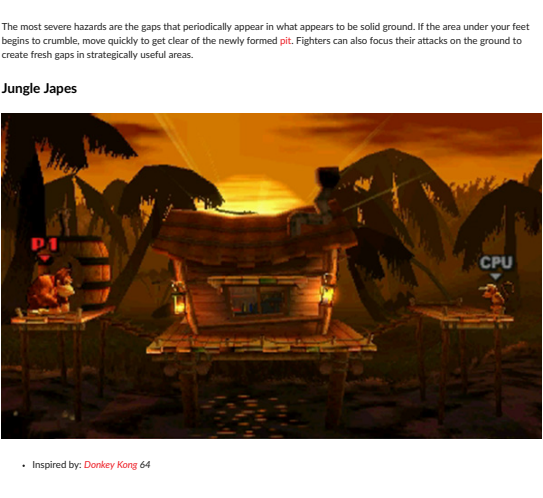
- Inspired by: *Sonic the Hedgehog*

This stage features uneven terrain and some unique hazards. Watch for the Point Markers that occasionally emerge from the ground. When a fighter hits one of these objects, it spins around, striking any nearby opponents.



The most severe hazards are the gaps that periodically appear in what appears to be solid ground. If the area under your feet begins to crumble, move quickly to get clear of the newly formed pit. Fighters can also focus their attacks on the ground to create fresh gaps in strategically useful areas.

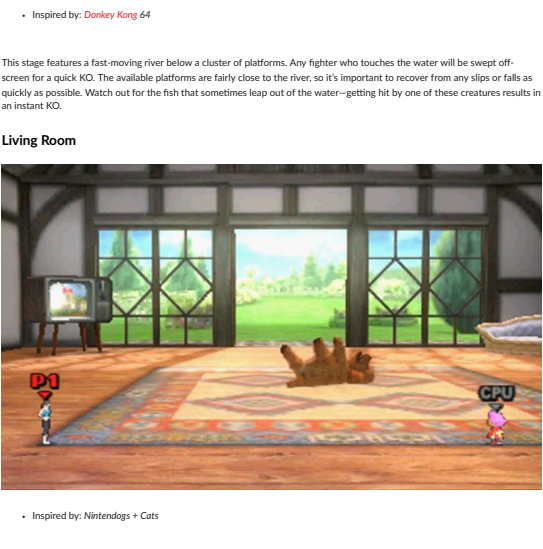
Jungle Japes



- Inspired by: *Donkey Kong 64*

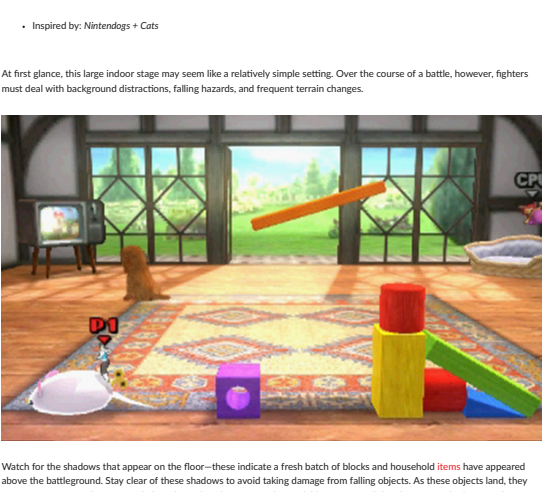
This stage features a fast-moving river below a cluster of platforms. Any fighter who touches the water will be swept off-screen for a quick KO. The available platforms are fairly close to the river, so it's important to recover from any slips or falls as quickly as possible. Watch out for the fish that sometimes leap out of the water—getting hit by one of these creatures results in an instant KO.

Living Room



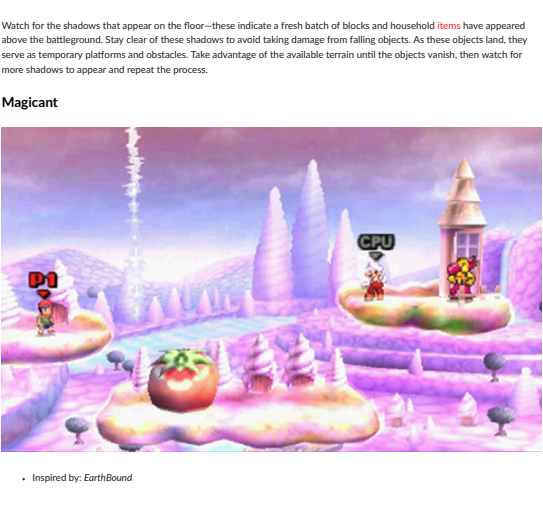
- Inspired by: *Nintendogs + Cats*

At first glance, this large indoor stage may seem like a relatively simple setting. Over the course of a battle, however, fighters must deal with background distractions, falling hazards, and frequent terrain changes.



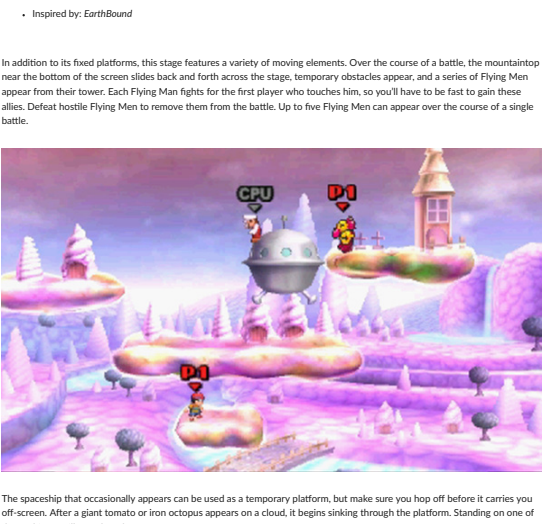
Watch for the shadows that appear on the floor—these indicate a fresh batch of blocks and household items have appeared above the battleground. Stay clear of these shadows to avoid taking damage from falling objects. As these objects land, they serve as temporary platforms and obstacles. Take advantage of the available terrain until the objects vanish, then watch for more shadows to appear and repeat the process.

Magicant



- Inspired by: *EarthBound*

In addition to its fixed platforms, this stage features a variety of moving elements. Over the course of a battle, the mountaintop near the bottom of the screen slides back and forth across the stage, temporary obstacles appear, and a series of Flying Men appear from their tower. Each Flying Man fights for the first player who touches him, so you'll have to be fast to gain these allies. Defeat hostile Flying Men to remove them from the battle. Up to five Flying Men can appear over the course of a single battle.

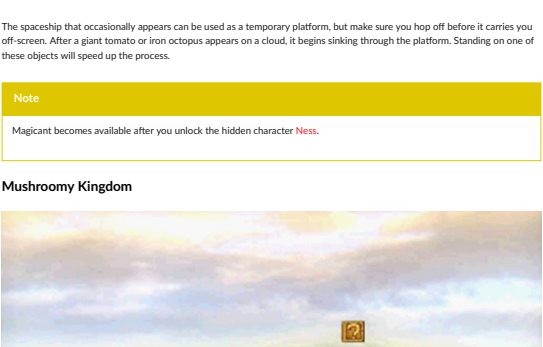


The spaceship that occasionally appears can be used as a temporary platform, but make sure you hop off before it carries you off-screen. After a giant tomato or iron octopus appears on a cloud, it begins sinking through the platform. Standing on one of these objects will speed up the process.

Note

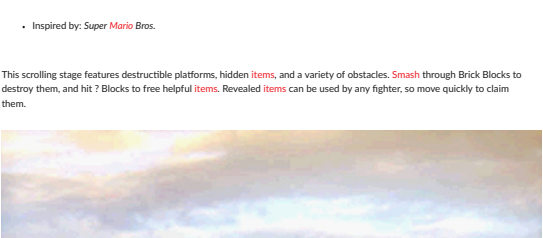
Magicant becomes available after you unlock the hidden character Ness.

Mushroomy Kingdom



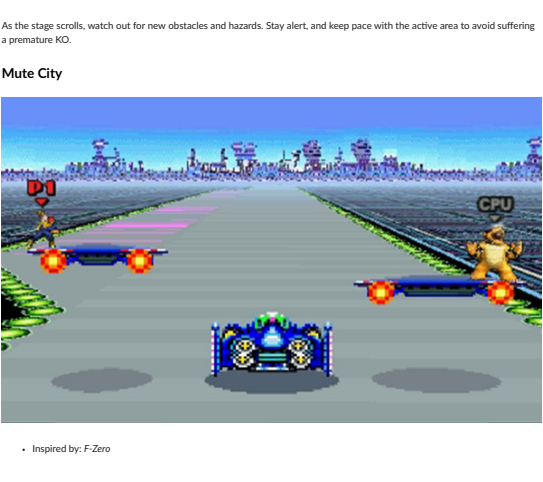
- Inspired by: *Super Mario Bros.*

This scrolling stage features destructible platforms, hidden items, and a variety of obstacles. Smash through Brick Blocks to destroy them, and hit ? Blocks to free helpful items. Revealed items can be used by any fighter, so move quickly to claim them.



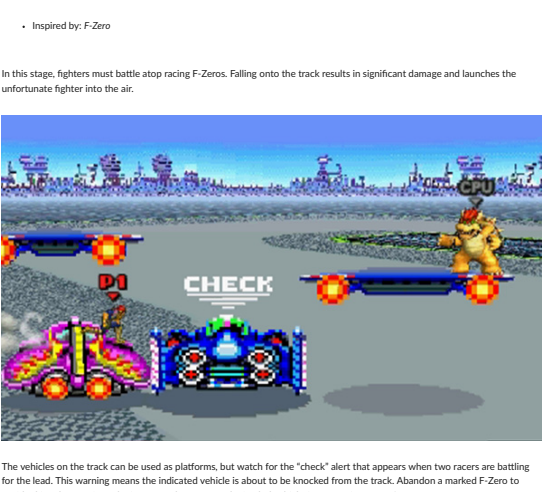
As the stage scrolls, watch out for new obstacles and hazards. Stay alert, and keep pace with the active area to avoid suffering a premature KO.

Mute City



- Inspired by: *F-Zero*

In this stage, fighters must battle atop racing F-Zeros. Falling onto the track results in significant damage and launches the unfortunate fighter into the air.

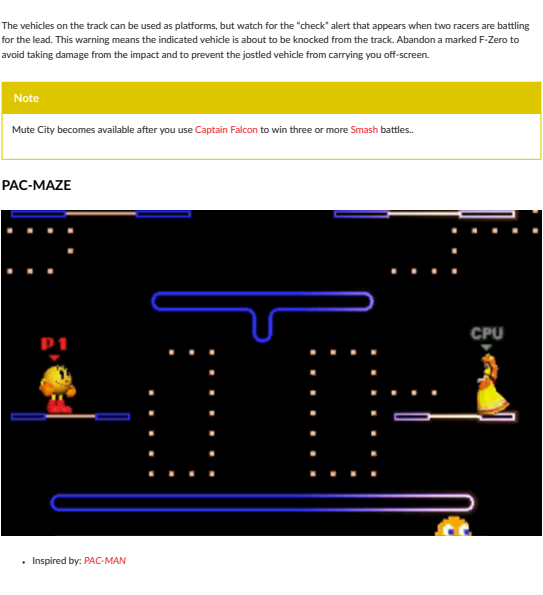


The vehicles on the track can be used as platforms, but watch for the "check" alert that appears when two racers are battling for the lead. This warning means the indicated vehicle is about to be knocked from the track. Abandon a marked F-Zero to avoid taking damage from the impact and to prevent the jostled vehicle from carrying you off-screen.

Note

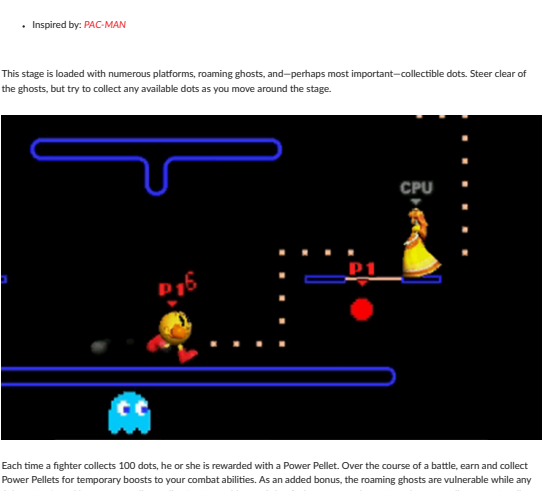
Mute City becomes available after you use Captain Falcon to win three or more Smash battles.

PAC-MAZE



- Inspired by: *PAC-MAN*

This stage is loaded with numerous platforms, roaming ghosts, and—perhaps most important—collectible dots. Steer clear of the ghosts, but try to collect any available dots as you move around the stage.

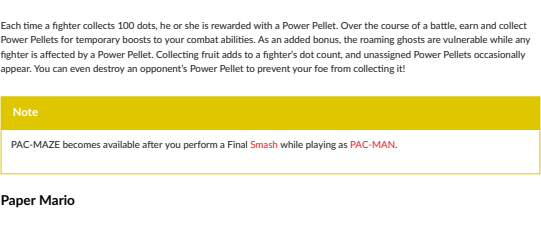


Each time a fighter collects 100 dots, he or she is rewarded with a Power Pellet. Over the course of a battle, earn and collect Power Pellets for temporary boosts to your combat abilities. As an added bonus, the roaming ghosts are vulnerable while any fighter is affected by a Power Pellet. Collecting fruit adds to a fighter's dot count, and unassigned Power Pellets occasionally appear. You can even destroy an opponent's Power Pellet to prevent your foe from collecting it!

Note

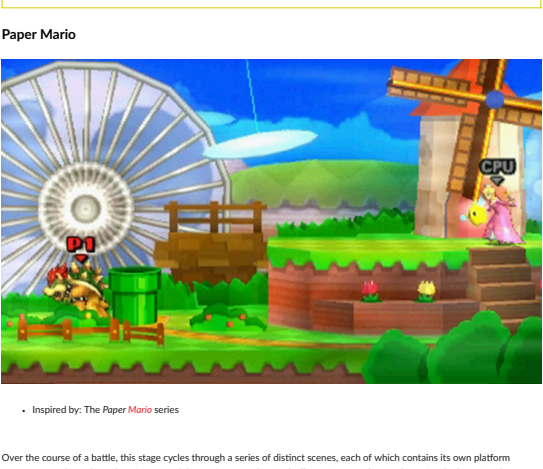
PAC-MAZE becomes available after you perform a Final Smash while playing as PAC-MAN.

Paper Mario



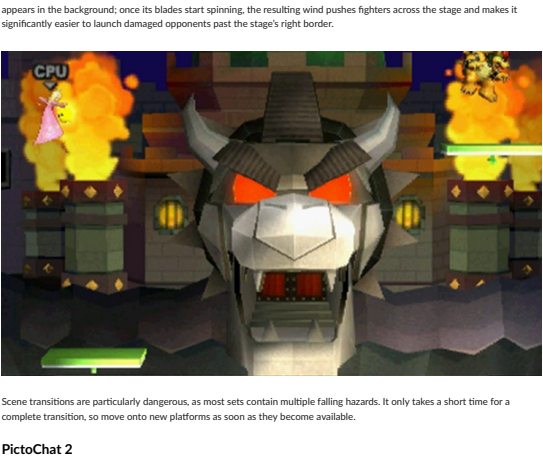
- Inspired by: *The Paper Mario* series

Over the course of a battle, this stage cycles through a series of distinct scenes, each of which contains its own platform arrangements, hazards, and environmental distractions. On the windmill set, for example, watch out for the large fan that appears in the background; once its blades start spinning, the resulting wind pushes fighters across the stage and makes it significantly easier to launch damaged opponents past the stage's right border.



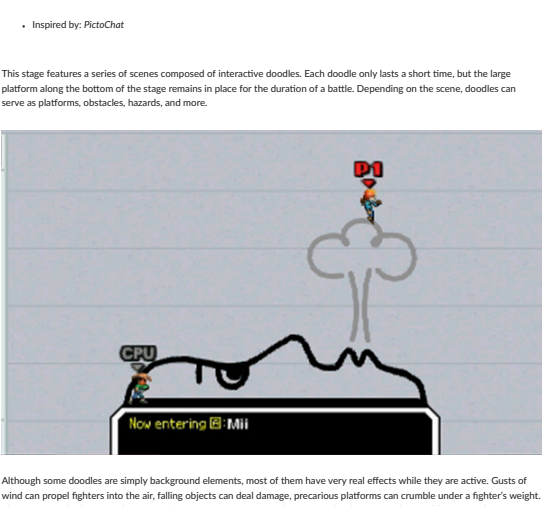
Scene transitions are particularly dangerous, as most sets contain multiple falling hazards. It only takes a short time for a complete transition, so move onto new platforms as soon as they become available.

PictoChat 2



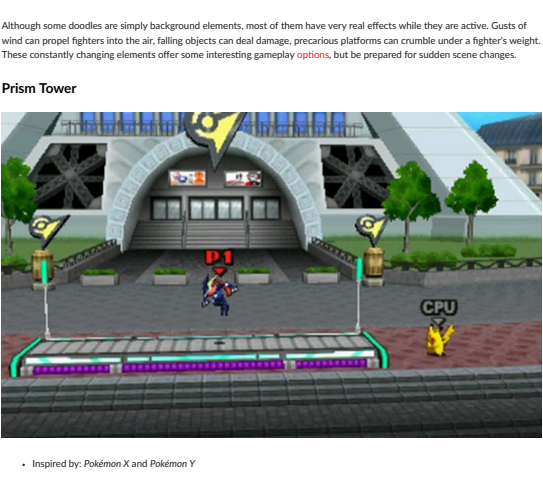
- Inspired by: *PictoChat*

This stage features a series of scenes composed of interactive doodles. Each doodle only lasts a short time, but the large platform along the bottom of the stage remains in place for the duration of a battle. Depending on the scene, doodles can serve as platforms, obstacles, hazards, and more.



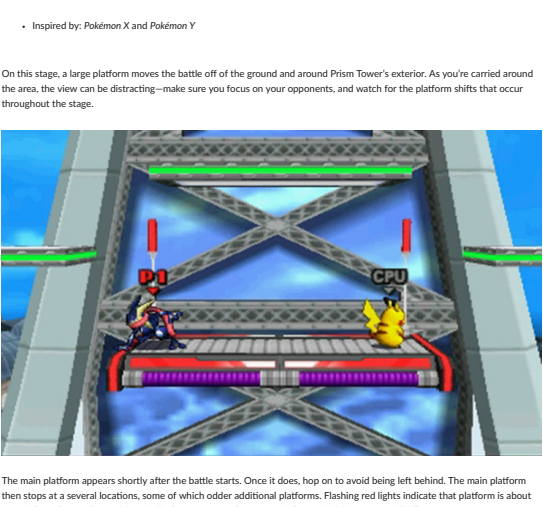
Although some doodles are simply background elements, most of them have very real effects while they are active. Gusts of wind can propel fighters into the air, falling objects can deal damage, precarious platforms can crumble under a fighter's weight. These constantly changing elements offer some interesting gameplay options, but be prepared for sudden scene changes.

Prism Tower



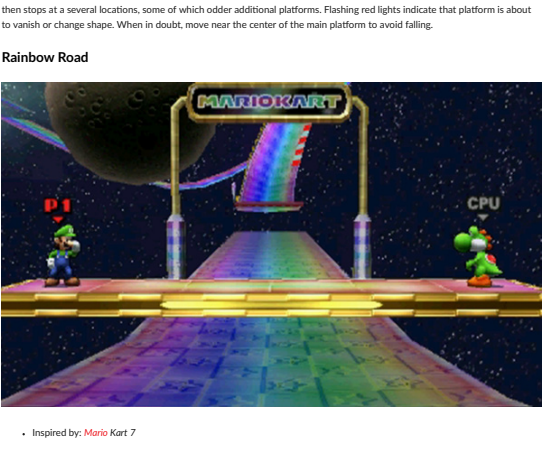
- Inspired by: *Pokémon X and Pokémon Y*

On this stage, a large platform moves the battle off of the ground and around Prism Tower's exterior. As you're carried around the area, the view can be distracting—make sure you focus on your opponents, and watch for the platform shifts that occur throughout the stage.



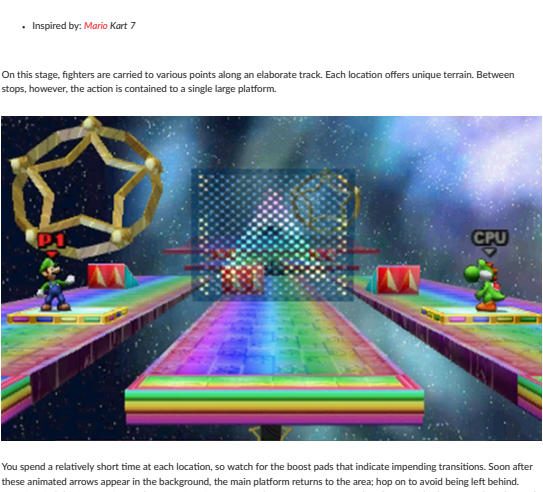
The main platform appears shortly after the battle starts. Once it does, hop on to avoid being left behind. The main platform then stops at a several locations, some of which odder additional platforms. Flashing red lights indicate that platform is about to vanish or change shape. When in doubt, move near the center of the main platform to avoid falling.

Rainbow Road



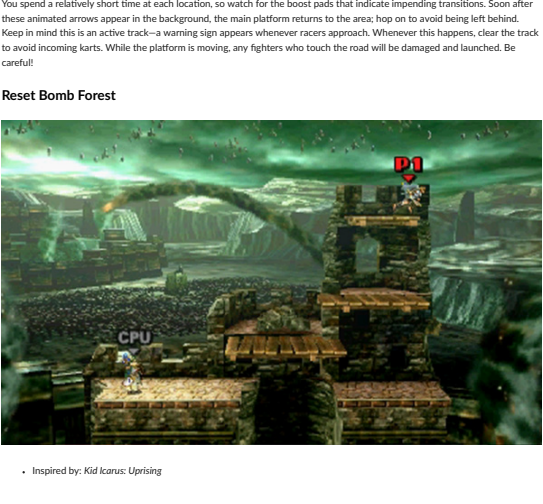
- Inspired by: *Mario Kart 7*

On this stage, fighters are carried to various points along an elaborate track. Each location offers unique terrain. Between stops, however, the action is contained to a single large platform.



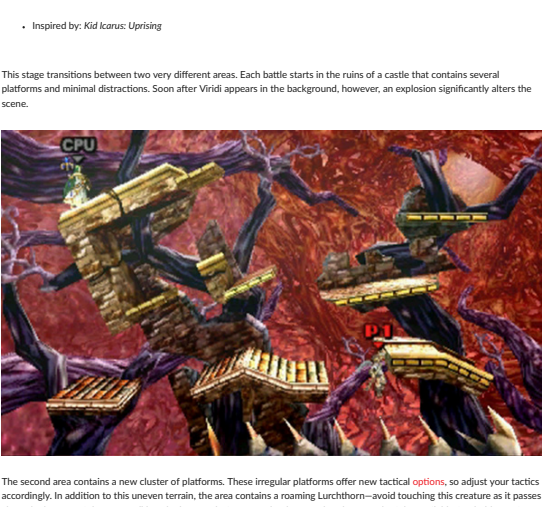
You spend a relatively short time at each location, so watch for the boost pads that indicate impending transitions. Soon after these animated arrows appear in the background, the main platform returns to the area; hop on to avoid being left behind. Keep in mind this is an active track—a warning sign appears whenever racers approach. Whenever this happens, clear the track to avoid incoming karts. While the platform is moving, any fighters who touch the road will be damaged and launched. Be careful!

Reset Bomb Forest



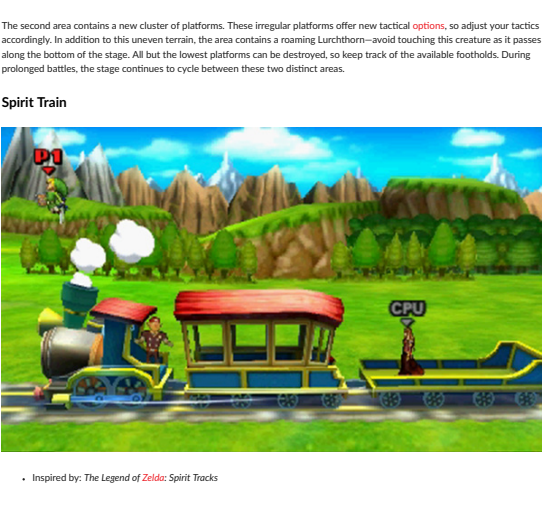
- Inspired by: *Kid Icarus: Uprising*

This stage transitions between two very different areas. Each battle starts in the ruins of a castle that contains several platforms and minimal distractions. Soon after Viridi appears in the background, however, an explosion significantly alters the scene.



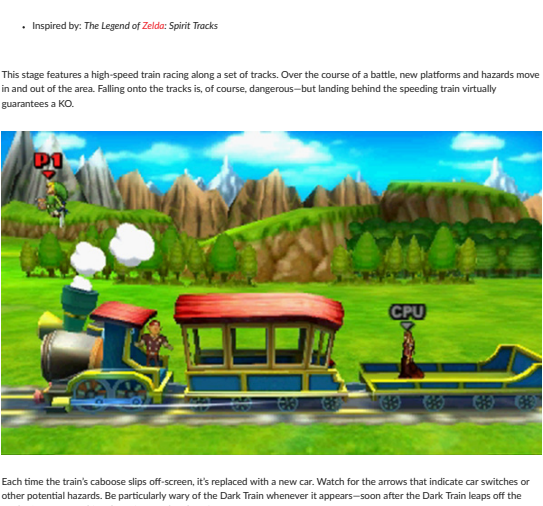
The second area contains a new cluster of platforms. These irregular platforms offer new tactical options, so adjust your tactics accordingly. In addition to this uneven terrain, the area contains a roaming Lurchthorn—avoid touching this creature as it passes along the bottom of the stage. All but the lowest platforms can be destroyed, so keep track of the available footholds. During prolonged battles, the stage continues to cycle between these two distinct areas.

Spirit Train



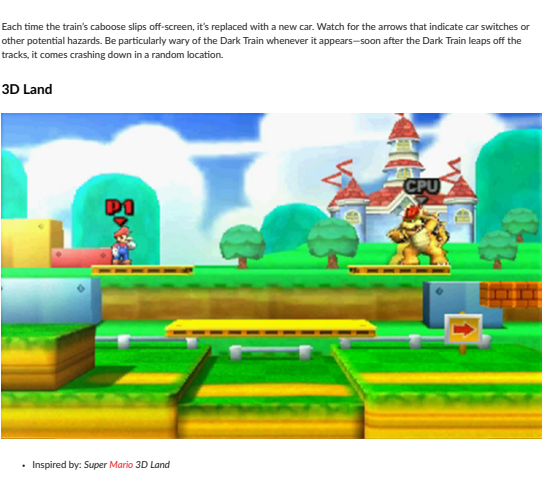
- Inspired by: *The Legend of Zelda: Spirit Tracks*

This stage features a high-speed train racing along a set of tracks. Over the course of a battle, new platforms and hazards move in and out of the area. Falling onto the tracks is, of course, dangerous—but landing behind the speeding train virtually guarantees a KO.



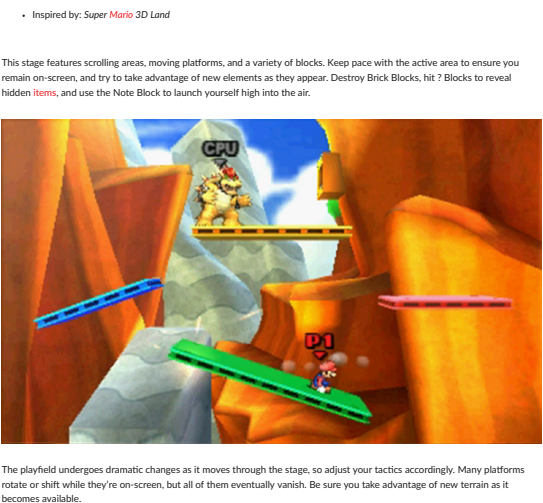
Each time the train's caboose slips off-screen, it's replaced with a new car. Watch for the arrows that indicate car switches or other potential hazards. Be particularly wary of the Dark Train whenever it appears—soon after the Dark Train leaps off the tracks, it comes crashing down in a random location.

3D Land



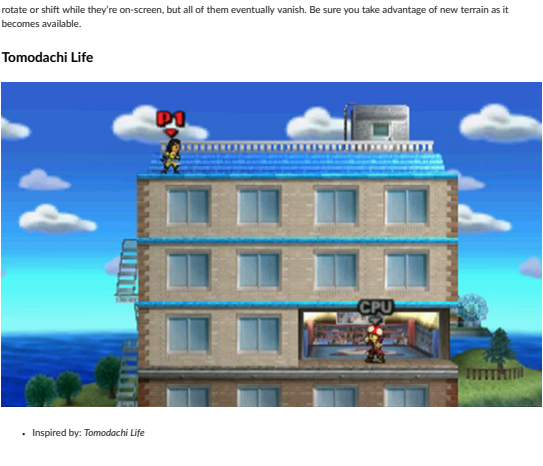
- Inspired by: *Super Mario 3D Land*

This stage features scrolling areas, moving platforms, and a variety of blocks. Keep pace with the active area to ensure you remain on-screen, and try to take advantage of new elements as they appear. Destroy Brick Blocks, hit ? Blocks to reveal hidden items, and use the Note Block to launch yourself high into the air.



The playfield undergoes dramatic changes as it moves through the stage, so adjust your tactics accordingly. Many platforms rotate or shift while they're on-screen, but all of them eventually vanish. Be sure you take advantage of new terrain as it becomes available.

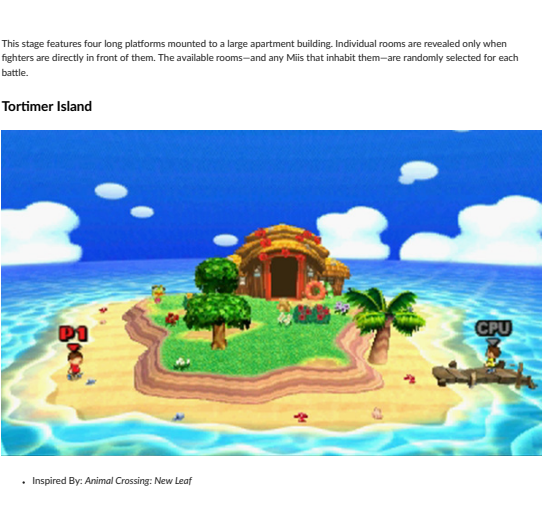
Tomodachi Life



- Inspired by: *Tomodachi Life*

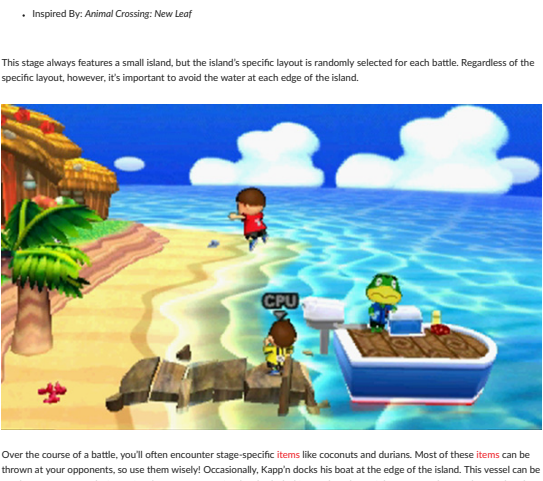
This stage features four long platforms mounted to a large apartment building. Individual rooms are revealed only when fighters are directly in front of them. The available rooms—and any Miis that inhabit them—are randomly selected for each battle.

Tortimer Island



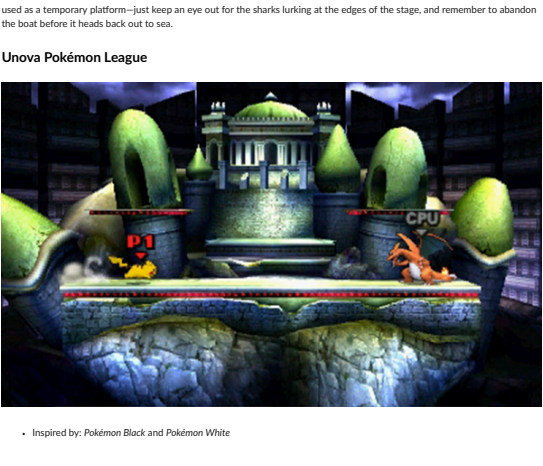
- Inspired By: *Animal Crossing: New Leaf*

This stage always features a small island, but the island's specific layout is randomly selected for each battle. Regardless of the specific layout, however, it's important to avoid the water at each edge of the island.



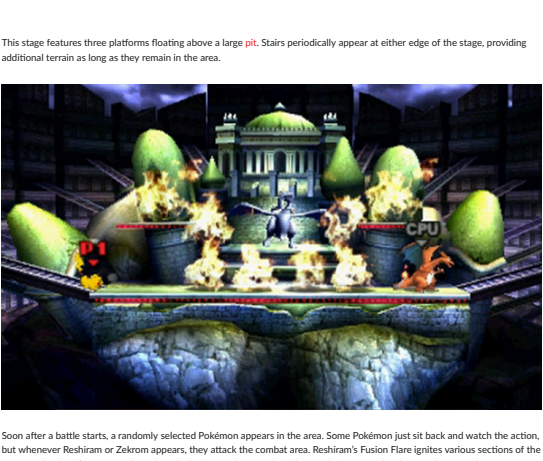
Over the course of a battle, you'll often encounter stage-specific items like coconuts and durians. Most of these items can be thrown at your opponents, so use them wisely! Occasionally, Kapp'n docks his boat at the edge of the island. This vessel can be used as a temporary platform—just keep an eye out for the sharks lurking at the edges of the stage, and remember to abandon the boat before it heads back out to sea.

Unova Pokémon League



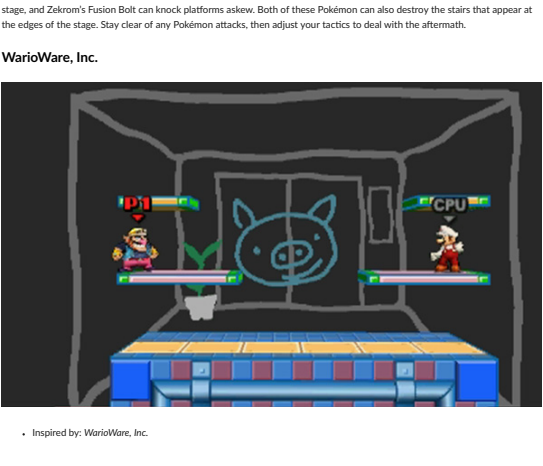
- Inspired by: *Pokémon Black and Pokémon White*

This stage features three platforms floating above a large pit. Stairs periodically appear at either edge of the stage, providing additional terrain as long as they remain in the area.



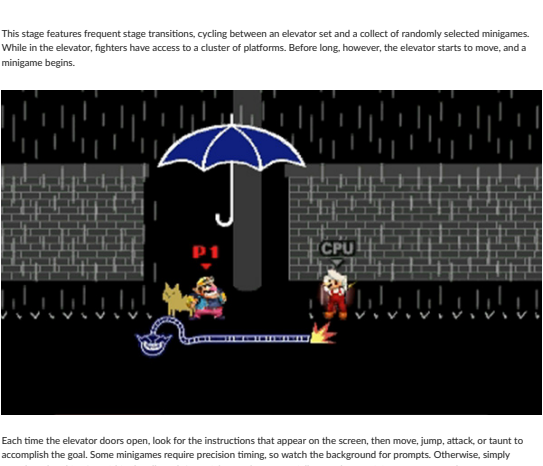
Soon after a battle starts, a randomly selected Pokémon appears in the area. Some Pokémon just sit back and watch the action, but whenever Reshiram or Zekrom appears, they attack the combat area. Reshiram's Fusion Flare ignites various sections of the stage, and Zekrom's Fusion Bolt can knock platforms askew. Both of these Pokémon can also destroy the stairs that appear at the edges of the stage. Stay clear of any Pokémon attacks, then adjust your tactics to deal with the aftermath.

WarioWare, Inc.



- Inspired by: *WarioWare, Inc.*

This stage features frequent stage transitions, cycling between an elevator set and a collect of randomly selected minigames. While in the elevator, fighters have access to a cluster of platforms. Before long, however, the elevator starts to move, and a minigame begins.

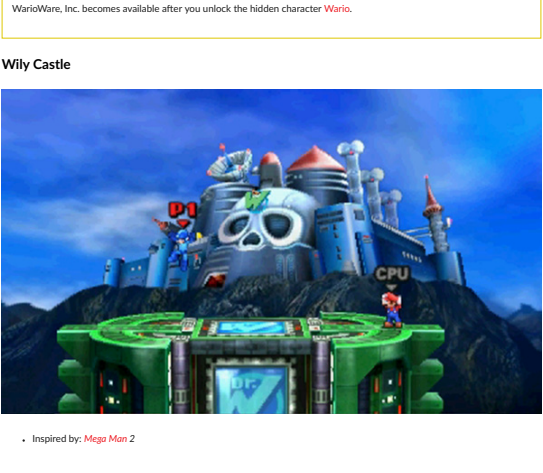


Each time the elevator doors open, look for the instructions that appear on the screen, then move, jump, attack, or taunt to accomplish the goal. Some minigames require precision timing, so watch the background for prompts. Otherwise, simply complete the objective within the allotted time. Fighters who successfully complete a minigame are granted temporary bonuses upon returning to the elevator set.

Note

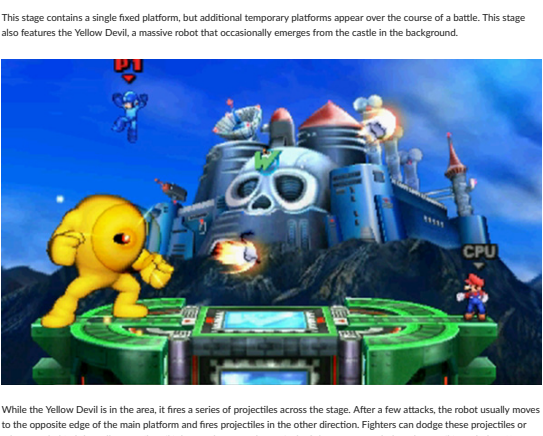
WarioWare, Inc. becomes available after you unlock the hidden character Wario.

Wily Castle



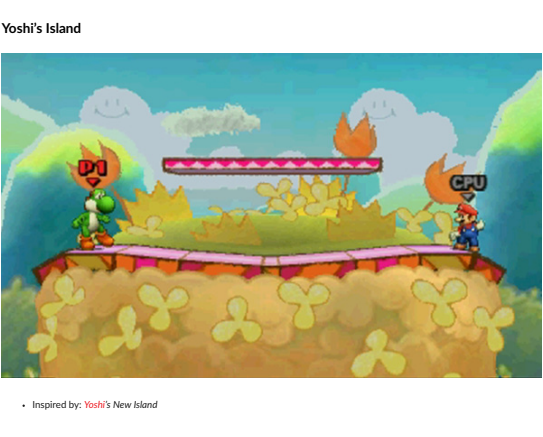
- Inspired by: *Mega Man 2*

This stage contains a single fixed platform, but additional temporary platforms appear over the course of a battle. This stage also features the Yellow Devil, a massive robot that occasionally emerges from the castle in the background.



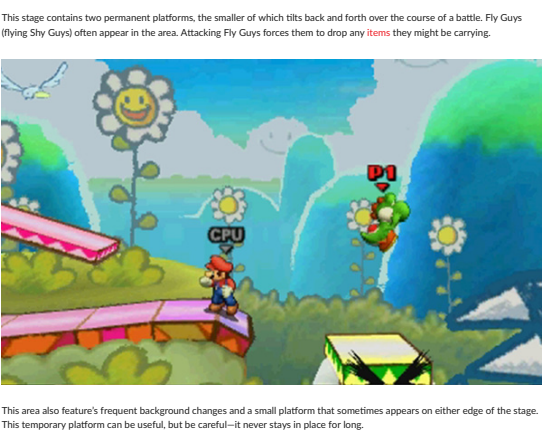
While the Yellow Devil is in the area, it fires a series of projectiles across the stage. After a few attacks, the robot usually moves to the opposite edge of the main platform and fires projectiles in the other direction. Fighters can dodge these projectiles or take cover behind the Yellow Devil until it leaves the area. Alternatively, fighters can attack the robot until it explodes—if you manage to deliver the finishing blow, the resulting explosion counts as your attack, damaging all nearby opponents.

Yoshi's Island

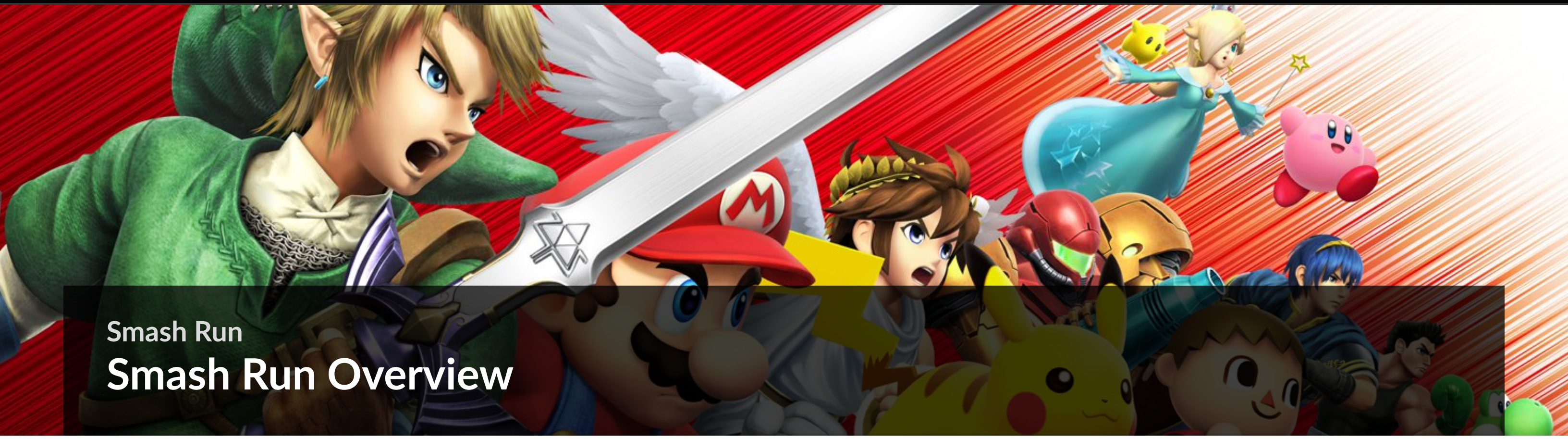


- Inspired by: *Yoshi's New Island*

This stage contains two permanent platforms, the smaller of which tilts back and forth over the course of a battle. Fly Guys (flying Shy Guys) often appear in the area. Attacking Fly Guys forces them to drop any items they might be carrying.

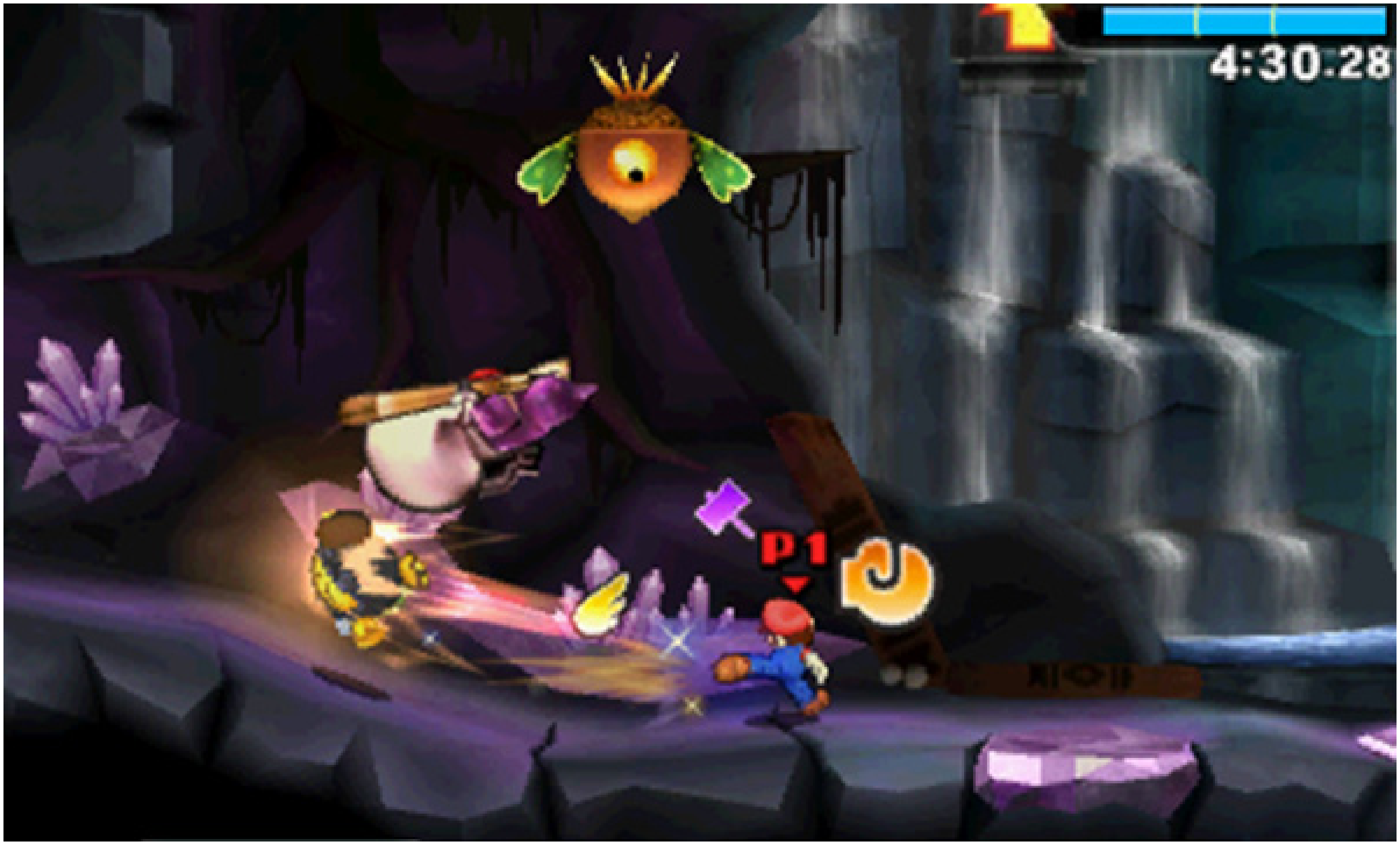


This area also feature's frequent background changes and a small platform that sometimes appears on either edge of the stage. This temporary platform can be useful, but be careful—it never stays in place for long.

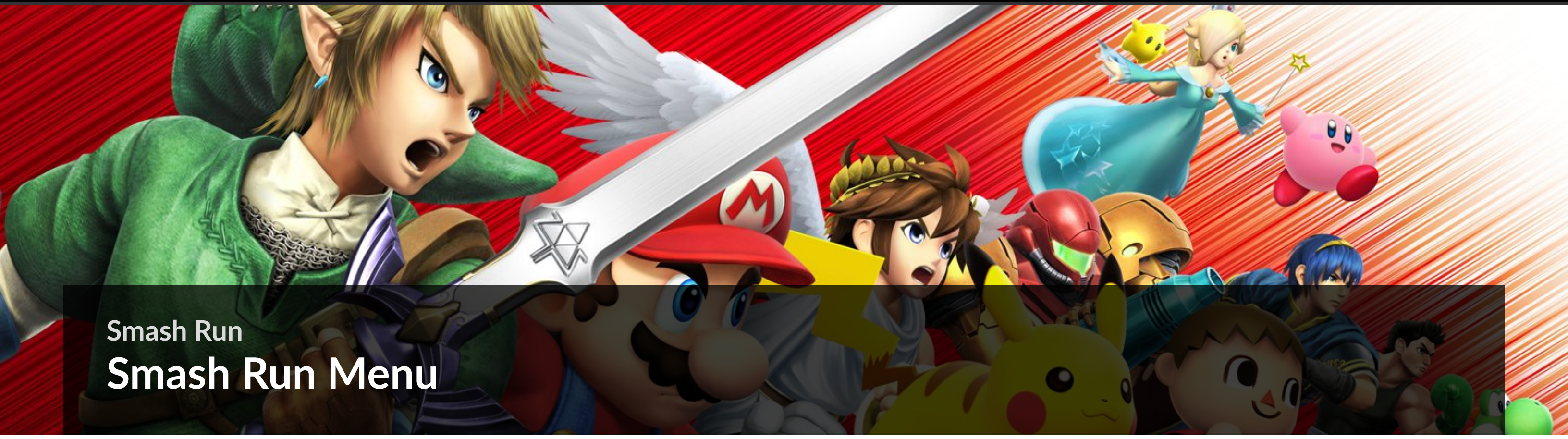


Smash Run

Smash Run Overview

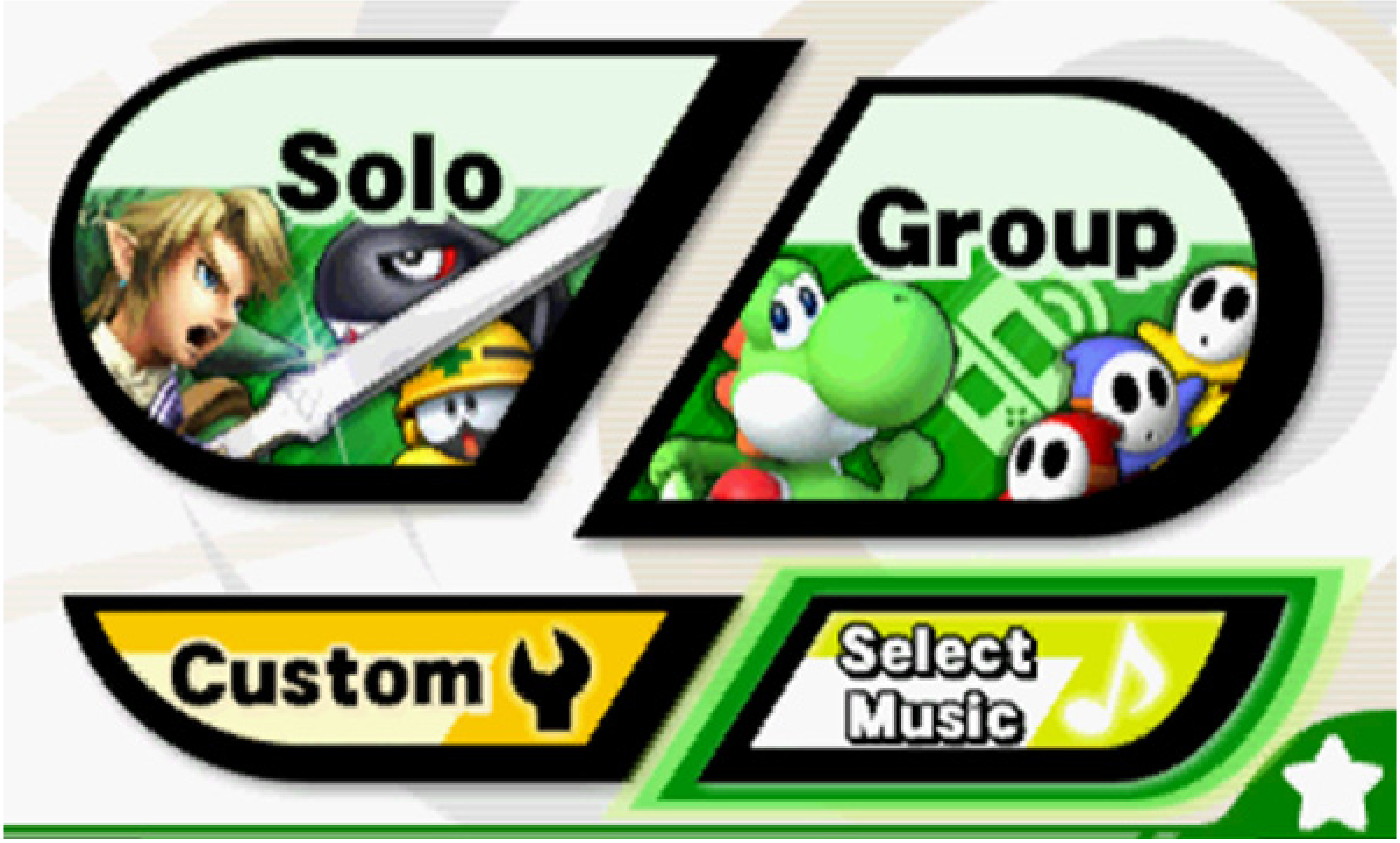


In Smash Run, you have five minutes to defeat enemies and search for helpful items scattered across a massive battlefield. Virtually every action you take during this time improves your character's stats! When the clock runs out, use your powered-up fighter to smash your way to victory in one of seventeen final battle types.



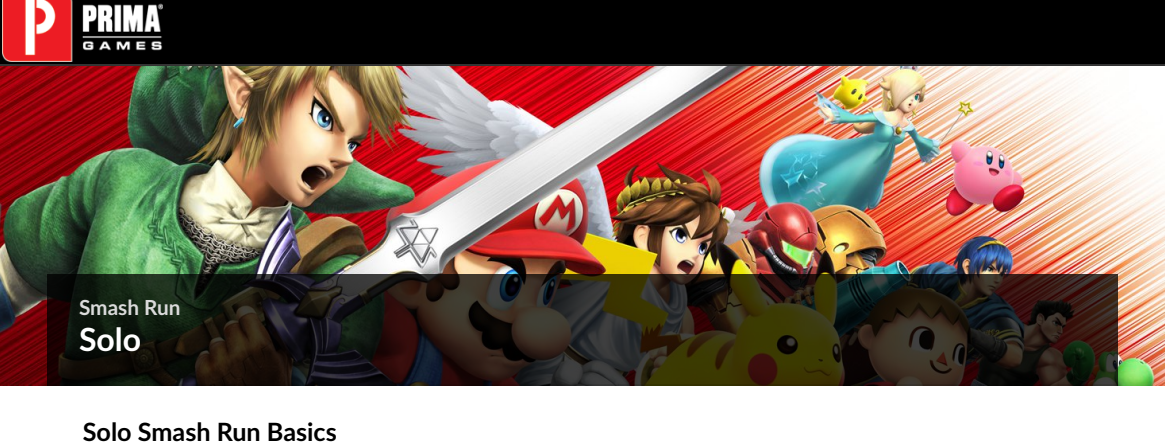
Smash Run

Smash Run Menu



The “Smash Run” menu contains four selections:

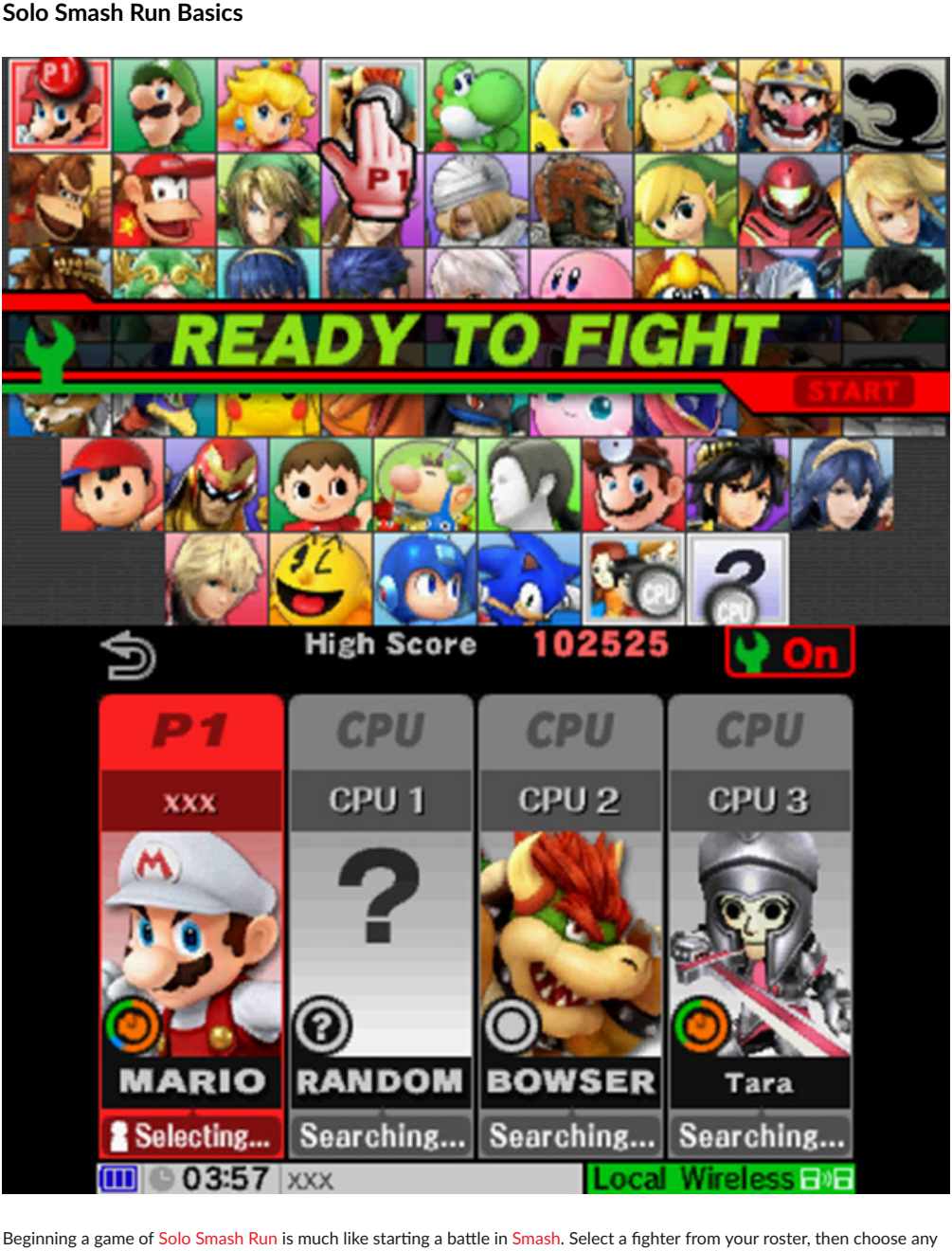
- Solo: You’ve got five minutes! Boost your stats, and then face three CPU rivals in battle!
- Group: Collect stat boosts and face off against up to three other people via local wireless!
- Custom: Choose Power and equipment combinations to give your fighter a tactical advantage! Create new custom sets or edit existing combinations.
- Select Music: Select the background music that plays during Smash Run.



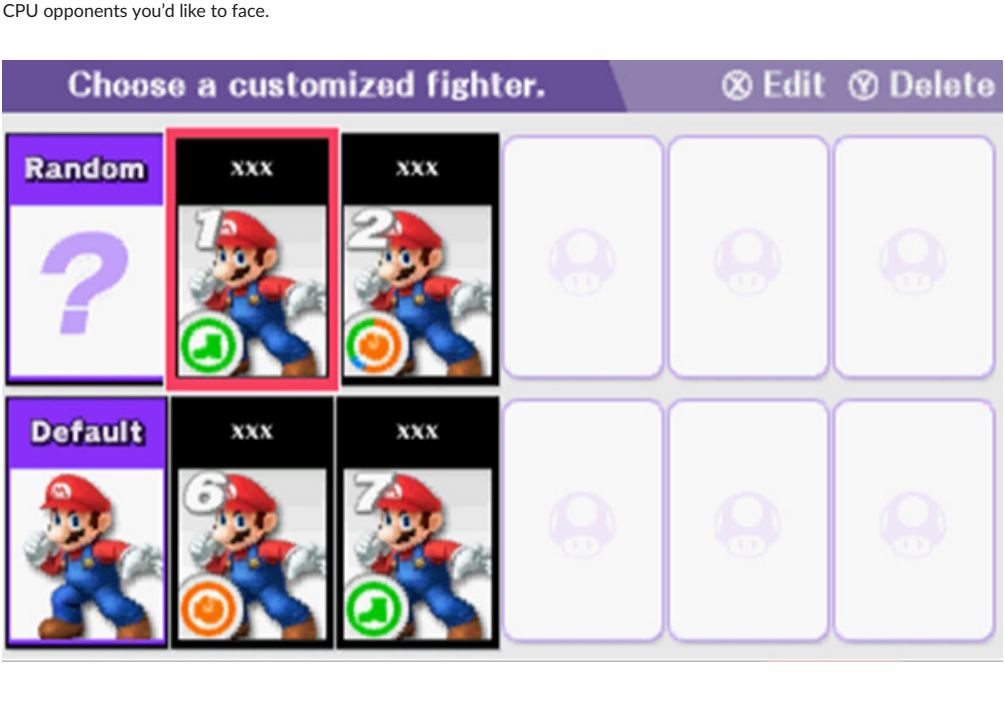
Smash Run

Solo

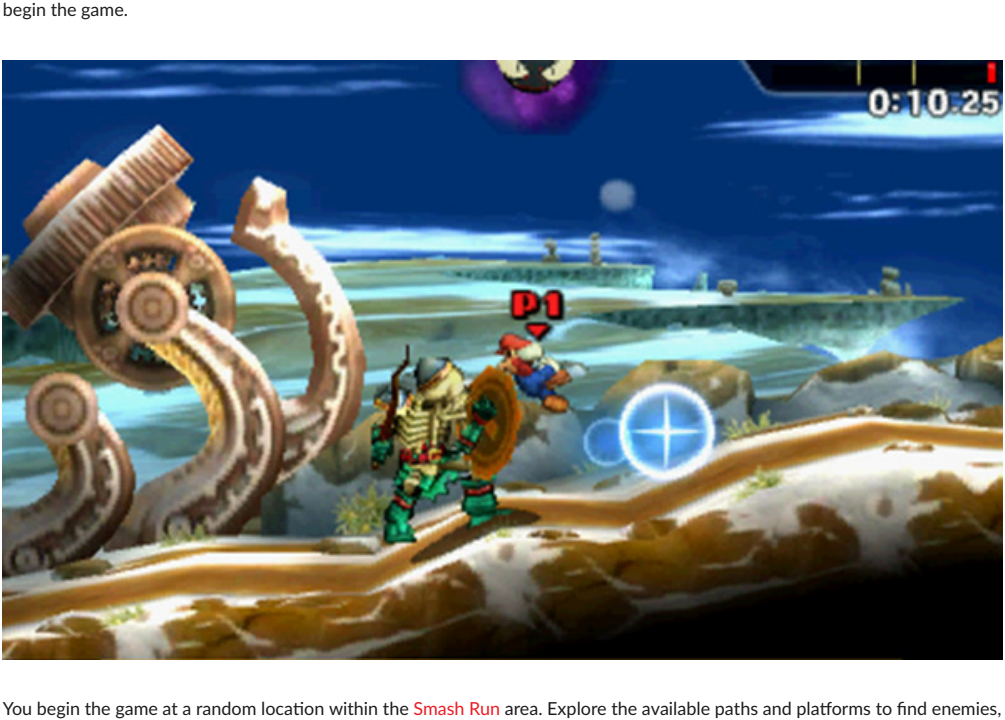
Solo Smash Run Basics



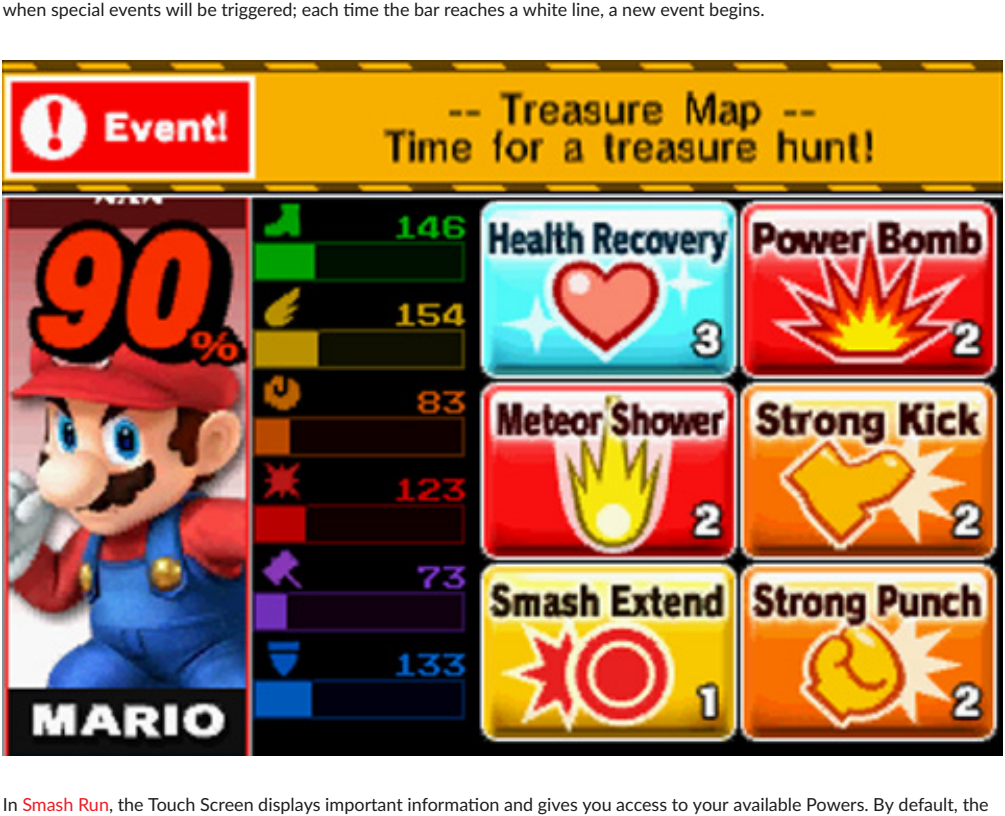
Beginning a game of Solo Smash Run is much like starting a battle in Smash. Select a fighter from your roster, then choose any CPU opponents you'd like to face.



If custom characters are allowed, you'll be asked to select one of your fighter's custom sets. From this screen, you can also choose to edit an existing set or create a new one. By selecting one of these options, you'll enter the Smash Run Custom mode without leaving your current game. Once you're satisfied with your fighter and your CPU opponents, press ●START to begin the game.

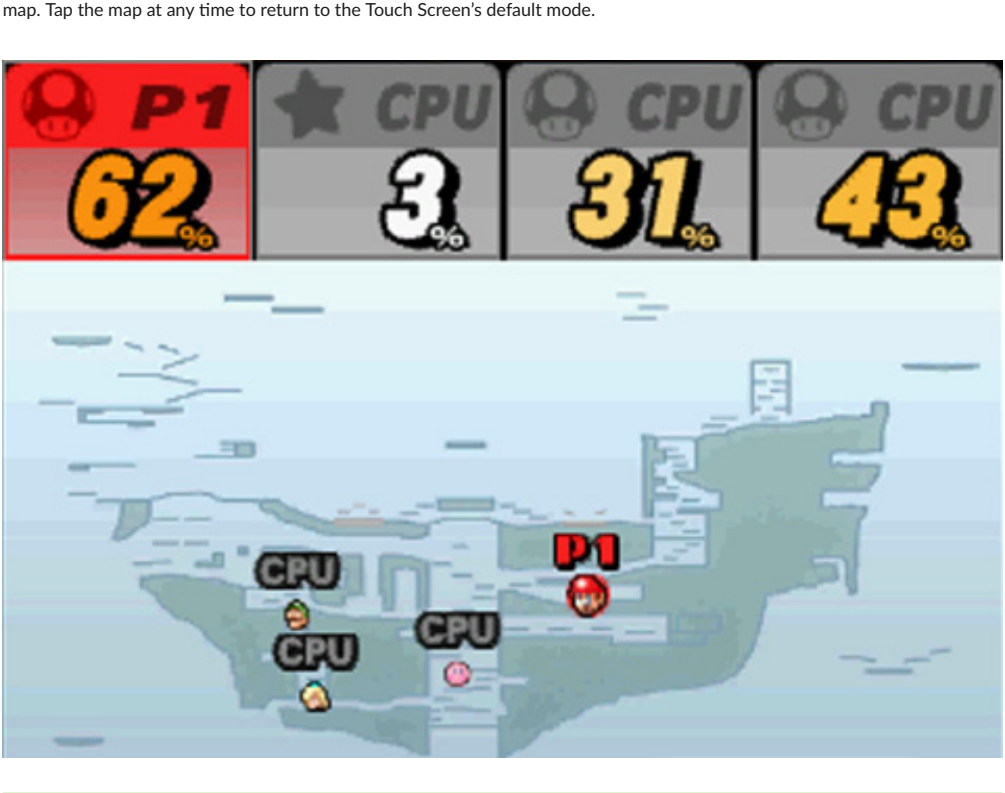


You begin the game at a random location within the Smash Run area. Explore the available paths and platforms to find enemies, treasure chests, challenge doors, and more. While you're in the Smash Run area, a clock in the upper-right corner of the Main Display shows the remaining time. The final battle begins when the clock runs out. The bar above the clock indicates exactly when special events will be triggered; each time the bar reaches a white line, a new event begins.



In Smash Run, the Touch Screen displays important information and gives you access to your available Powers. By default, the Touch Screen shows your current damage percentage, stat levels, collected items, and available Powers. Additionally, you'll also receive notifications about active events, and opponent actions appear near the top of the Touch Screen. To activate a Power, tap the corresponding icon. To display a map of the Smash Run area, tap the Touch Screen anywhere other than where the Powers are displayed.

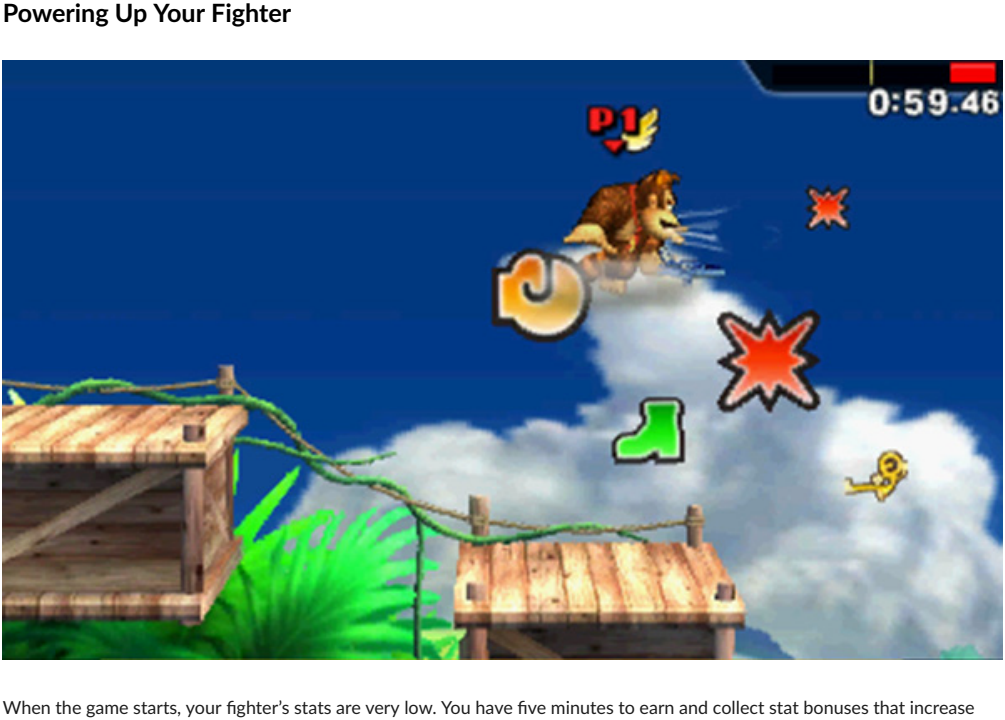
Activate the Touch Screen map to help navigate the Smash Run area, locate event-related items and enemies, and to get a bit of information about how your opponents are faring. The Touch Screen map shows each fighter's current position and damage percentage. During events, objectives appear near the top of the Touch Screen, and important locations are marked on the map. Tap the map at any time to return to the Touch Screen's default mode.



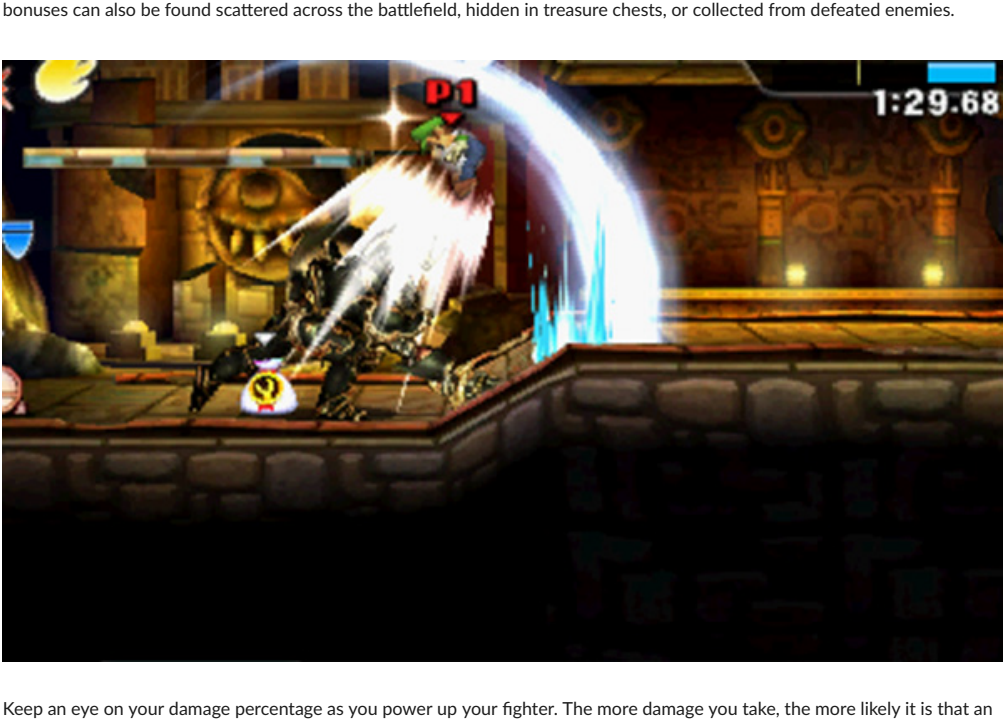
Tip

You will not encounter any of your opponents in the Smash Run area. Tracking fighter locations, however, can give you some insight into how your opponents are using the available time.

Powering Up Your Fighter



When the game starts, your fighter's stats are very low. You have five minutes to earn and collect stat bonuses that increase your fighter's effectiveness in the coming battle. Virtually every action you take will increase one of your fighter's stats, but stat bonuses can also be found scattered across the battlefield, hidden in treasure chests, or collected from defeated enemies.



Keep an eye on your damage percentage as you power up your fighter. The more damage you take, the more likely it is that an enemy will launch you off-screen. Each time you suffer a KO or fall out of the Smash Run area, you lose a large portion of your fighter's stats. Be careful, or you might find yourself at a severe disadvantage during the final battle!

Stat Boosts

Speed

Speed determines how fast your fighter moves on the ground and in the air. Increase this stat by collecting Speed stat bonuses or by running through the battlefield.

Jump

Jump determines how high and how far your fighter can jump. Increase this stat by collecting Jump stat bonuses or by jumping around the battlefield.

Attack

Attack determines the damage caused by your fighter's standard attacks, tilt (strong) attacks, and Smash attacks. Increase this stat by collecting Attack stat bonuses or by using the related attacks to damage enemies.

Special

Special determines the damage caused by your fighter's Special attacks. Increase this stat by collecting Special stat boosts or by using Special attacks to damage enemies.

Arms

Arms determines the effectiveness of items and the power of your fighter's throws. Increase this stat by collecting Arms stat boosts or by using items and throwing enemies.

Defense

Defense determines how difficult it is to launch your fighter. Increase this stat by collecting Defense stat boosts or by taking damage, shielding your fighter from damage, and dodging enemy attacks.

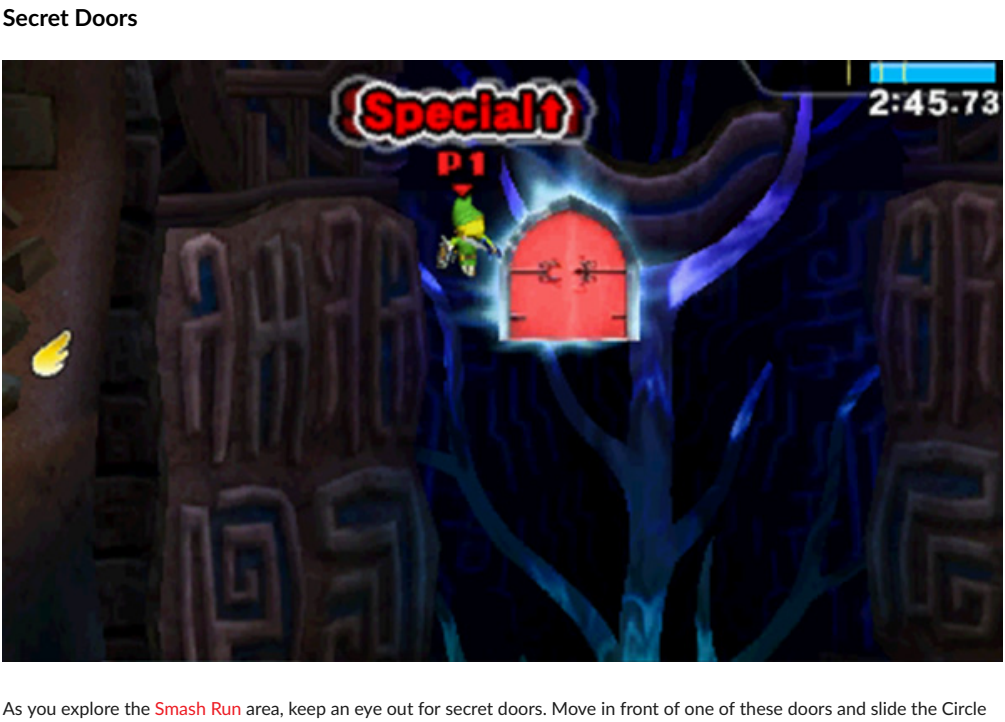
Star-Shaped Stat Boosts

Look for special star-shaped stat boosts that sometimes appear in Smash Run. Collecting one of these boosts all six of your fighter's stats!

026
Special!
P1
2:19.38
128

Stat boosts come in four sizes; the larger a stat boost, the greater its effect. Stat boosts dropped by defeated enemies only remain in the area for a short time, so make sure you grab them before they disappear!

Secret Doors



As you explore the Smash Run area, keep an eye out for secret doors. Move in front of one of these doors and slide the Circle Pad up to enter a bonus room.

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1:04.97
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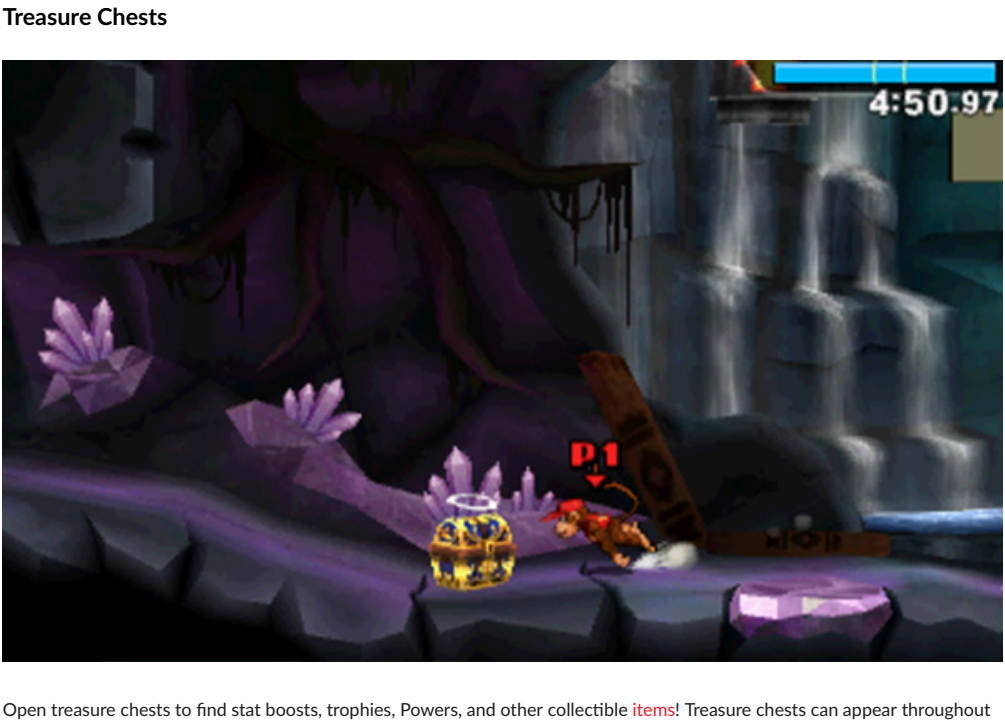
Some rooms simply contain miscellaneous items, but many bonus rooms hold secret door challenges that can be completed for big rewards!

Secret Door Challenges

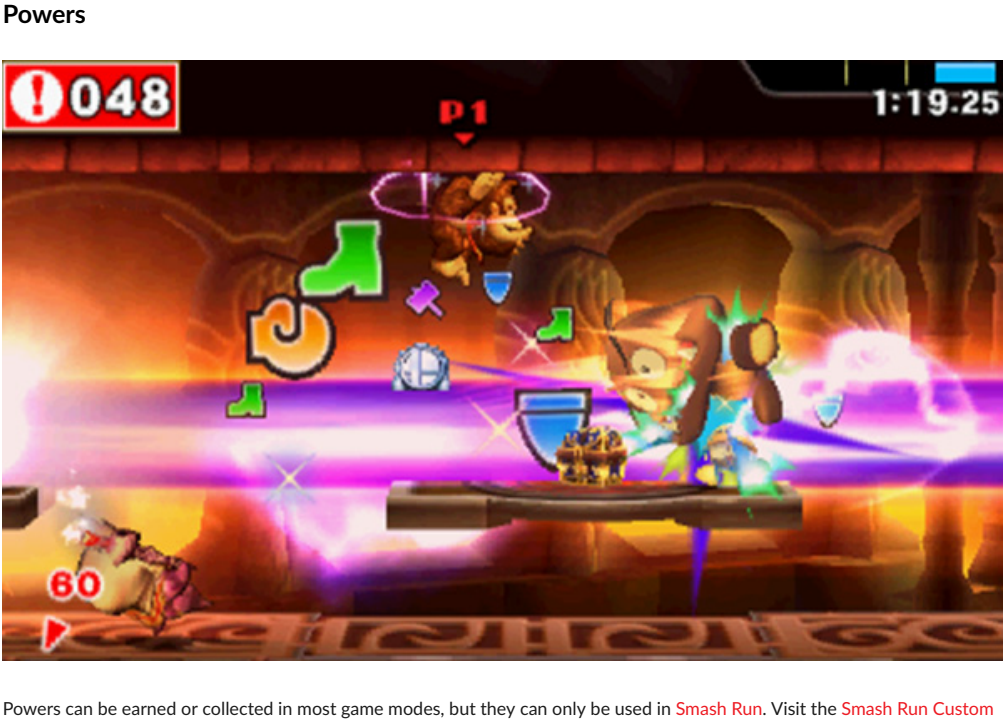
Objective	Description
Survive	Survive in the face of enemies and environmental hazards until time runs out.
Defeat them all!	Defeat all available enemies within the allotted time.
Target Smash	Destroy all available targets within the allotted time.
Crystal Smash!	Destroy all available crystals within the allotted time.

Treasure Chests



Open treasure chests to find stat boosts, trophies, Powers, and other collectible items! Treasure chests can appear throughout the Smash Run area, so a little exploration can be very rewarding.

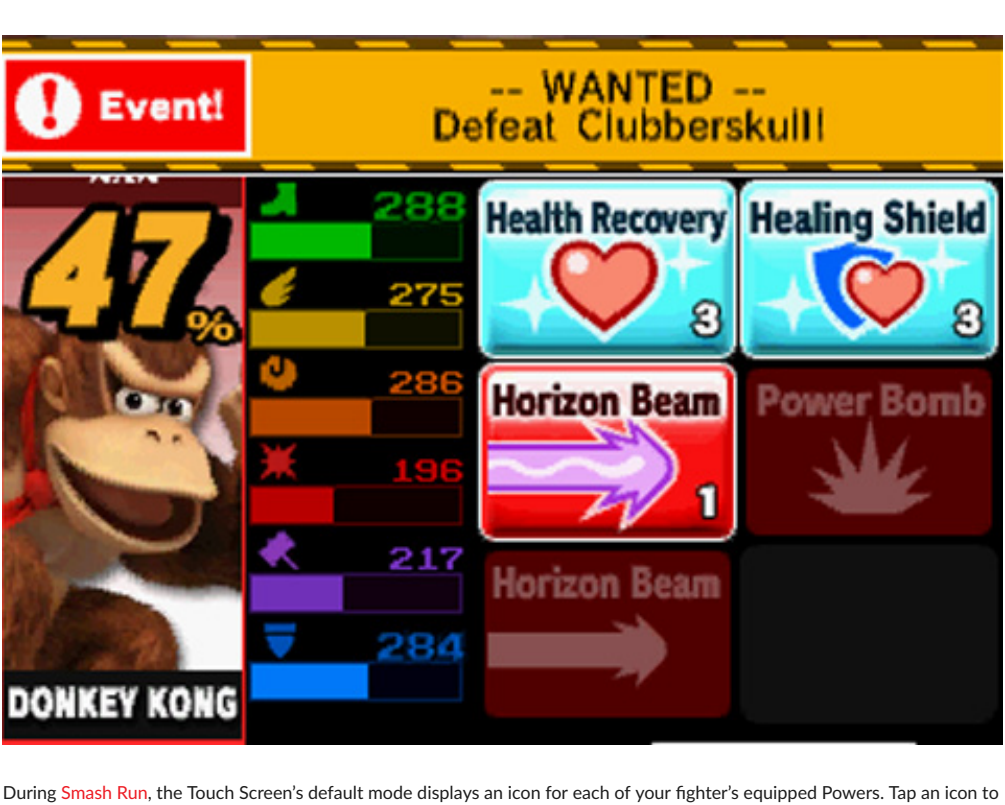
Powers



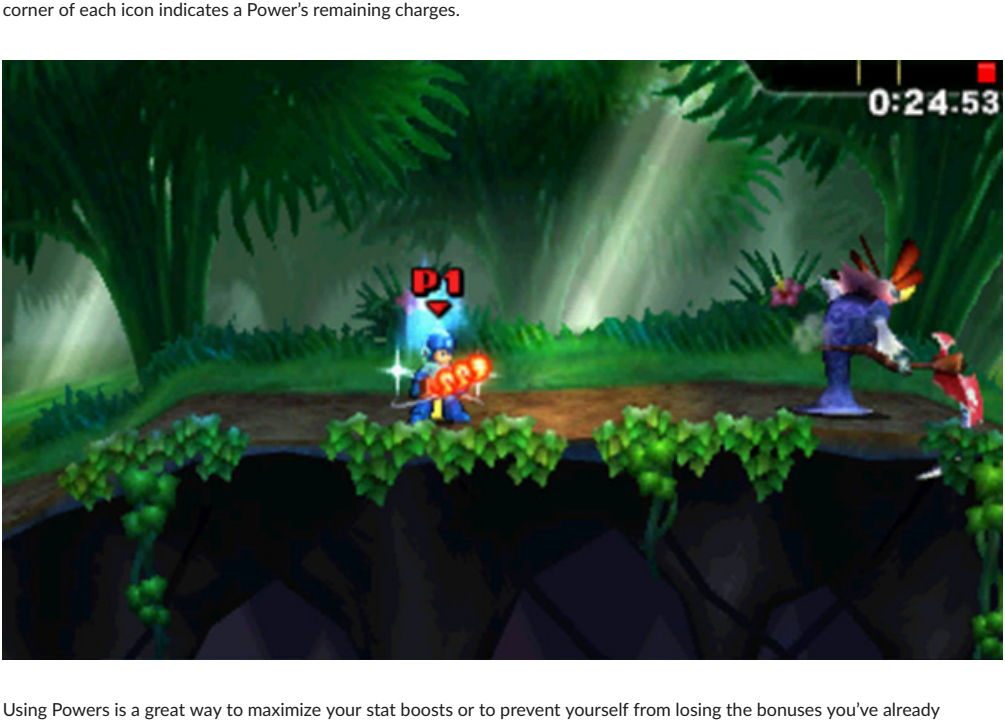
Powers can be earned or collected in most game modes, but they can only be used in Smash Run. Visit the Smash Run Custom mode to review and equip the Powers you've unlocked. A fighter can hold up to six Powers at a time. Each Power has a predetermined weight, however, so possible combinations are limited by your chosen character's weight limit.

Tip

Assigning equipment to a character can change his or her weight limit. In general, slower characters can carry more than faster characters.



During Smash Run, the Touch Screen's default mode displays an icon for each of your fighter's equipped Powers. Tap an icon to activate the corresponding Power. Many Powers can be used multiple times in a single game; the number in the lower-right corner of each icon indicates a Power's remaining charges.



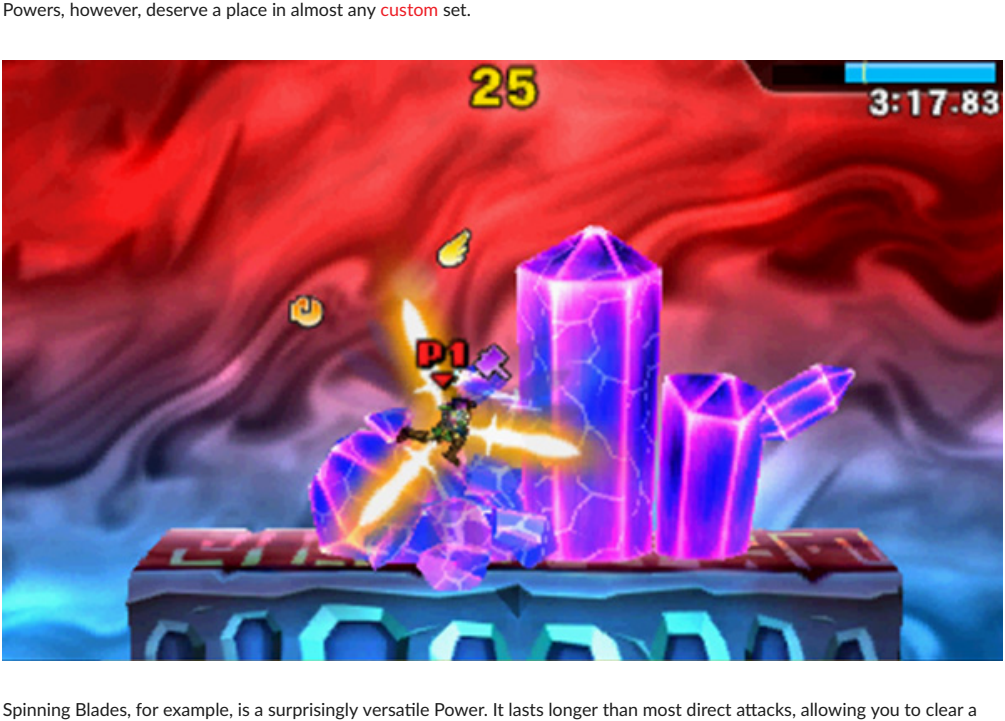
Using Powers is a great way to maximize your stat boosts or to prevent yourself from losing the bonuses you've already earned. Offensive Powers are great when you're outnumbered or when you encounter a particularly dangerous enemy. It's always wise, however, to bring at least one Power that focuses on damage prevention or health recovery. Knowing when and where to activate each of your Powers ensures your fighter will be as strong as possible by the time the final battle starts.

Tip

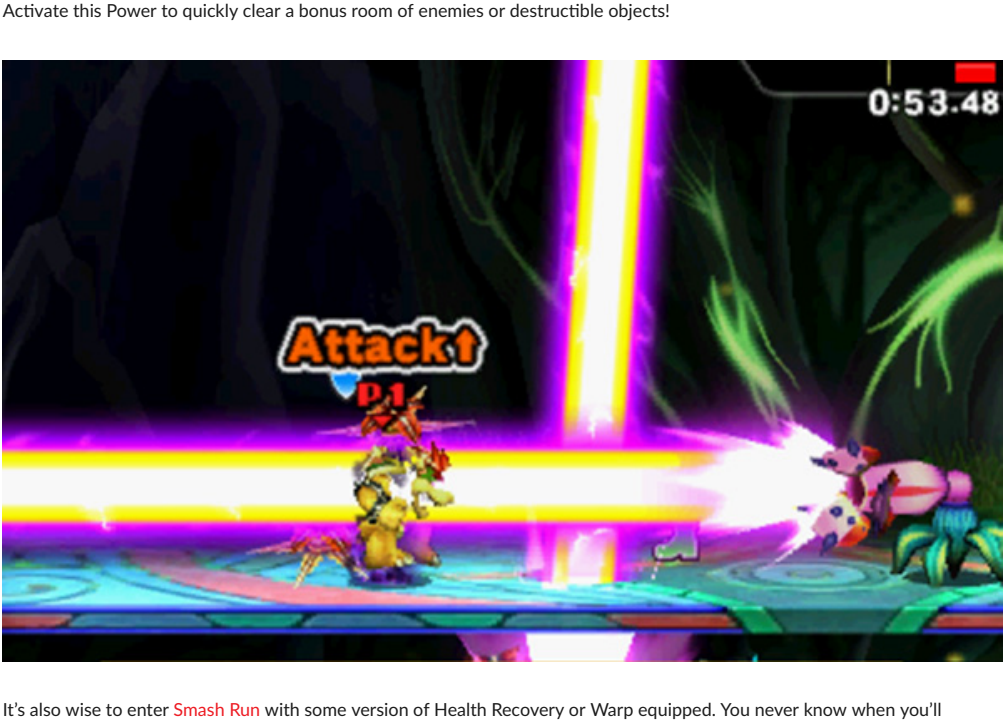
Powers can only be used in the Smash Run area. As you get closer to the final battle, look for opportunities to use any of your fighter's remaining Powers.

Recommended Powers

Experimenting with Powers is a great way to develop strategies and tactics that complement your personal playstyle. A few Powers, however, deserve a place in almost any custom set.

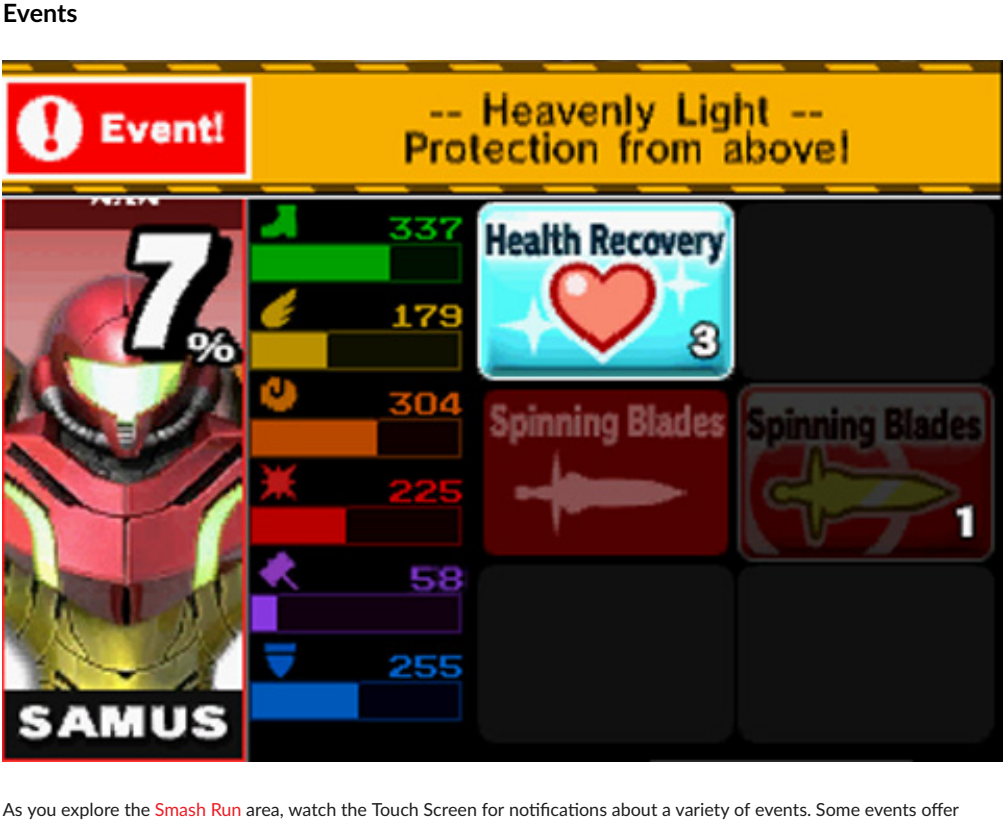


Spinning Blades, for example, is a surprisingly versatile Power. It lasts longer than most direct attacks, allowing you to clear a large area with ease. Spinning Blades is also a great way to complete many of the objectives found behind challenge doors. Activate this Power to quickly clear a bonus room of enemies or destructible objects!

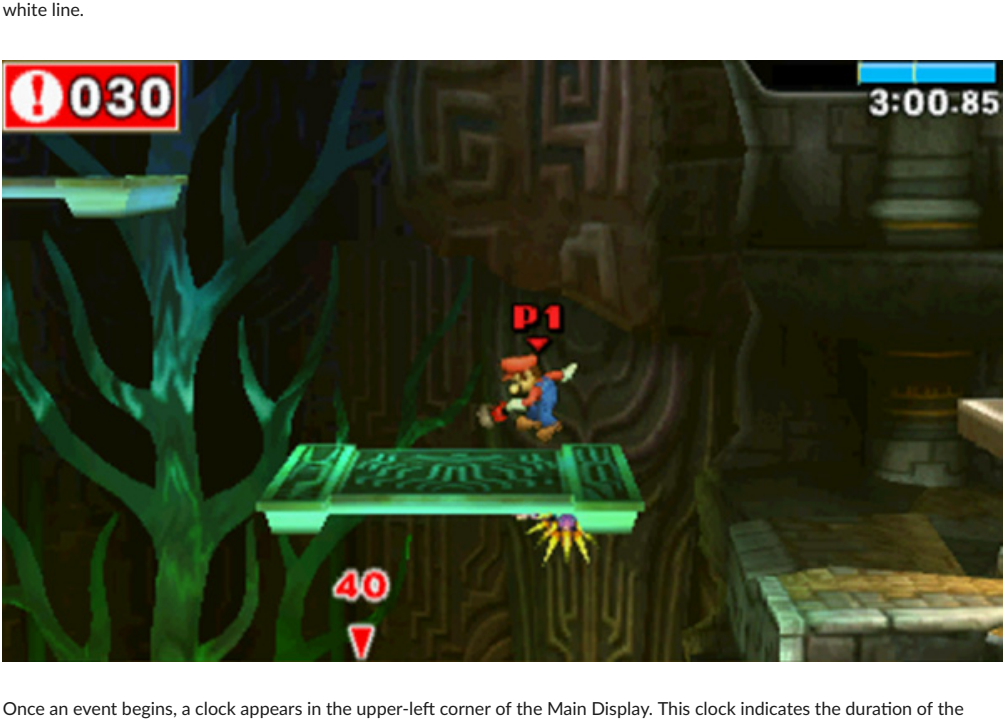


It's also wise to enter Smash Run with some version of Health Recovery or Warp equipped. You never know when you'll stumble onto a group of particularly tough enemies, and either of these Powers can help you escape dangerous situations intact. Combining one of these Powers with a piece of Auto-Heal equipment makes it much easier to reach the final battle without suffering a single KO.

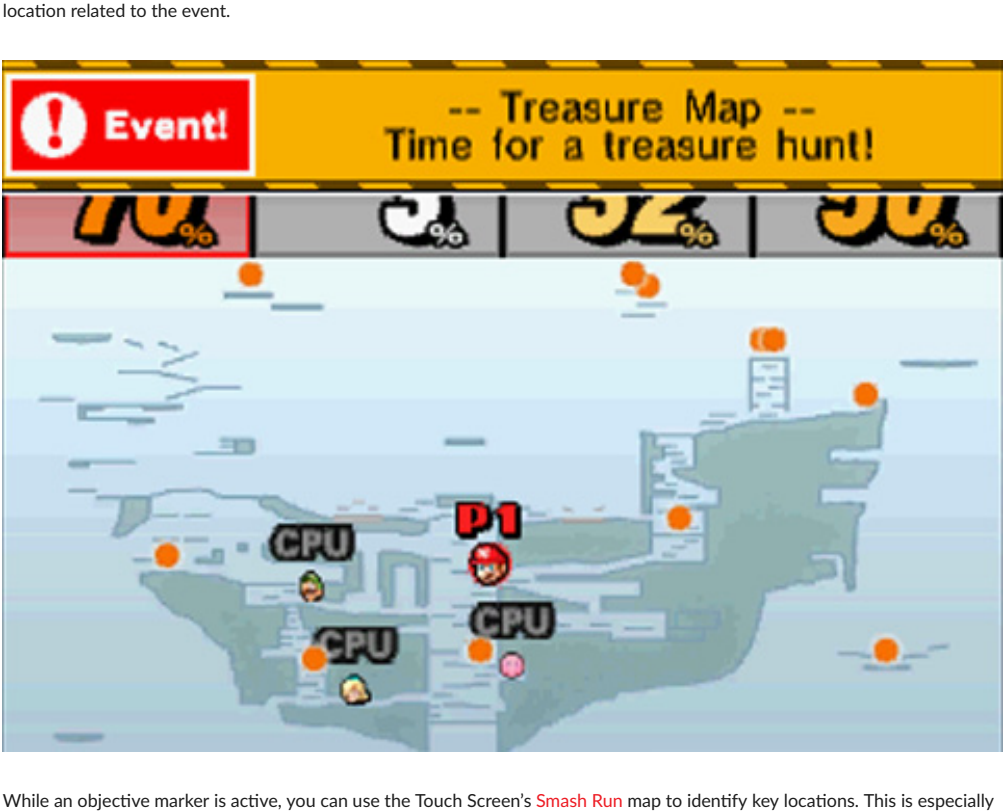
Events



As you explore the Smash Run area, watch the Touch Screen for notifications about a variety of events. Some events offer special objectives that can be completed for valuable rewards; some events introduce new hazards or temporary power-ups. Use the bar in the Main Display's upper-right corner to track upcoming events—a new event begins each time the bar reaches a white line.



Once an event begins, a clock appears in the upper-left corner of the Main Display. This clock indicates the duration of the event; when the event ends, the clock disappears. If a small arrow appears on the screen, it indicates a special target or location related to the event.



While an objective marker is active, you can use the Touch Screen's Smash Run map to identify key locations. This is especially handy if you need to plot a route through multiple objectives.

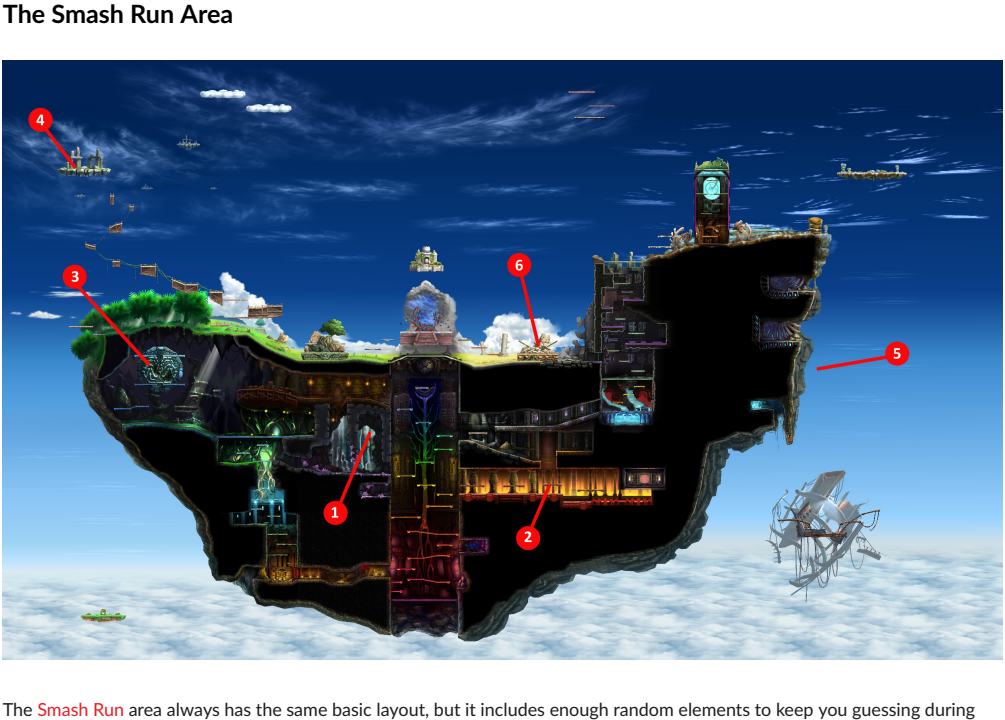
Event Types

Name	Description
Wanted	Defeat the marked enemy for rewards.
Treasure Trove	A new door appears in the area.
Treasure Map	Treasure chests appear throughout the area.
Otherworldly Door	A new door appears in the area.
Big Haul	Treasure chests yield more loot.
Doors Galore	Doors appear throughout the area.
Amped Up!	Your Speed and Jump stats are maxed out.
Heavenly Light	You gain Heavenly Light.
Fast Learner	It's easier to increase a randomly selected stat.
Bonus Time	More stat boosts appear.
Warp	You are teleported to a random location.
[?] Fest	A randomly selected enemy appears more often.
Gale	You are pushed by a strong wind.
Dirty Trick	An enemy spawns bombs.
Final Battle Forecast	You're given a hint about the final battle match type.

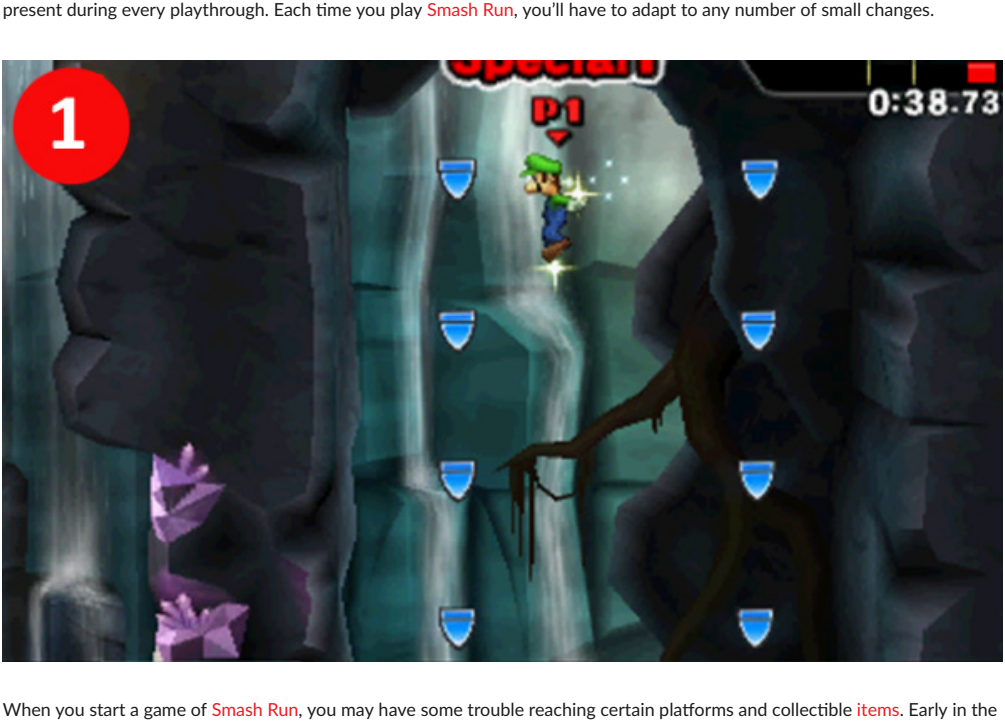
Note

You'll frequently receive News Smash updates about various fighters. Like special event notifications, these updates appear along the top of the Touch Screen. Unlike events, however, News Smash updates are not indicated on the bar in the Main Display's upper-right corner.

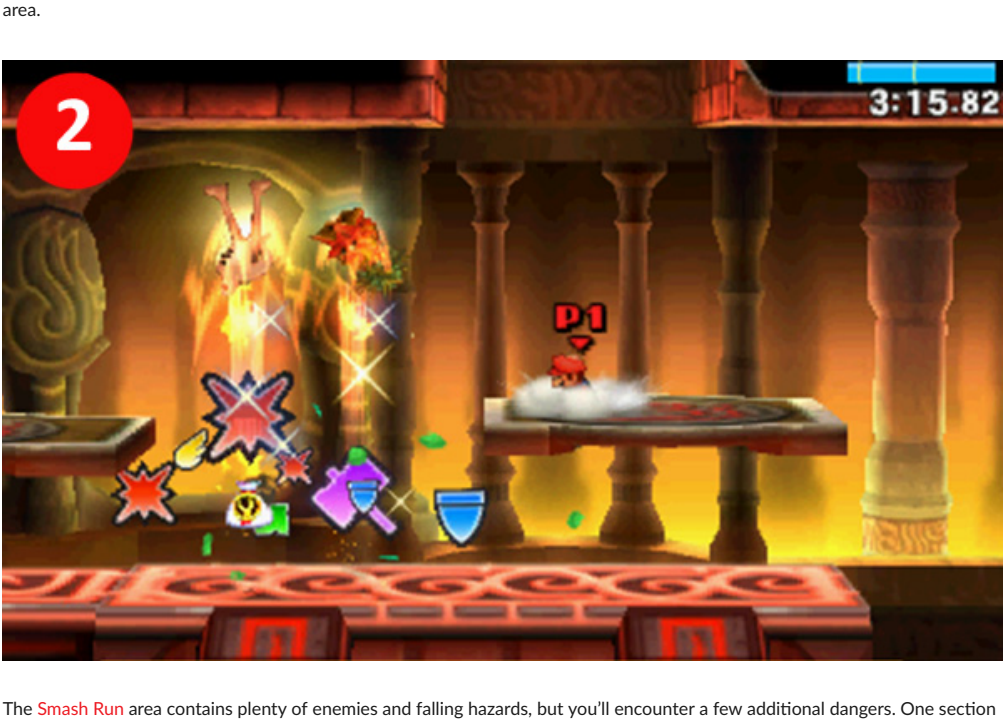
The Smash Run Area



The Smash Run area always has the same basic layout, but it includes enough random elements to keep you guessing during each playthrough. Enemies vary during each visit, and you never know where you'll find secret doors, treasure chests, and specific stat boosts. The cannons that launch you between platforms are limited to certain locations, but not all of them will be present during every playthrough. Each time you play Smash Run, you'll have to adapt to any number of small changes.

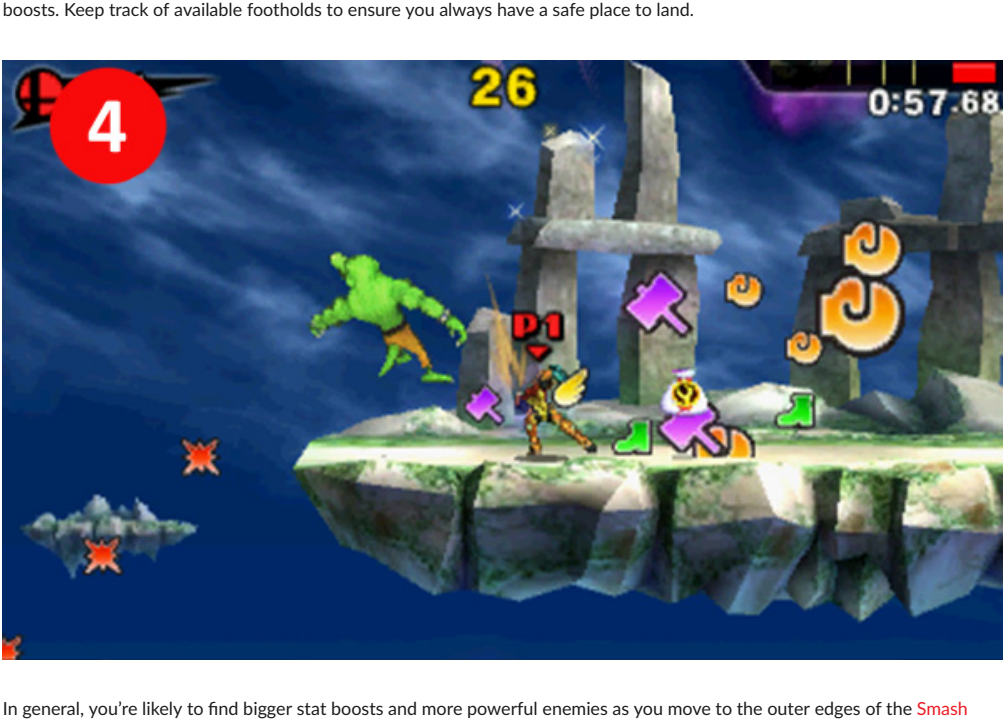


When you start a game of Smash Run, you may have some trouble reaching certain platforms and collectible items. Early in the game, try to focus on weaker enemies and smaller jumps. As your stats improve, you'll find it much easier to move through the area.

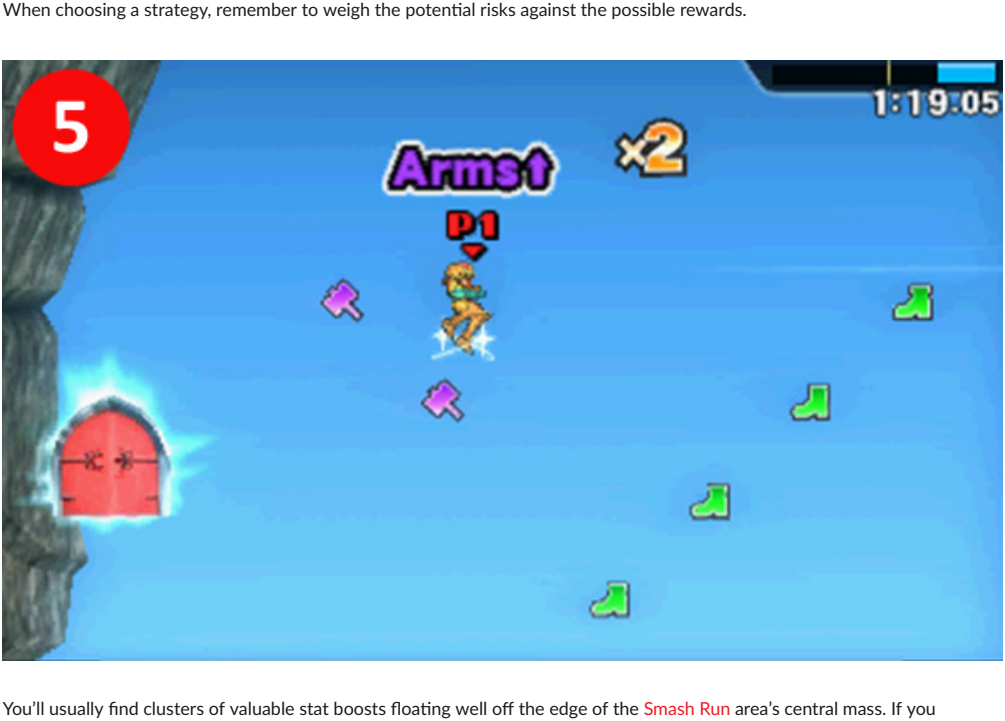


The Smash Run area contains plenty of enemies and falling hazards, but you'll encounter a few additional dangers. One section of the map, for example, features a scorching hot floor that can damage and launch fighters and enemies while it's glowing. Watch your step!

Moving platforms can make it tough to reach elusive enemies, and they can sometimes carry you away from hard-earned stat boosts. Keep track of available footholds to ensure you always have a safe place to land.



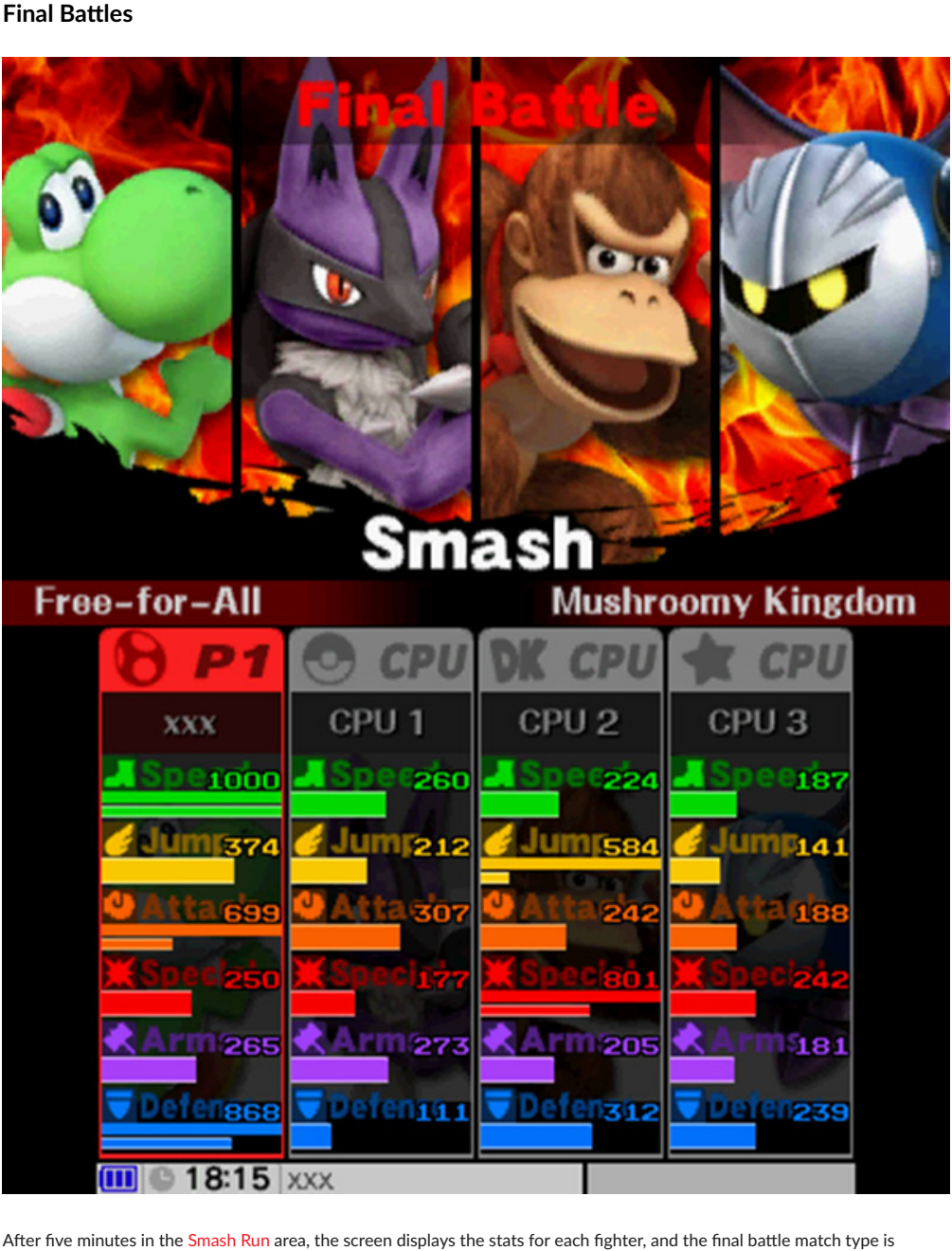
In general, you're likely to find bigger stat boosts and more powerful enemies as you move to the outer edges of the Smash Run area. The most rewarding locations are often hard to reach, however, and an untimely fall can undo minutes of hard work. When choosing a strategy, remember to weigh the potential risks against the possible rewards.



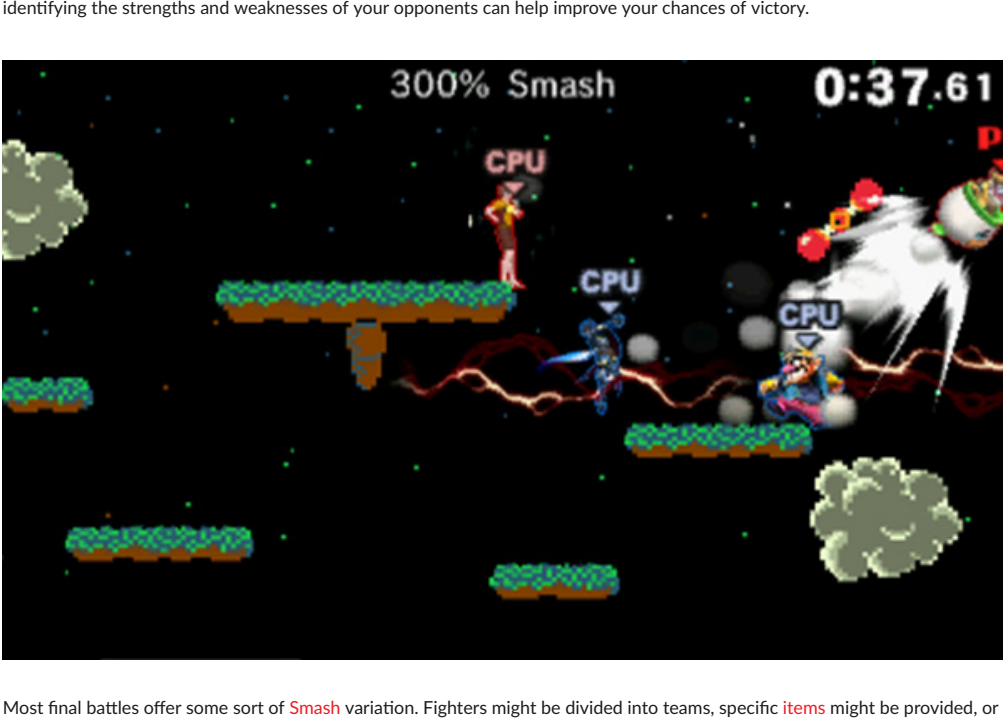
You'll usually find clusters of valuable stat boosts floating well off the edge of the Smash Run area's central mass. If you attempt to collect these, remember to watch for cannons that might launch you back to solid ground. If all else fails, use the Touch Screen map to look for any platforms that might catch you before you fall out of the area.

Suspiciously empty areas usually contain a surprise or two. You might find a Mimicutie disguised as a treasure chest, or an abandoned platform might whisk you away to an enemy ambush. Stay alert, and be prepared to adjust to new developments.

Final Battles



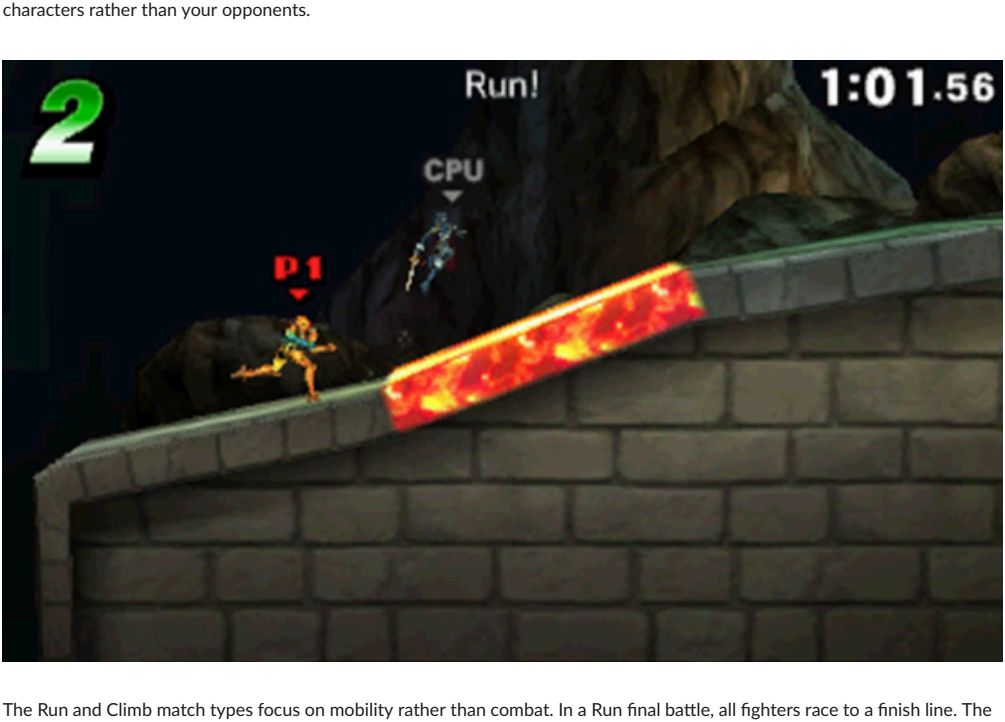
After five minutes in the Smash Run area, the screen displays the stats for each fighter, and the final battle match type is revealed. Use this time to develop a basic strategy for the upcoming battle. Different match types favor different stats, so identifying the strengths and weaknesses of your opponents can help improve your chances of victory.



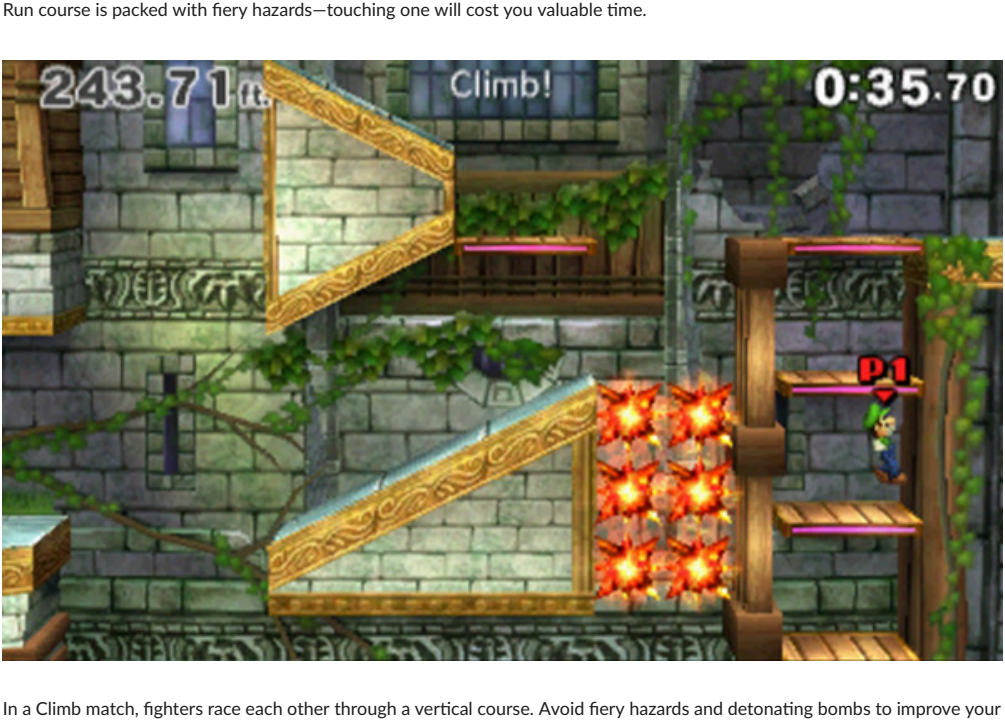
Most final battles offer some sort of Smash variation. Fighters might be divided into teams, specific items might be provided, or special rules might be in effect. You'll sometimes find that the final battle match type neutralizes your fighter's highest stats, so adjust your tactics as needed.

×10
Vs. Enemy Team
0:54.20
P1

In some final battle match types, competitors never even cross paths. Vs. Enemy Team, for example, pits each fighter against waves of Smash Run enemies. You might even find yourself in a round of Multi-Man Smash, battling Mii Fighters and other characters rather than your opponents.



The Run and Climb match types focus on mobility rather than combat. In a Run final battle, all fighters race to a finish line. The Run course is packed with fiery hazards—touching one will cost you valuable time.



In a Climb match, fighters race each other through a vertical course. Avoid fiery hazards and detonating bombs to improve your chances of victory. A stumble or two can be enough to knock even the speediest fighter out of the lead. Familiarize yourself with all of the possible final battle match types and plan for every contingency.

Final Battle Match Types

Name	Description
Smash	Smash is as simple as it gets! Use the available time to score more points than your opponents.
Mega Smash	All fighters are granted increased size and power.
High-Launch Smash	All fighters are easier to launch.
Flower Smash	All fighters are afflicted by flowers, causing their damage percentages to increase over time.
300% Smash	All fighters start with 300% damage. Be careful!
Reflect Smash	All fighters are given a Franklin Badge, which reflects incoming projectiles.
Stamina Smash	Instead of damage percentages, each fighter starts out with a set amount of health.
Stock Smash	Each fighter has a limited amount of stock lives.
Glorious Smash	The battle takes place on a stage's Final Destination form.
Explosive Smash	Explosive items appear throughout the battle.
Mushroom Smash	Super Mushrooms and Poison Mushrooms appear throughout the battle.
Mr. Saturn Smash	Mr. Saturns appear throughout the battle. Use these items to take out your opponents' shields.
Warp Star Smash	Warp Stars appear throughout the battle.
Multi-Man Smash	Each fighter faces a team of Mii Fighters and other characters. Score more points than your opponents!
Vs. Enemy Team	Each fighter faces a team of Smash Run enemies. Score more points than your opponents!
Run	Fighters compete in a footrace. Make sure you avoid those fiery hazards on your way to the finish line.
Climb	Fighters jump along a series of platforms in this vertical race. Stay clear of the hazards scattered throughout the course!

Smash Run

Smash Run Enemies

Defeating Smash Run enemies is a great way to earn stat boosts, and tougher foes tend to drop more rewards. Most of the enemies you'll encounter can be damaged with items, attacks, and throws, but some creatures have significant strengths and weaknesses. You never know which enemies you'll encounter, so remember to equip your fighter with a few versatile Powers before you start a game of Smash Run.

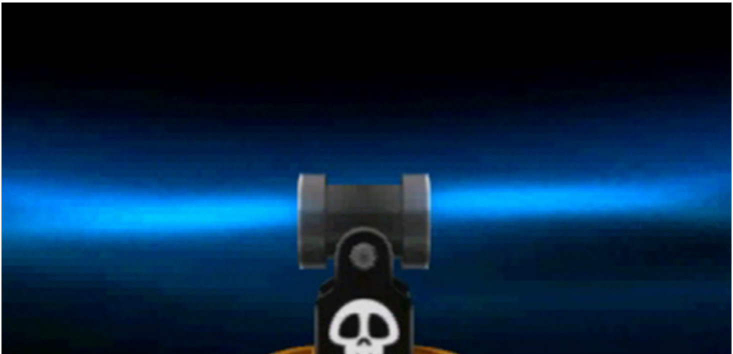
Banzai Bill

Banzai Bills are slow moving but very powerful. You can trick these oversized enemies into crashing, then attack them while they're vulnerable. But this strategy is risky! Soon after a Banzai Bill gets stuck in a wall, it explodes! Whenever possible, try to slip under a Banzai Bill and deliver an Up Smash attack for heavy damage.

Big Goomba

Much like their smaller counterparts, Big Goombas usually attack by charging toward their targets. They can also stomp with enough force to knock you right off your feet. These enemies have a lot of health, but you can jump on them to deal heavy damage.

Bill Blaster



Bill Blasters usually fire Bullet Bills, but they'll also launch the occasional Koopa or Shy Guy. On rare occasions, a Bill Blaster can even launch a Poppant into the area! Destroy any Bill Blasters you see to help keep the skies clear.

Bonkers

This ape-like creature uses its massive hammer to launch its foes. If you're hit by its Hammer Flip attack, you'll suffer an instant KO. On top of these attacks, Bonkers can lob exploding coconuts! If you opt to fight Bonkers, consider using a Power or two to improve your odds of success.

Boom Stomper

Once a Boom Stomper spots you, it follows you through the area, trying to stomp you right into the ground. Defeating one of these troublesome enemies can yield big rewards. Attack the leaf on a Boom Stomper's head to deal significant damage and consider using a Power or two to speed up the process.

Bronto Burt

Bronto Burts aren't particularly dangerous, but they can be a real nuisance! In Smash Run, a Bronto Burt can take one of three actions: it can flee from a fighter, it can attack by flying in a straight line, or it can follow a fighter around the area.

Bubble

Watch out—these flaming skulls curse anyone they touch! Red Bubbles utilize electrical attacks, but they're vulnerable to ice. Blue Bubbles attack with ice and are vulnerable to fire. When possible, use the appropriate elemental attack to defeat these enemies with ease.

Bulborb

These large creatures can use their massive jaws to snap at you, or they can trample you underfoot. If you spot one in a group of enemies, try to take the Bulborb out as quickly as possible. A defeated Bulborb can damage nearby enemies as it bounces through the area.

Bullet Bill

These flying enemies can be very persistent, but they aren't particularly tough. Attack an incoming Bullet Bill to defeat it before it reaches you. If you find yourself swarmed by Bullet Bills, consider a strategic retreat.

Bumpety Bomb

This explosive enemy can move fairly quickly, and its front-mounted armor can absorb a lot of damage. Attack a Bumpety Bomb from behind to defuse it or seek higher ground to escape its blast radius.

Chain Chomp

These territorial enemies are very tough, so it's usually best to avoid them. Chain Chomps you encounter in Smash Run will always be anchored to the ground, so you'll be safe if you keep your distance. If you're itching for a fight, however, focus your attacks on the wooden stake at the end of the creature's chain.

Chandelure

This Ghost/Fire-type Pokémon attacks in bursts of three, so don't drop your guard. Attacking a Chandelure with fire-based moves and items will only make it stronger!

Clubberskull

When you encounter one of these enormous enemies, it will usually be trapped in one spot. Attacking a Clubberskull will set the beast free, however. Clubberskulls are very dangerous—they can't be grabbed or launched, and they can absorb an incredible amount of damage. It's often best to avoid these enemies, but defeating one will earn you an impressive selection of stat boosts and other prizes.

Cryogonal

This Ice-type Pokémon utilizes freezing attacks. Watch out for Cryogonal's Ice Beam! This attack comes in two forms: one that travels in a straight line and one that can bend to pursue its target.

Cucco

When a Cucco feels threatened, it summons an entire flock to even the odds. It's best to just avoid these enemies. Engaging a Cucco will result in an extended fight with no rewards.

Daphne

These deceptively dangerous enemies scatter mines throughout an area. Daphnes have very little health, so try to take them out quickly. The mines they drop are surprisingly powerful—detonate them from a distance to stay clear of the resulting blasts.

Darknut

This powerful, slow-moving enemy uses its sword to block attacks and projectiles. When facing a Darknut, use a series of attacks to chip away at its armor. Once its armor is gone, the Darknut becomes more agile, but it also becomes more vulnerable to your attacks.

Devil Car

Devil Cars attack by speeding back and forth, damaging fighters with each hit. Their exhaust fumes can cause paralysis. Stay clear of an attacking Devil Car until you see an opportunity to dash in and take it out.

Eggrobo

These robotic enemies tend to hang back, attacking their foes from a distance. When you spot an Eggrobo, slip around any incoming beams, then dash in and quickly defeat this enemy.

Flage

These gelatinous enemies use their blades to deliver slashing combo attacks. Dash in and hit a Flage when it pauses between attacks.

Flame Chomp

Flame Chomps use their fiery tails to fuel their projectile attacks. Once a Flame Chomp runs out of fireballs, it charges you and explodes. Defeat a Flame Chomp before this happens to earn an impressive amount of stat boosts.

Fly Guy

Fly Guys aren’t particularly tough, but they’ll occasionally carry useful items. Defeating a Fly Guy at just the right time can yield a valuable reward!

Gastly

Due to its cloud of noxious gasses, this Ghost/Poison-type Pokémon is very dangerous at close range. When you encounter a Gastly, stick to projectile attacks to take it out from a distance. If that's not an option, then it's time to retreat—your melee attacks have no effect! These enemies are often stationary, but occasionally one will follow you through an area.

Geemer

Geemers can cling to any surface, so check an area's floors and ceilings for these spiked enemies. Whenever possible, use projectile attacks to take Geemers out from a distance.

Generator

This mysterious entity acts as a portal, spitting out Mites and other enemies to attack nearby fighters. Destroy Generators as quickly as possible; the faster you defeat one, the more stat boosts it's likely to drop!

Ghost

When one of these floating enemies appears in Smash Run, it uses a small shield to protect itself and any nearby allies. Hit a Ghost from behind or grab and throw it to put it out of commission.

Glice

If you wander too close to this spinning enemy, it will attack with a blast of icy damage. When a Glice freezes you, slide the Circle Pad back and forth to break out of the ice. If possible, attack this enemy with fire-based attacks to deal increased damage.

Glire

Approaching this enemy causes it to release a blast of fire. The Glire has more stamina than the Glice and the Glunder, but it's very slow. Glires are particularly vulnerable to ice-based attacks; keep that in mind when you encounter one of these enemies.

Glunder

Glunder When a fighter is in range, the Glunder releases a blast of lightning. A single surge doesn't do much, but consecutive attacks can lead to serious damage. When you spot a Glunder, it's usually best to attack it from a distance.

Goomba

Goombas attack by charging fighters, but they aren't particularly powerful. Jump up and stomp a Goomba to defeat it with minimum effort.

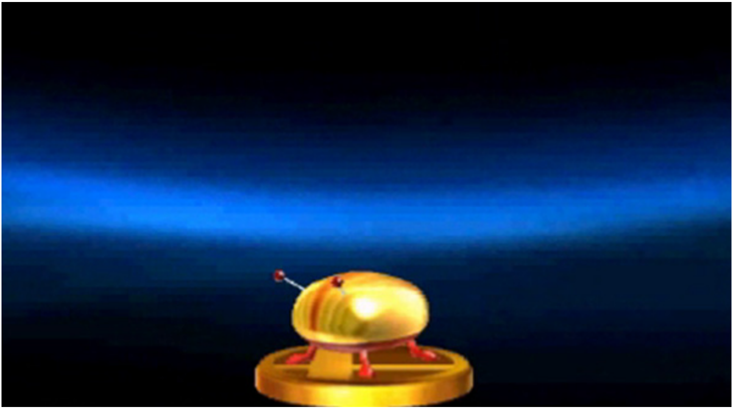
Gordo

Don't bother attacking these spiked enemies—they can't be defeated. It's usually best to keep your distance, but you can also knock enemies into a nearby Gordo for some extra damage. Some Gordos are stationary, but these enemies can also move along a set path.

Hammer Bro

These enemies attack by lobbing hammers. A Hammer Bro will occasionally jump to a new location, so use caution when approaching these enemies.

Iridescent Glint Beetle



These rare enemies can be tough to chase down, but attacking an Iridescent Glint Beetle can grant you a fair amount of gold.

Kamek

This magic-wielding enemy teleports around the battlefield, looking for fighters to attack. Getting hit by one of his spells will lower your stats, so make sure you protect yourself. Kamek can absorb a lot of damage, so use your more powerful attacks to take him out as quickly as possible.

Kihunter

Kihunters can dash right into foes or spit acid to attack from a distance. Acid can go through your shield, and it will stun you if it makes contact. Be ready to dodge! Defeated Kihunters drop stat boosts, so your effort is sure to be rewarded!

Koffing

This Poison-type Pokémon releases stat-lowering gas! Defeat this enemy while its body is deflated to avoid its attacks, then collect all of the items it leaves behind!

Koopa Paratroopa

Stomp or damage a Koopa Paratroopa to knock it out of the air. Doing so will turn it into Koopa Troopa, so keep attacking to finish it off. Red-shelled Koopa Paratroopas are slightly more agile than their green-shelled counterparts, but all Koopa Paratroopas exhibit the same basic behaviors.

Koopa Troopa

After you defeat a Koopa Troopa, you can throw its shell at nearby enemies. Green-shelled Koopa Troopas will march straight ahead, even if it means falling right off of a platform. When a red-shelled Koopa Troopa reaches the edge of a platform, it turns back to continue patrolling the area.

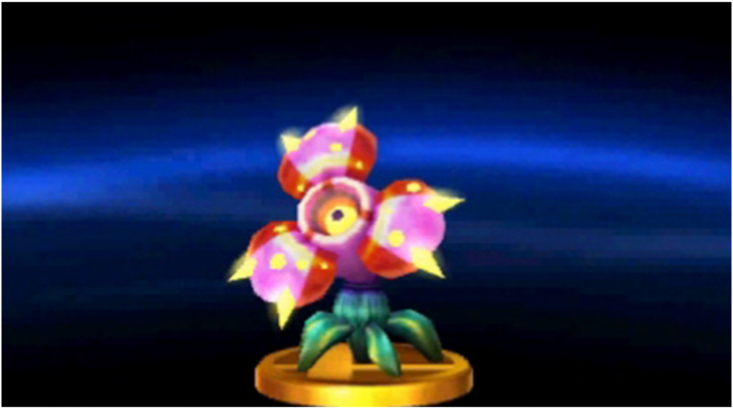
Kritter

Kritters are fairly straightforward enemies—they'll march right up to you and attack. Green Kritters will deliver a series of bites, the last of which delivers extra damage. Blue Kritters will use their claws to swipe at you. Kritter attacks don't have much of a knockback effect; if you're caught by a Kritter's opening attack, you're likely to stay in range for the full duration of the combo.

Lakitu

Lakitu floats around the battlefield, dropping Spiny Eggs on nearby fighters. He usually tries to hover just out of reach, but taking him out quickly is the best way to limit the number of Spinies you'll have to deal with.

Lethinium



These flower-like enemies fire wide beams that are capable of penetrating walls. While a Lethinium is attacking, however, its back is vulnerable. Slip behind an attacking Lethinium and use a Special or a Smash attack to defeat it.

Lurchthorn

These massive enemies shoot projectiles as they fly around the battlefield. Each of a Lurchthorn's segments attacks separately. You can destroy individual segments, but attack its head to defeat a Lurchthorn as quickly as possible.

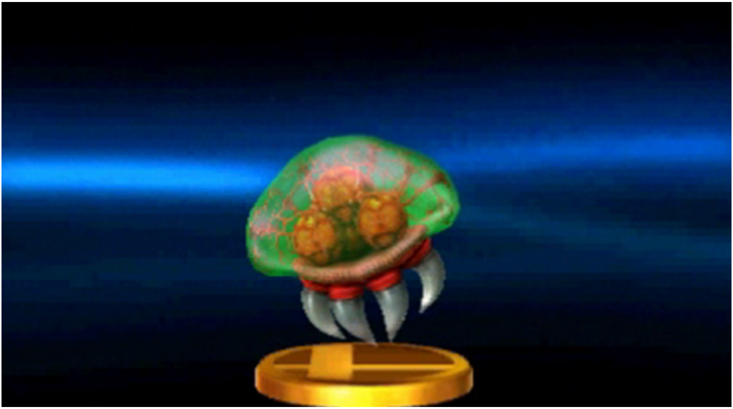
Mahva

This flying, fishlike enemy uses a large, spherical barrier to protect itself. This barrier also protects the Mahva's nearby allies. The barrier changes color as it takes damage; keep attacking until you shatter the barrier and expose the Mahva. A vulnerable Mahva will try to flee; move quickly to defeat it and earn some Defense stat boosts.

Megonta

This giant enemy attacks by curling into a ball and rolling across the battlefield. Don't bother trying to break through its shell; instead, use a Down Smash attack (or a similarly powerful low attack) to knock a Megonta onto its back, then aim your attacks at its stomach while the Megonta struggles to recover.

Metroid



When this enemy spots you, it attempts to latch onto your head! You'll take damage while a Metroid is attached; slide the Circle Pad to the left and right until you shake it loose. Metroids are extremely vulnerable to cold. If possible, use ice-based attacks to quickly defeat these enemies.

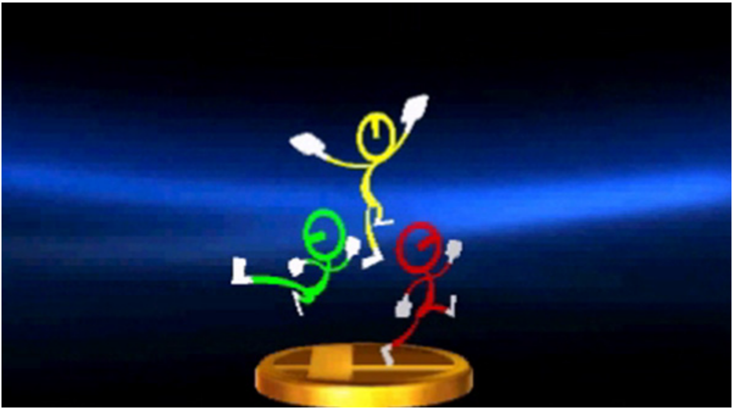
Mettaur

A Mettaur will spend most of its time hiding inside of its helmet, emerging just long enough to fire off a few projectiles. While a Mettaur is hunkered down, its helmet deflects all of your strikes; grab and throw these timid enemies to break through their defenses.

Mimicutie

This crafty enemy disguises itself as a treasure chest! When you approach a Mimicutie, it unleashes a flurry of powerful kicks. These enemies are very aggressive—once you've engaged a Mimicutie, it will follow you virtually anywhere. Dodge its kicks and defeat a Mimicutie to collect its stat boosts.

Mite



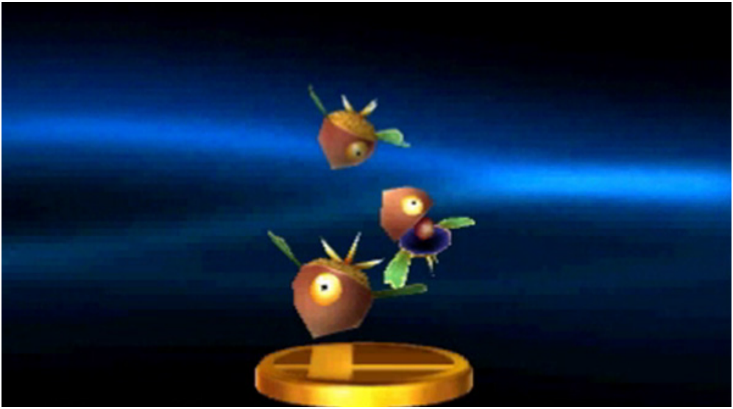
These small enemies use jumpkicks to attack nearby fighters. A single Mite doesn't pose much of a threat, but they can be very troublesome in large groups. When you spot a Mite on the battlefield, check the area for a nearby Generator. Quickly destroying Generators will limit the number of Mites you'll have to deal with.

Monoeye

Once a Monoeye spots you, it usually follows you around the area. This enemy attacks by firing projectiles from its large eye. These enemies are fairly weak, so it's usually best to take them out quickly.

Nutski

These fast-moving enemies tend to fly in unpredictable patterns. If you get too close to a Nutski, it flips over and fires three seeds.



Octorok

These enemies tend to hide underground, firing projectiles each time they emerge. Grab and throw an Octorok to defeat it quickly.

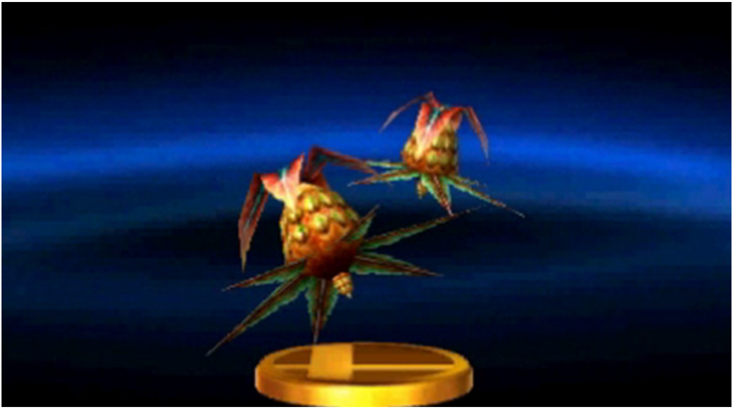
Orne

This powerful enemy is immune to your attacks, and it will instantly KO any fighter it touches. If you spot an Orne, don't even try to fight it—just leave the area as quickly as possible!

Parasol Waddle Dee

These enemies use their parasols to float down on unsuspecting fighters. A Waddle Dee will sometimes release its parasol before landing on the ground, so don't linger below these enemies! Parasol Waddle Dees aren't particularly tough, though, so you shouldn't have much trouble clearing them from an area.

Peahat



This enemy spawns Peahat Larva whenever a fighter gets too close. Additionally, Peahats use their spinning attacks to deal damage as they keep their foes at bay. Defeating one of these enemies, however, is almost always worth the effort!

Petilil

This Grass-type Pokémon releases purple Sleep Powder when a fighter gets too close. This attack has a considerable range, so it's easy to get caught by it while you're engaged with other enemies. If you spot a Petilil, try to defeat it as quickly as possible.

Plasma Wisp

Plasma Wisps float up to fighters and fire off energy attacks once they're in range. There are three different levels of Plasma Wisp attacks. Level-one attacks deal standard damage, level-two attacks can stun you, and level-three attacks deal increased damage.

Polar Bear

This seemingly laid-back enemy will occasionally jump into the air, only to come crashing down with enough force to shake the entire area. These tremors damage anyone unlucky enough to be standing on the ground during each attack. This enemy is vulnerable to heat, however, so try to use fire-based attacks to quickly defeat a Polar Bear.

Pooka

These little creatures can burrow underground to avoid incoming attacks. If you manage to hit a Pooka, however, it puffs up. Land additional attacks to inflate a Pooka until it bursts. This not only defeats the Pooka, it can also damage any nearby enemies!

Poppant

Attack these elusive enemies to earn items and food. A Poppant will flee the moment it spots you, dropping a few items as it does. Catching a Poppant can yield serious rewards, so don't give up without a fight!

Reaper

Reapers use their scythes to deliver powerful short-range attacks. They're also capable of summoning Reapettes to aid them in battle. It's usually best to use Powers or projectile attacks to deal with a Reaper from a safe distance.

ReDead

These slow-moving enemies use spine-chilling howls to temporarily incapacitate nearby foes. Dash in and take them out between attacks or hang back and use projectile attacks to defeat them from a safe distance.

Reo

A Reo's attack has a significant knockback effect, but this enemy's predictable movements make it fairly easy to deal with. Use strikes, projectile attacks, or throws to defeat them.

Roturret

This enemy uses its two cannons to fire projectiles at nearby fighters. Roturrets fire in bursts of three—with two cannons, that's a total of six projectiles per attack. Each attack's final shot has improved launching power, so be careful. Hitting a Roturret between its cannons can disrupt its attack as you inflict heavy damage.

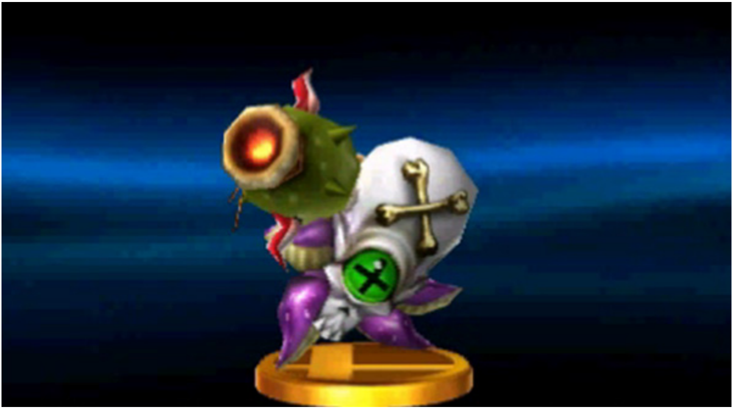
Shotzo

Some Shotzos fire at a fixed angle, while others can aim their shots at nearby fighters. Either way, it's best to avoid these cannons. Shotzos can't be defeated, so don't bother trying to attack one.

Shy Guy

Shy Guys come in a variety of colors, each of which indicates a particular strength. Red Shy Guys deal the most damage, yellow Shy Guys are better jumpers, green Shy Guys are a bit faster, and blue Shy Guys are slightly more difficult to launch. Additionally, the color of a Shy Guy usually indicates which stat it will drop when it's defeated.

Skuttler



Skuttlers use their clubs to deliver vicious attacks—the bigger the swing, the more damage it deals. These enemies have a fair amount of health, but your stronger attacks should send them stumbling. When you encounter a Skuttler, try to attack it from behind.

Skuttler Cannoneer

These enemies use ranged weapons to attack from a distance. The color of a Skuttler Cannoneer's weapon determines which type of projectile you can expect: green cannons cause explosions, blue cannons can fire through obstacles, and red cannons launch homing missiles. Occasionally, a Skuttler Cannoneer's weapon stops working—use this time to strike back!

Skuttler Mage

These troublesome enemies specialize in magic attacks. Skuttler Mages can attack at close range or grab distant fighters and do magical damage. A Skuttler Mage's close-range attacks decrease your fighter's stats, so be careful!

Sneaky Spirits

These rare enemies can sometimes be found popping in and out of the ground. This movement follows a set rhythm, so time your attacks to land each time a Sneaky Spirit shows itself. This enemy will flee after a short time, but defeating one will yield a star-shaped stat boost.

Souflee

The Souflee uses its erratic movements and unpredictable attacks to confuse its foes. Fortunately, they aren't that tough and defeating one can yield some impressive stat boosts! Swat them out of the air to put an end to their mischief.

Spike Top

Spike Tops can sometimes be found crawling along floors, ceilings, and walls. These enemies are immune to projectiles, so you'll have to get in close if you want to defeat one.

Spiny

These creatures emerge from the Spiny Eggs Lakitu throws. Once a Spiny hatches, it heads straight toward the nearest fighter. They're easy enough defeat, but consider moving to a new area if you find yourself surrounded by these spiked creatures.

Stalfos

These enemies use their shields to block incoming attacks. When possible, try to hit a Stalfos from behind or jump over the enemy and come crashing down from above. If these options aren't viable, consider using a Power or moving to a new area.

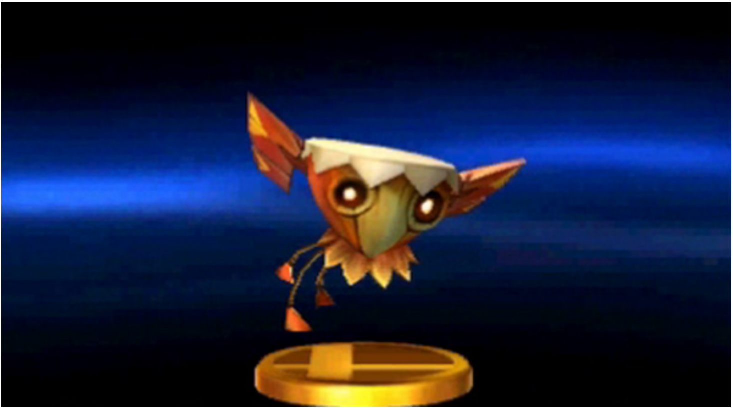
Starman

Starman uses its PSI attacks to keep its foes at bay. Dash in and defeat a Starman between its attacks or use projectile attacks to defeat it from a safe distance.

Tac

These sneaky enemies will attempt to steal your stat boosts. The amount they take is determined by how much you've managed to improve your stats. Move quickly to chase down a fleeing Tac and reclaim any stat boosts he took from you.

Tiki Buzz

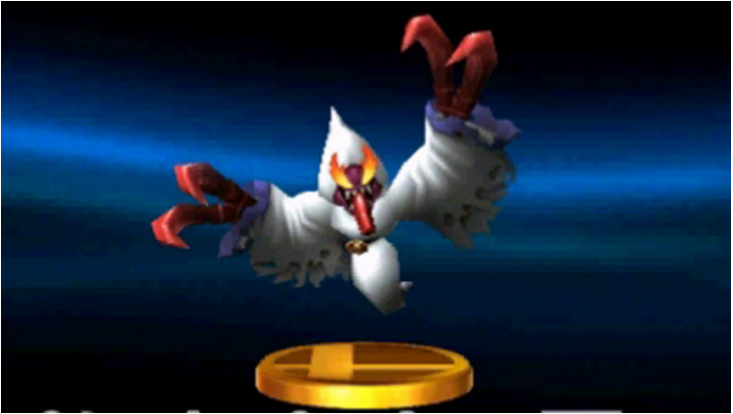


Passing under one of these flying enemies will cause it to dive-bomb down onto you; however, hopping onto a Tiki Buzz gives your jump some extra bounce.

Waddle Doo

This enemy uses a short-range energy attack to stun and damage fighters. Waddle Doos aren't particularly powerful, but they're fairly aggressive. Use projectile attacks to damage them from a distance or dash in to strike them between their attacks.

Zuree

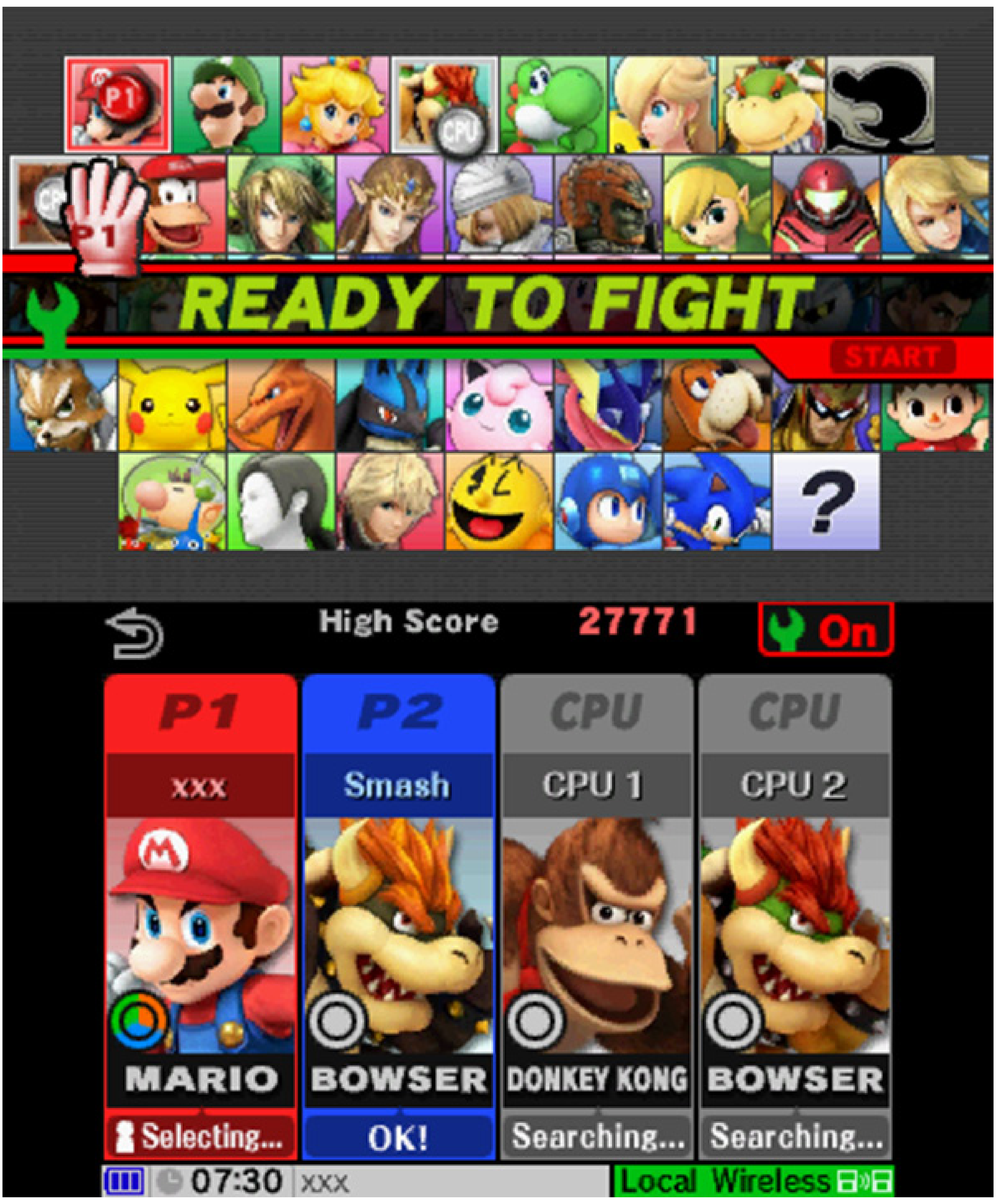


From a distance, a Zuree looks like a small cloud of mist. When you approach one, however, it springs into action with a swipe of its claws. Use your most powerful attacks to defeat a Zuree while it's vulnerable.

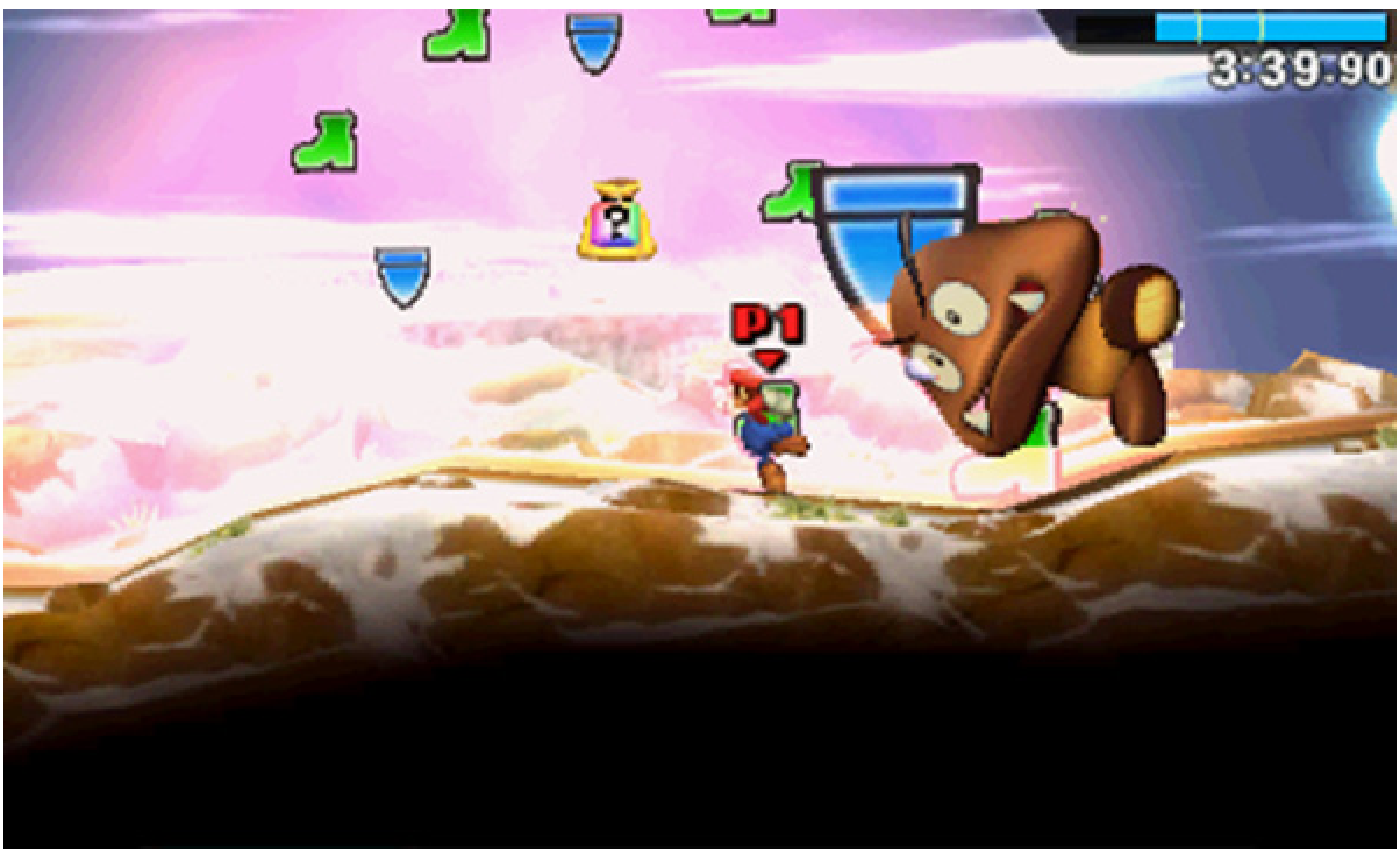
Smash Run

Group

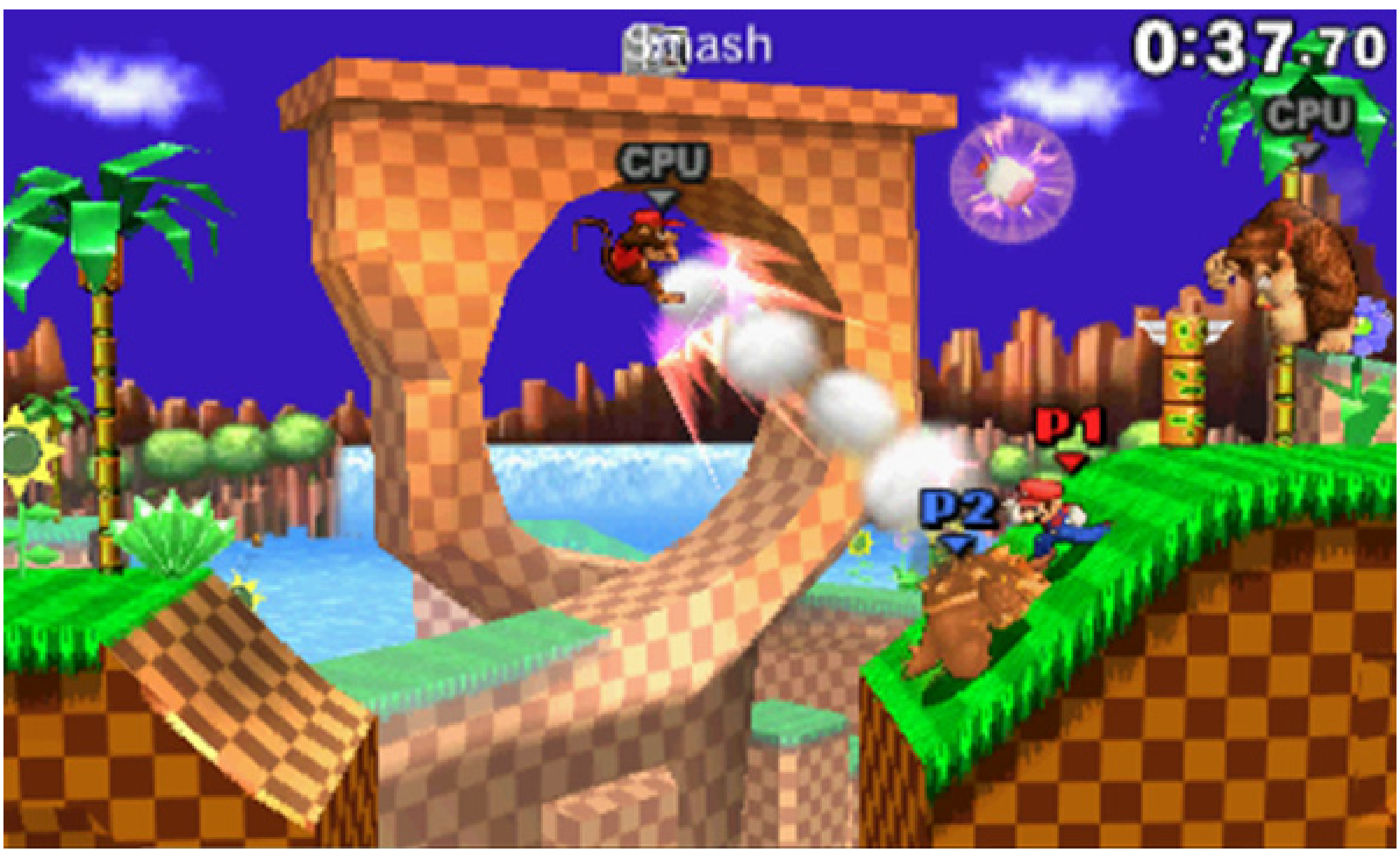
Group Smash Run Basics


P1
CPU
READY TO FIGHT
START
?
High Score
27771
On
P1
P2
CPU
CPU
xxx
Smash
CPU 1
CPU 2
MARIO
BOWSER
DONKEY KONG
BOWSER
Selecting...
OK!
Searching...
Searching...
07:30
xxx
Local Wireless

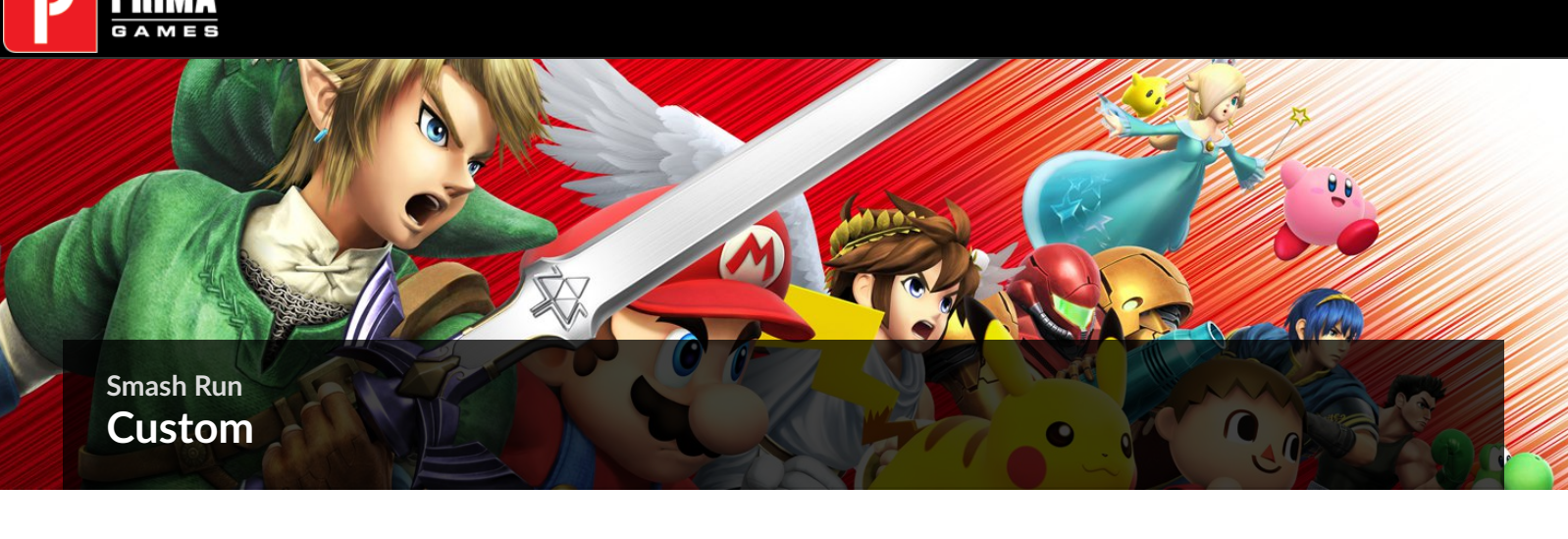
In Group Smash Run, you can face off against nearby players. Use the "Group" menu to host or join a game, then select your desired character and custom set. CPU opponents will automatically fill any vacant slots.



Once the game starts, Group Smash Run is virtually identical to the Solo version. Each player has five minutes to defeat enemies and collect stat boosts before the final battle begins.


Smash
0:37.70
CPU
CPU
P1
P2

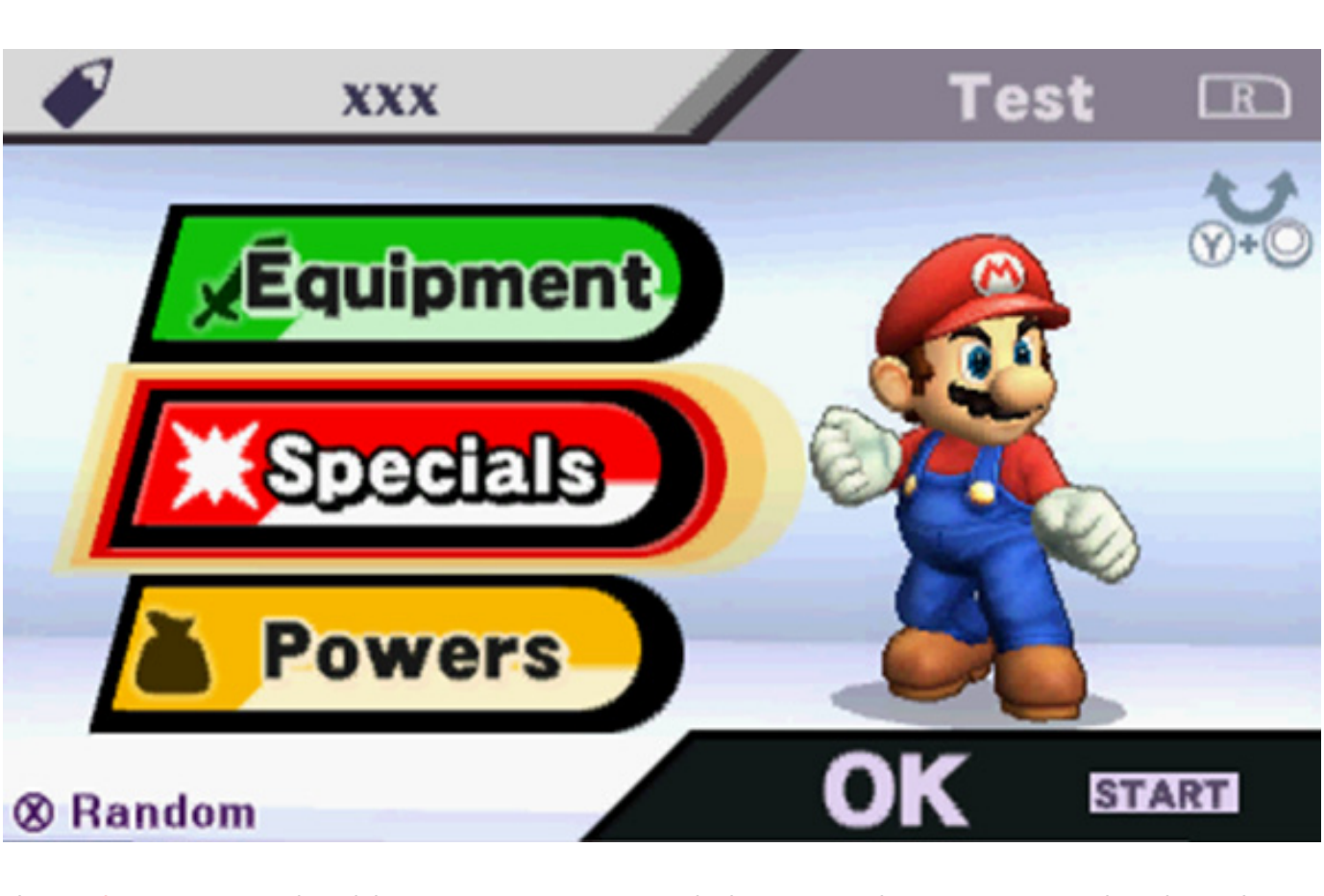
The enemies, events, and final battle match types found in Solo Smash Run also appear in Group Smash Run. Use the same tactics to power up your fighter and improve your chances of victory!



Smash Run

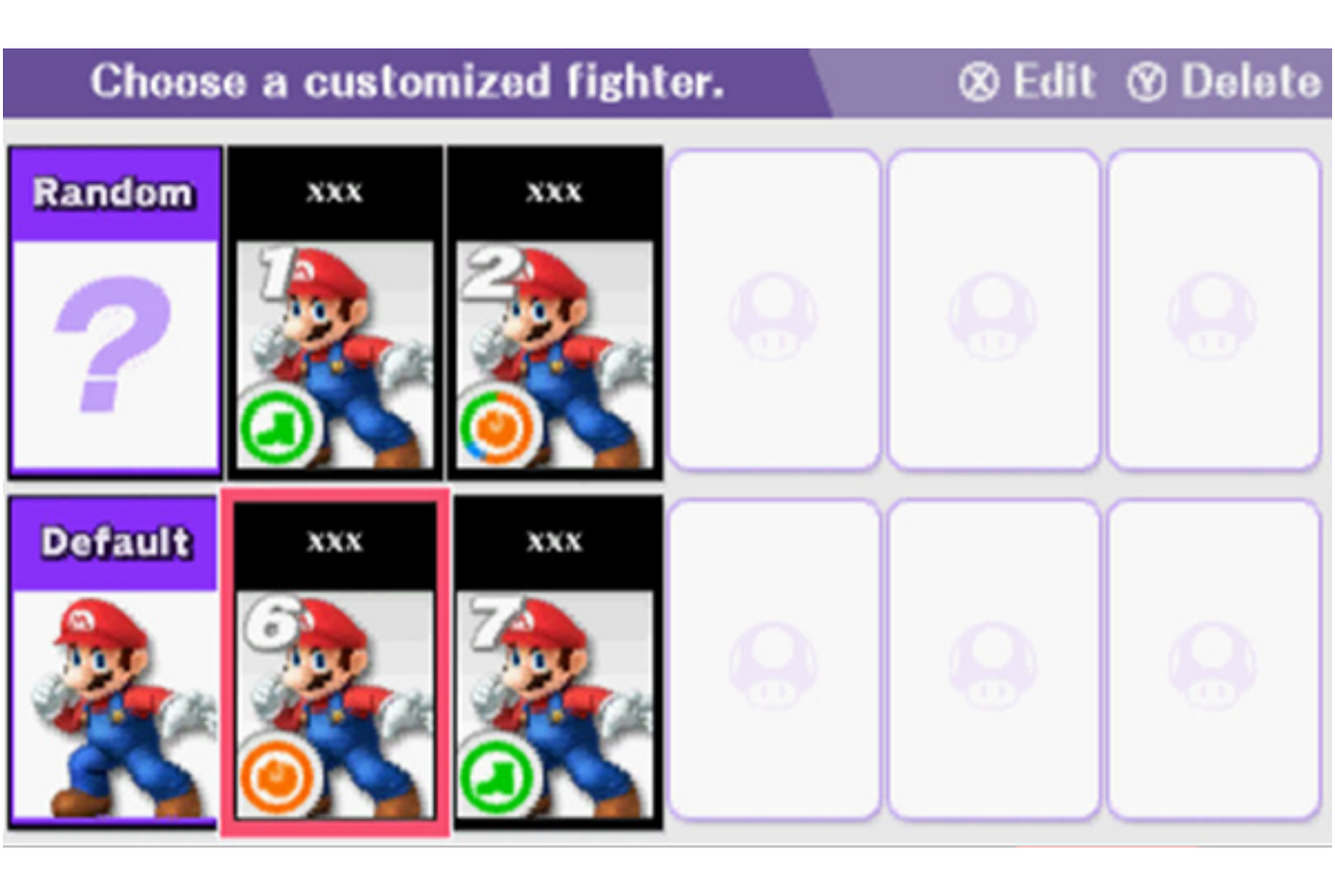
Custom

Custom Overview



The Smash Run Custom mode and the Games & More Custom mode share many of the same features. Both modes can be used to assign new Specials and equipment to your available characters. This menu, however, also allows you to review your collected Powers and assign them to your fighters' custom sets.

Custom Sets

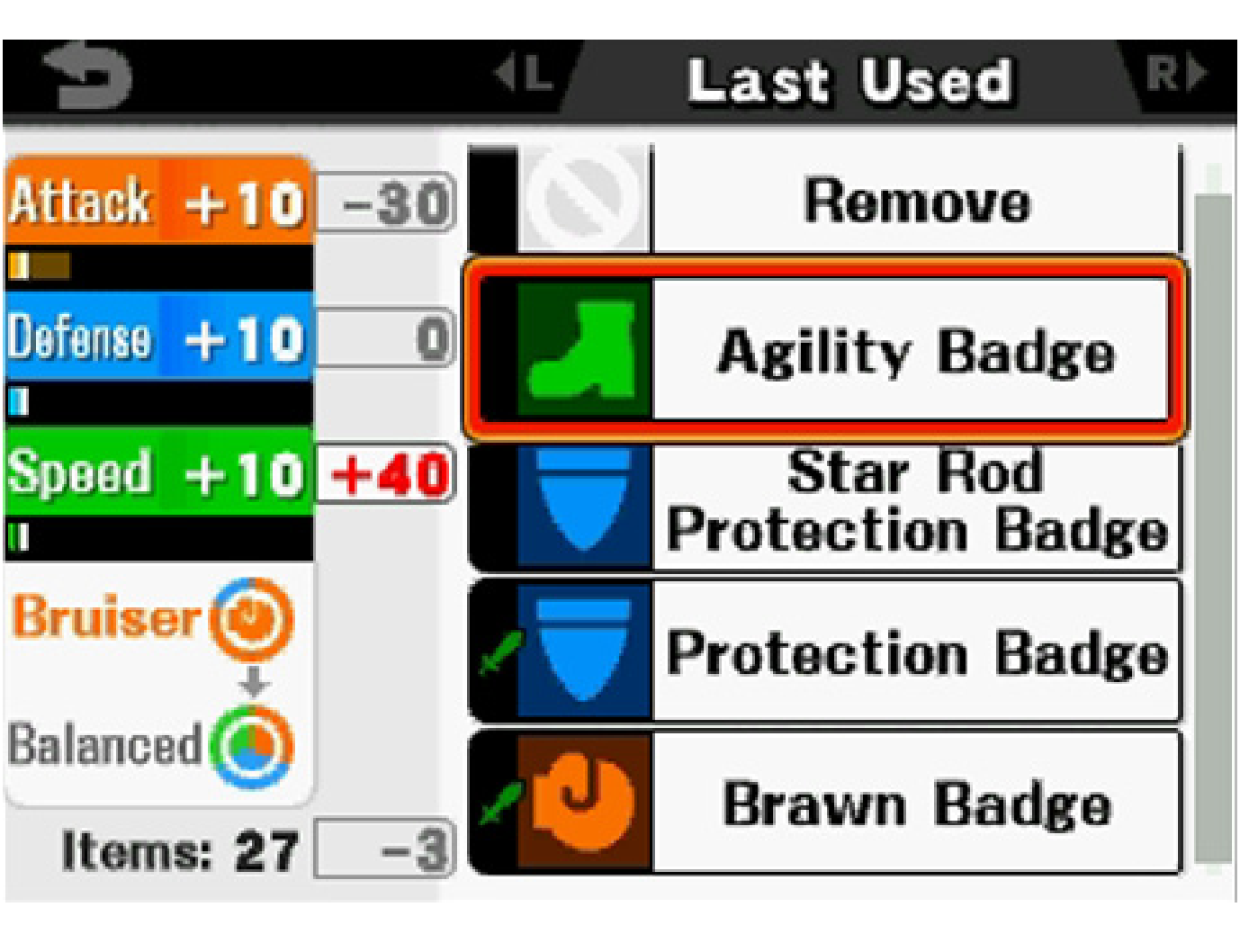


Select any fighter on your roster to create or edit a custom set. Each fighter can have up to 10 custom sets for use in various game modes. Experiment with different combinations of equipment, Specials, and Powers to ensure that you have a fighter for every occasion!

Note

Mii Fighters are only represented on your roster once you've created one. If you haven't already done so, you can create a Mii Fighter by visiting the Games & More Custom mode.

Equipment



Use equipment to modify a fighter's attack power, defensive abilities, or movement speed. Many pieces of equipment even offer special bonus effects.

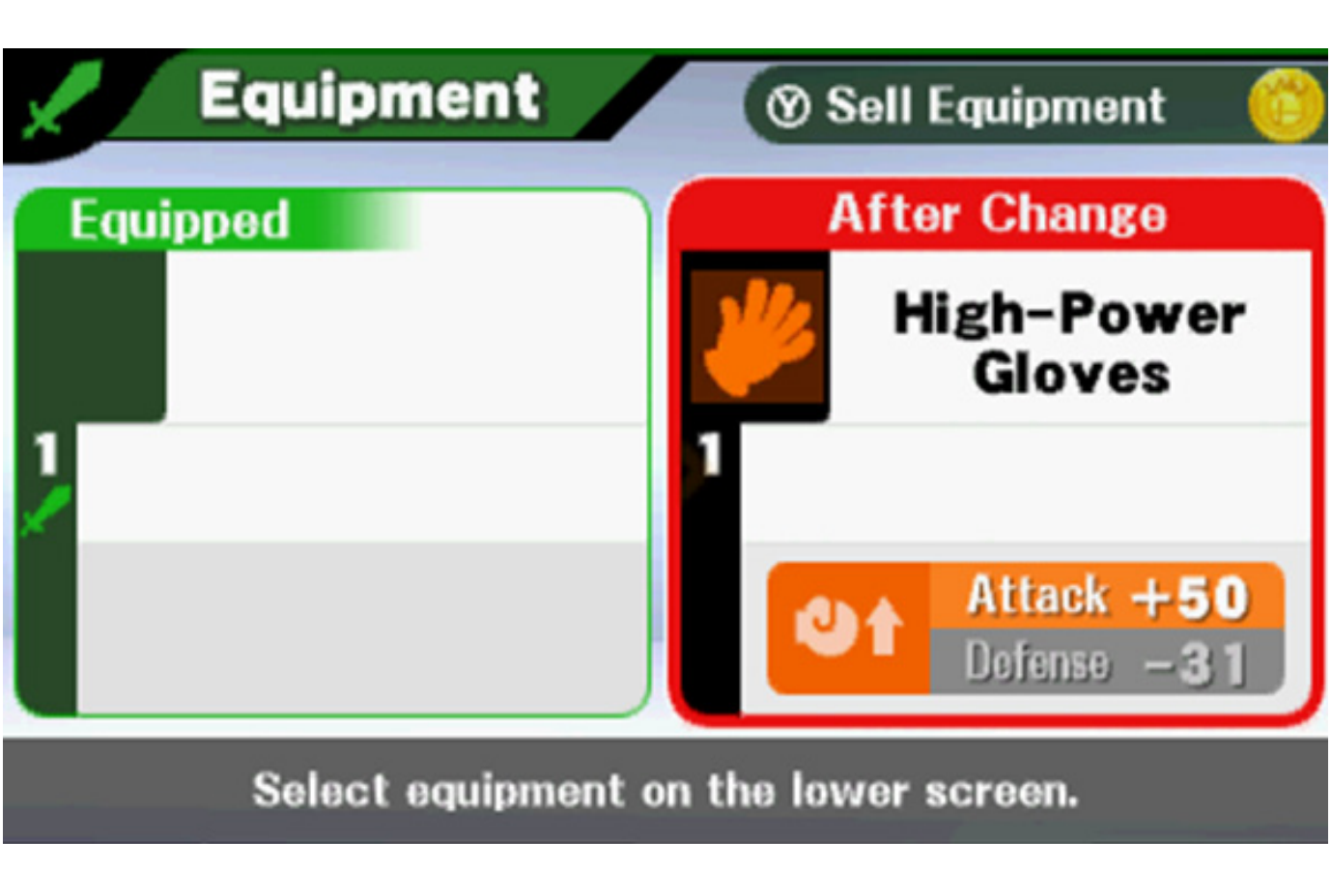
Each custom set can hold up to three pieces of equipment. As you play through the game's various modes, you'll collect a wide variety of equipment, so remember to update your custom sets as more powerful items become available. Equipment that raises one stat will generally lower another; this can have a dramatic effect on a fighter's performance.

Equipment can be organized by category, by the order in which they were collected, or with recently used equipment placed at the top of the list. No matter how you choose to organize your equipment, however, you can use the colored icons to identify each piece's category:

- Orange: Orange icons indicate a piece of equipment that raises a fighter's attack power. These items usually lower defensive abilities.
- Blue: Blue icons indicate a piece of equipment that raises a fighter's defensive abilities. These items usually lower movement speed.
- Green: Green icons indicate a piece of equipment that raises a fighter's movement speed. These items usually lower attack power.

Tip

As you review your collected equipment, you can press ^ to trade unwanted items for gold!



Some equipment can only be used by certain characters. These items can be identified by special icons, and they'll only appear when you're creating or editing a custom set for an appropriate character.

Character-Specific Equipment

Equipment Type	Applicable Characters
Badge of Might	All characters
Gloves	Mario, Luigi, Captain Falcon, Wario, Sonic, Dr. Mario, PAC-MAN, Mii Fighter Brawler
Banana	Donkey Kong, Diddy Kong
Sword	Link, Toon Link, Marth, Meta Knight, Ike, Lucina, Mii Fighter Swordsman, Shulk
Arm Cannon	Samus, Mega Man, Mii Fighter Gunner
Egg	Yoshi
Lollipop	Kirby
Blaster	Fox, Falco
X Attack	Pikachu, Lucario, Jigglypuff, Greninja
Bat	Ness
Toad	Peach
Fake Nails	Bowser, Charizard
Dark Stone	Zelda, Ganondorf
Needle	Sheik
Hammer	King Dedede
Torch	Mr. Game & Watch
Zapper	R.O.B., Duck Hunt
Sacred Treasures	Pit, Dark Pit
Drill	Bowser Jr.
Beam Whip	Zero Suit Samus
Pikmin	Olimar
Staff	Palutena, Rosalina & Luma
Protein	Wii Fit Trainer
Boxing Gloves	Little Mac
Lloid	Villager
Tome	Robin
Badge of Protection	All characters
Overalls	Mario, Luigi, Wario
Tie	Donkey Kong, Dr. Mario
Shield	Link, Toon Link, Palutena
Suit	Captain Falcon, Samus, Sheik, Zero Suit Samus
Saddle	Yoshi
Hat	Kirby, Ness, Diddy Kong
Jacket	Fox, Falco, Shulk, Mii Fighter Brawler, Mii Fighter Swordsman, Mii Fighter Gunner
X Defend	Pikachu, Lucario, Charizard, Jigglypuff, Greninja
Cape	Marth, Ike, Lucina, Ganondorf
Dress	Peach, Zelda, Rosalina & Luma
Shell	Bowser, Bowser Jr.
Coat	King Dedede, Robin
Plumage	Pit, Dark Pit
Watch Battery	Mr. Game & Watch
Mask	Meta Knight
Space Suit	Olimar
Block	R.O.B.
Ring	Sonic the Hedgehog
Clothes	Villager, Wii Fit Trainer, Little Mac
Collar	Duck Hunt
Helmet	Mega Man, PAC-MAN
Badge of Agility	All characters
Shoes	Mario, Luigi, Ness, Sheik, Wario, Sonic the Hedgehog, Dr. Mario, Wii Fit Trainer, Villager, Shulk
Boots	Captain Falcon, Yoshi, Link, Toon Link, Mii Fighter Brawler, Mii Fighter Swordsman, Mii Fighter Gunner, Little Mac, PAC-MAN, Marth, Ike, Lucina, Robin, Olimar, Zelda
X Speed	Pikachu, Lucario, Charizard, Jigglypuff, Greninja
Booster	Samus, Zero Suit Samus, R.O.B., Mega Man
Pumps	Peach, Rosalina & Luma
Shin Guards	Fox, Falco, Ganondorf
Sandals	Pit, Dark Pit, Palutena
Dash Mushroom	Donkey Kong, Bowser, Bowser Jr.
Rocketbarrel Pack	Diddy Kong
Microchip	Mr. Game & Watch
Wings	Duck Hunt
Shooting Star	Kirby, King Dedede, Meta Knight

Bonus Effects

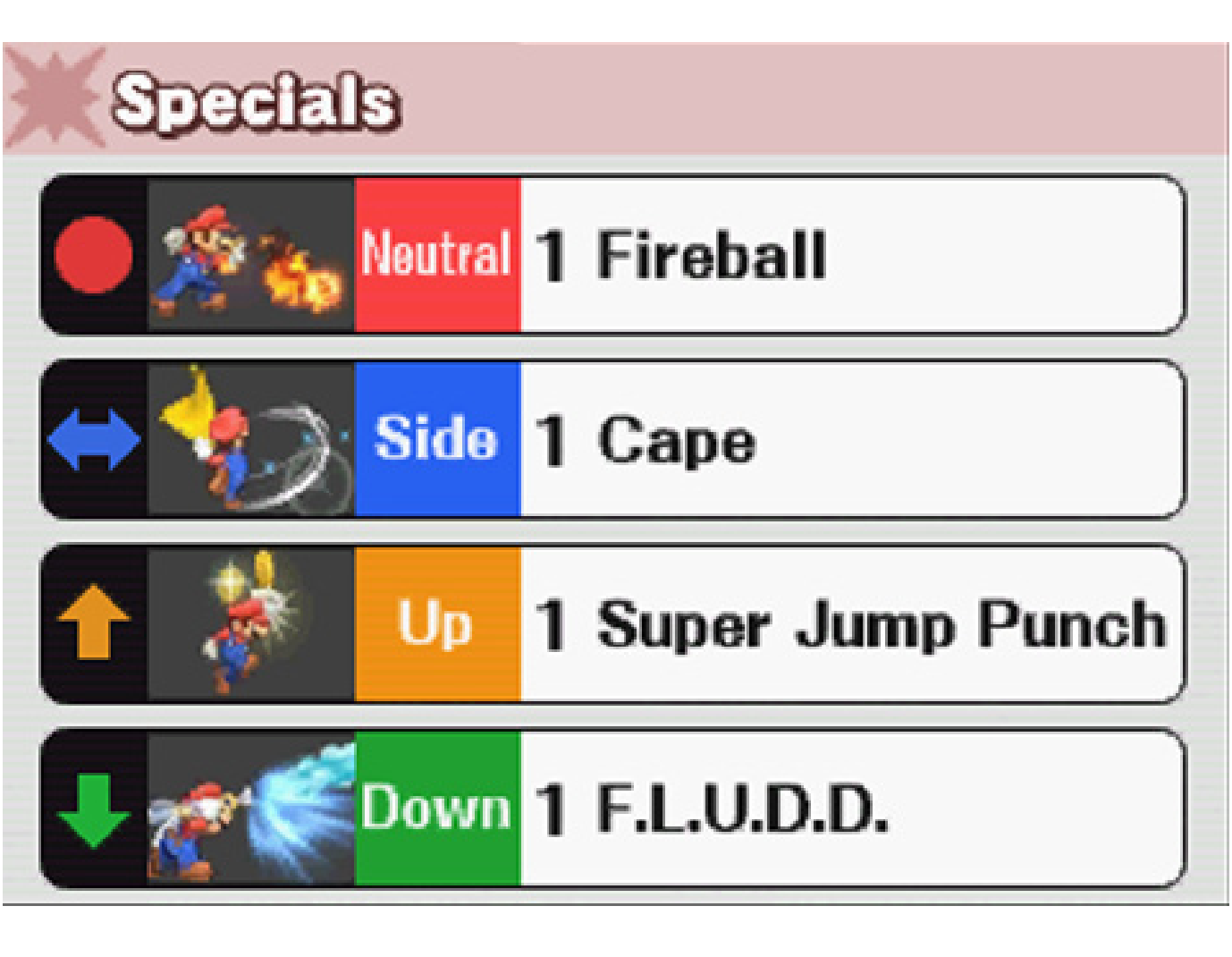
Depending on your playstyle, the bonus effects granted by some equipment can be even more important than stat changes. Some equipment can heal you over the course of a battle, provide you with a special item, or grant a variety of other effects.

Keep in mind that not all effects are advantageous. Some equipment items include negative effects to offset significant bonuses.

Tip

Auto-Heal is particularly helpful in most game modes, but it can be difficult to find a piece of equipment with that effect. Once you've unlocked the second Challenge panel, however, you can earn the Auto-Healer Brawn Badge by clearing 100-Man Smash.

Specials

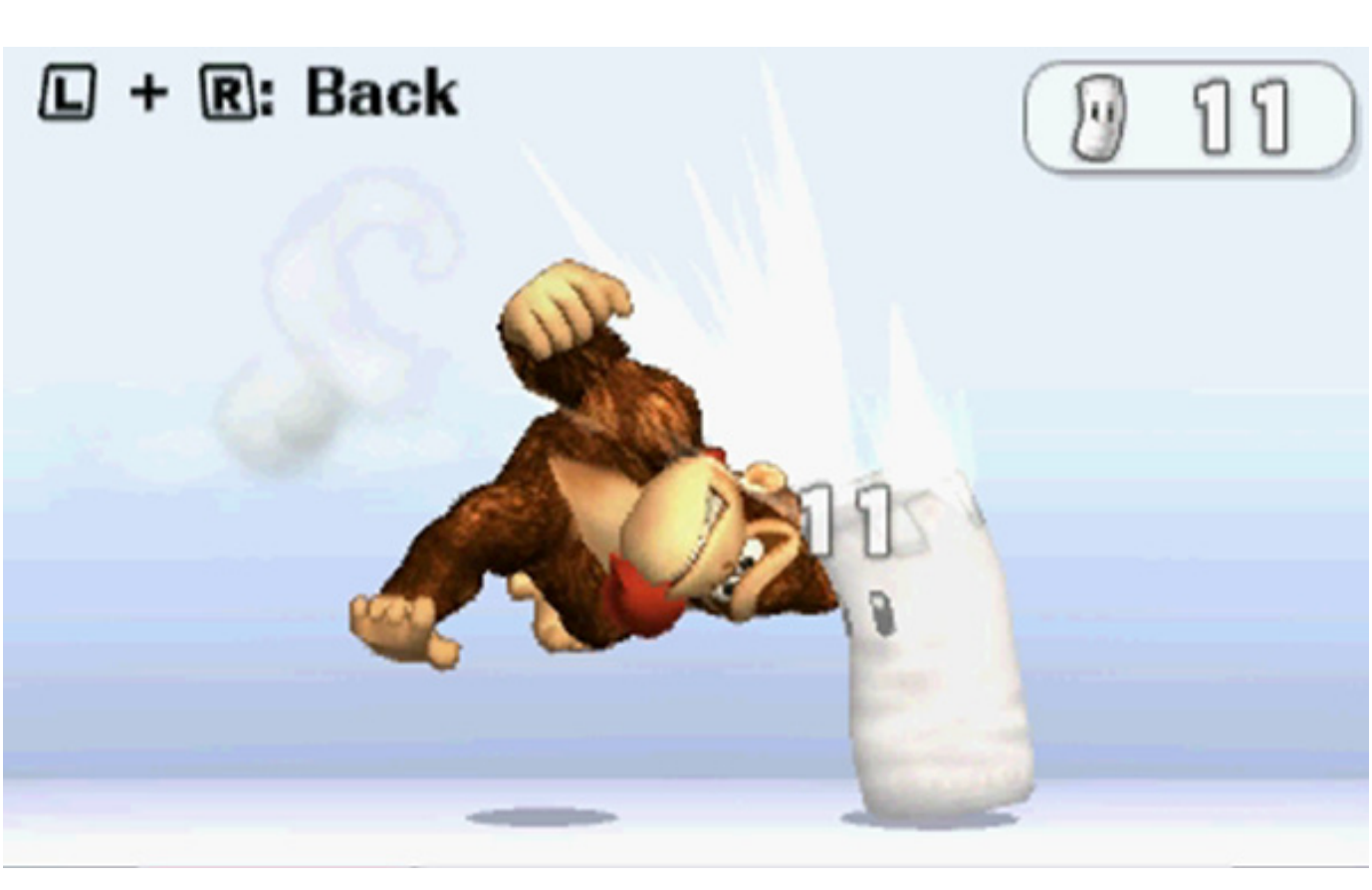


Each fighter is equipped with four default Special moves. As you play through the game's various modes, however, you'll discover alternate Specials for each of the characters on your roster. You can then use custom sets to assign new Specials to your fighters.

Each Special move is limited to a specific input:

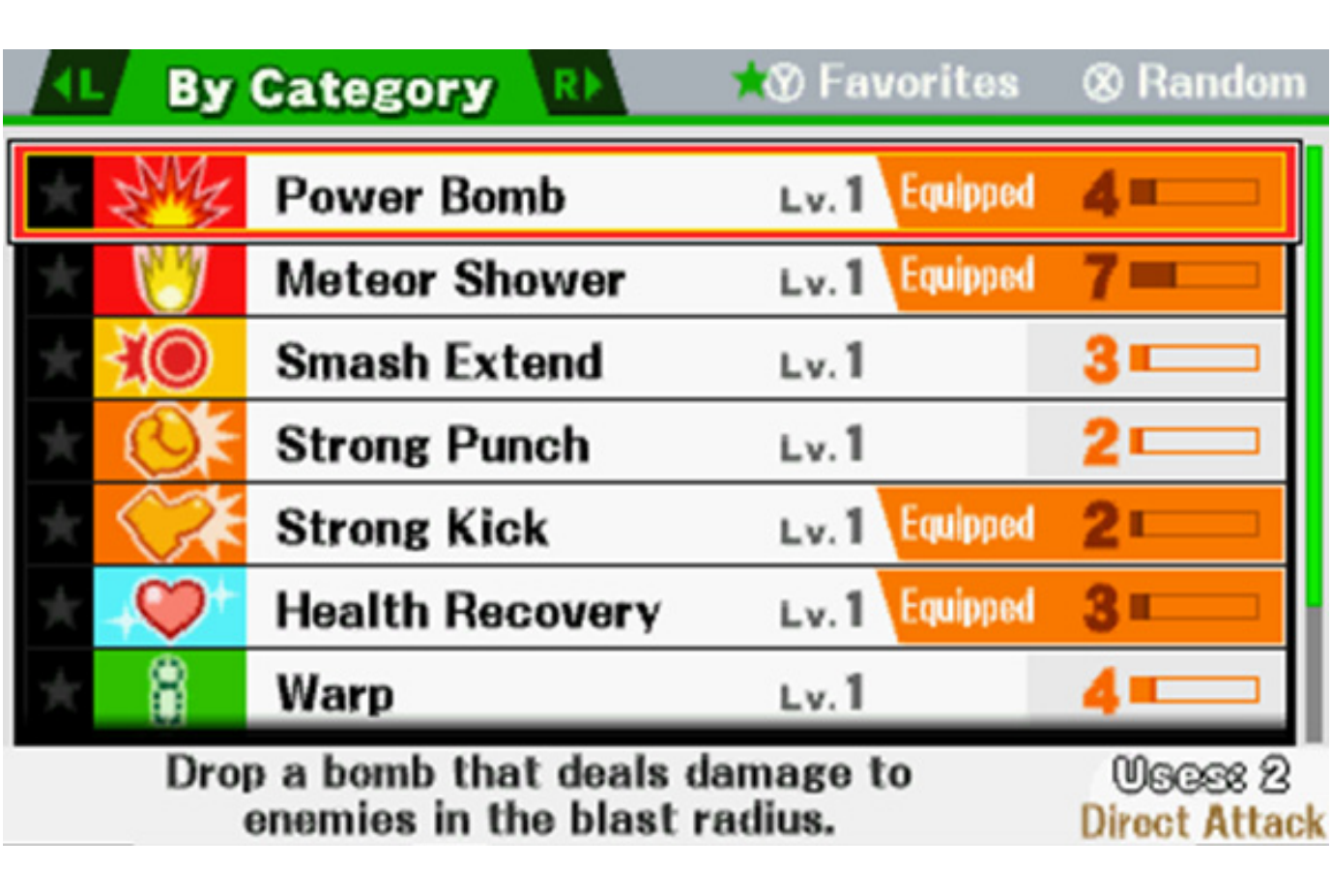
- Neutral Special
- Side Special
- Up Special
- Down Special

Use the Touch Screen to select an input, then choose one of the available Specials.

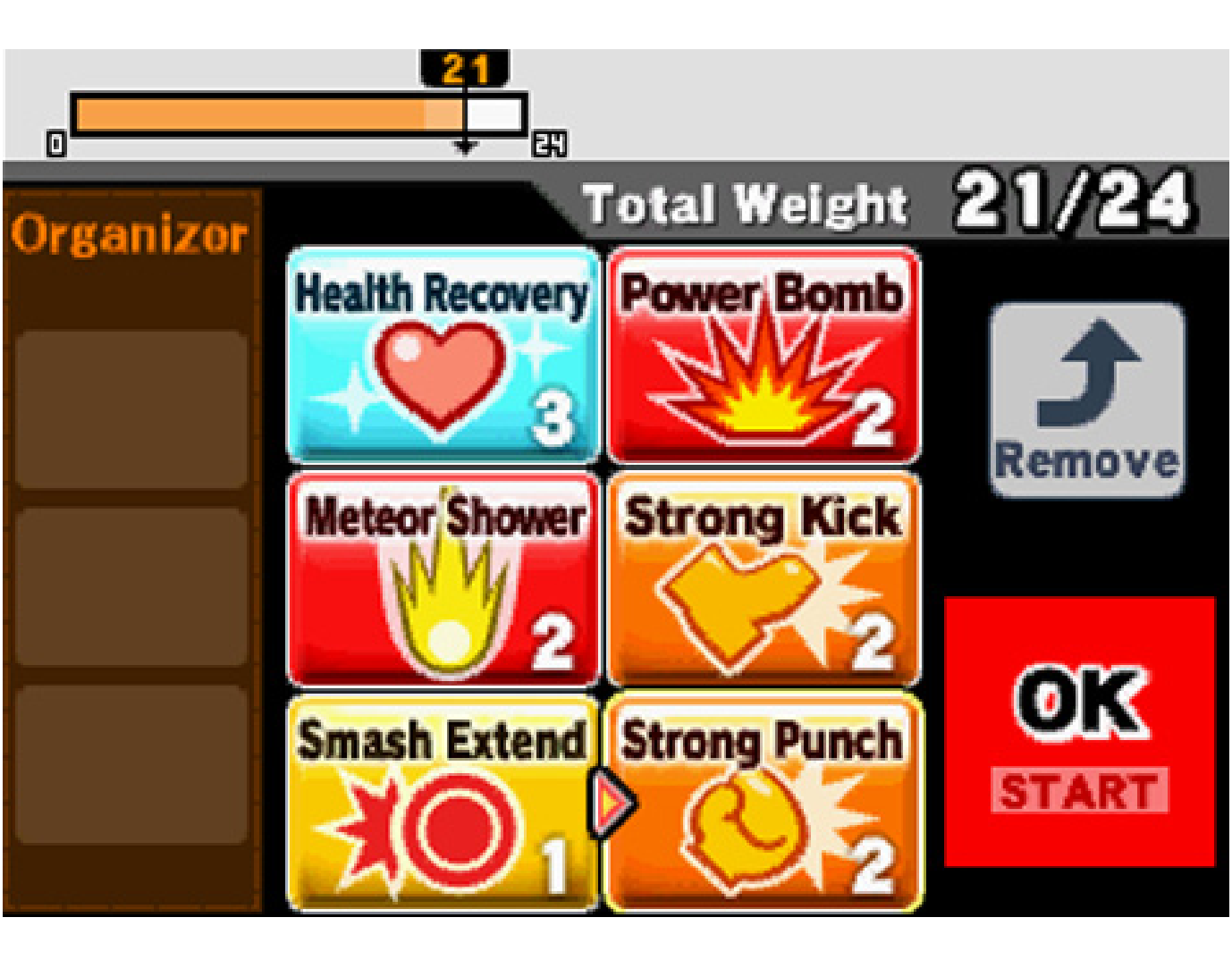


Alternate Specials can dramatically change a fighter's offensive abilities. Before you save your custom set, press R to test your current loadout against Sandbag. This option provides all the information you'll need to familiarize yourself with a Special's unique elements.

Powers



As you collect Powers from the game's various modes, you can assign them to your fighters' various custom sets. Press L and) to change the way they're organized. Press Y to mark the highlighted Power as one of your favorites. This ensures that the Power will remain near the top of the list each time.



When you select a Power, it appears on the Touch Screen. Touch and drag the Power's icon to move it to a different slot or to place it in the Organizer for easy access. Near the top of the Touch Screen, you'll see the combined weight of the equipped Powers. This number cannot exceed your fighter's weight limit.

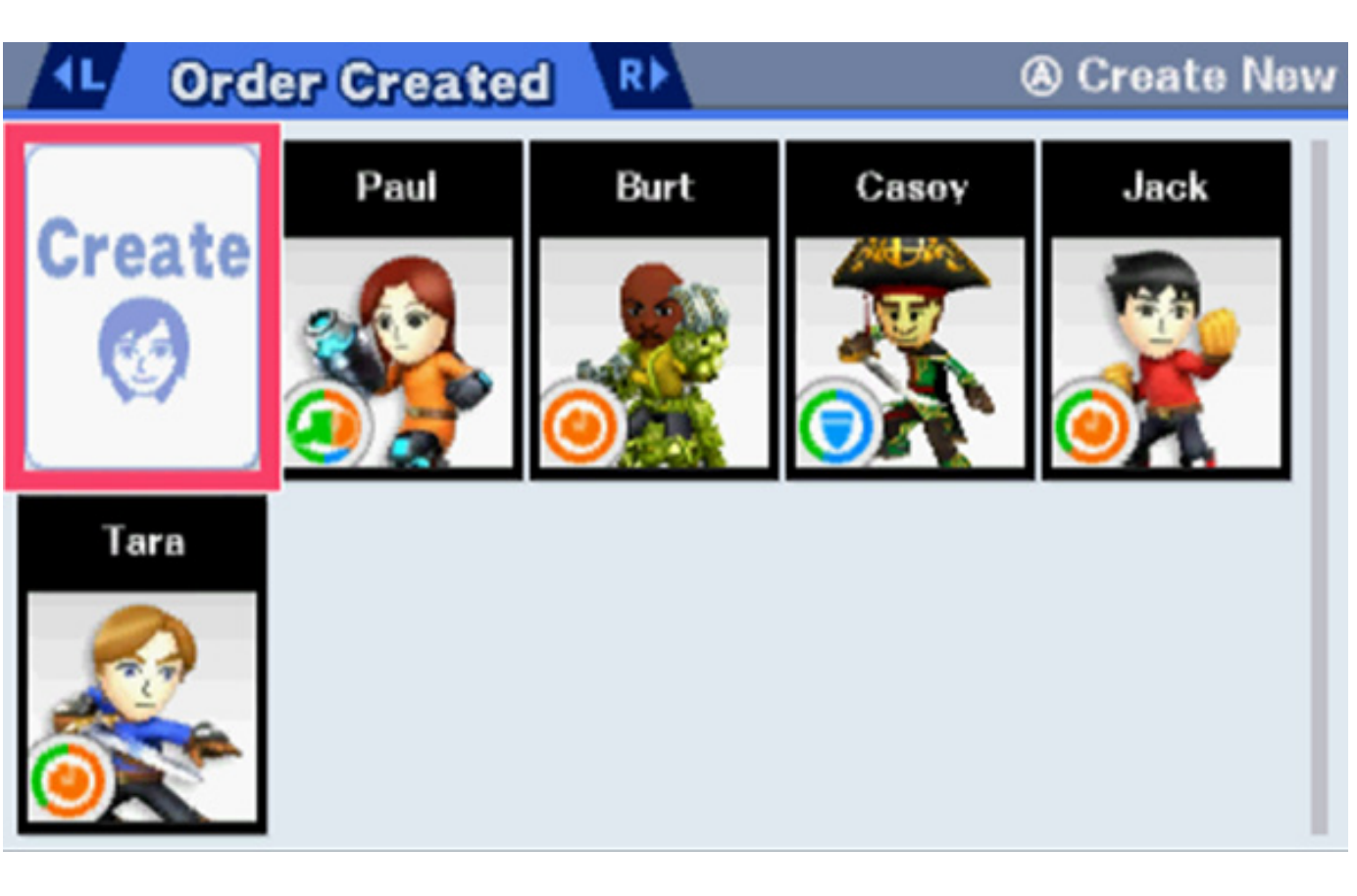
Tip

Remember that slower characters can bear more weight than faster characters. If your fighter can't handle the desired combination of Powers, try using equipment to reduce your fighter's movement speed.

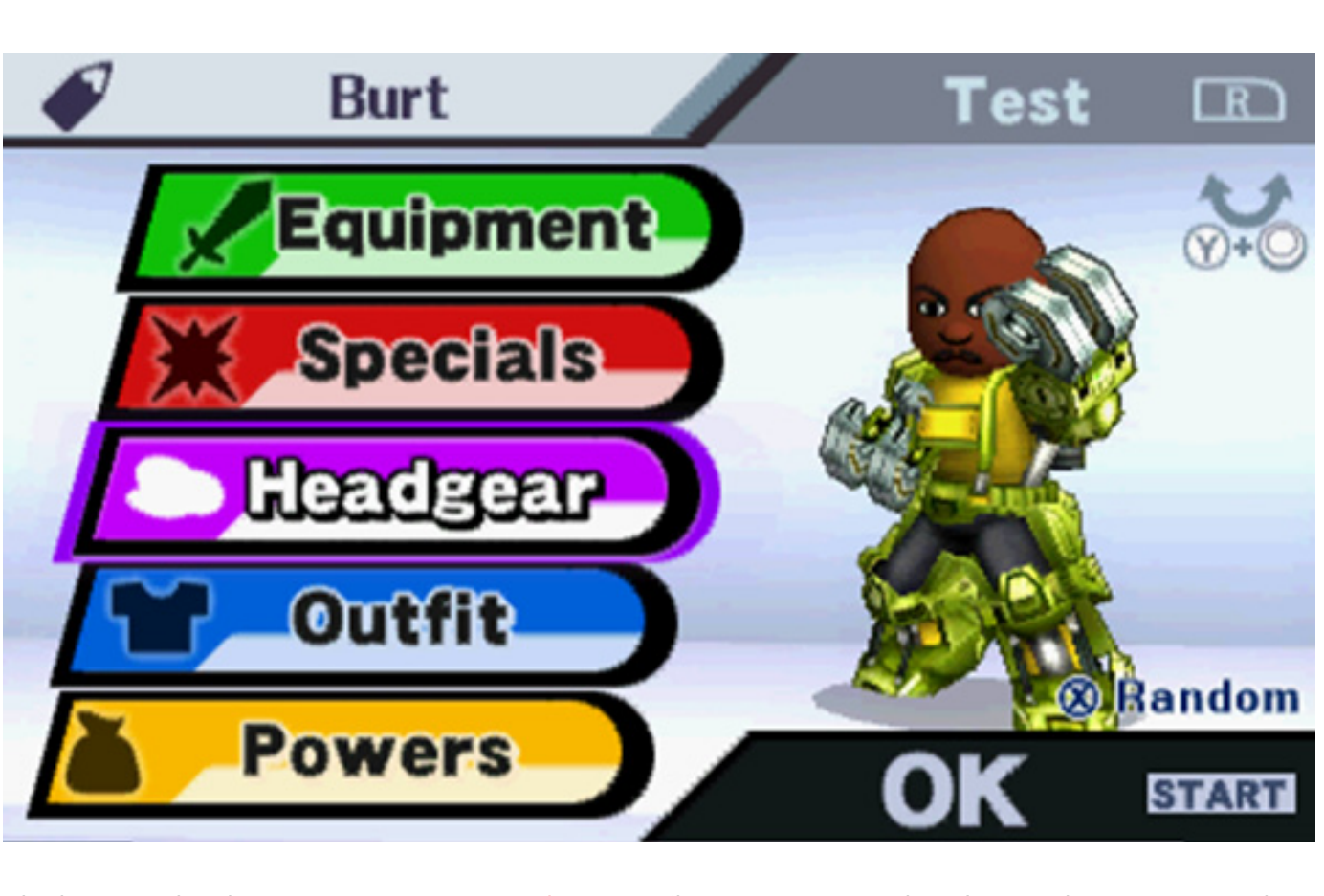
Smash Run Powers

Name	Weight	Description
Auto-Recovery Lv. 1	3	Automatically heals damage bit by bit.
Auto-Recovery Lv. 2	5	Automatically heals damage bit by bit.
Auto-Recovery Lv. 3	7	Automatically heals damage bit by bit.
Auto-Recovery Lv. 4	9	Automatically heals damage bit by bit.
Back Shield Lv. 1	1	Equips you with a Back Shield.
Back Shield Lv. 2	2	Equips you with a Back Shield.
Back Shield Lv. 3	3	Equips you with a Back Shield.
Back Shield Lv. 4	4	Equips you with a Back Shield.
Beam Sword Lv. 1	3	Equips you with a beam sword.
Beam Sword Lv. 2	5	Equips you with a beam sword.
Beam Sword Lv. 3	7	Equips you with a beam sword.
Beam Sword Lv. 4	9	Equips you with a beam sword.
Bob-omb Lv. 1	2	Equips you with a Bob-omb.
Bob-omb Lv. 2	3	Equips you with a Bob-omb.
Bob-omb Lv. 3	4	Equips you with a Bob-omb.
Bob-omb Lv. 4	5	Equips you with a Bob-omb.
Boomerang Lv. 1	2	Boomerang.
Boomerang Lv. 2	3	Boomerang.
Boomerang Lv. 3	4	Boomerang.
Boomerang Lv. 4	5	Boomerang.
Brief Invincibility Lv. 1	3	Prevents you from taking damage, just for a moment.
Brief Invincibility Lv. 2	4	Prevents you from taking damage, just for a moment.
Brief Invincibility Lv. 3	5	Prevents you from taking damage, just for a moment.
Brief Invincibility Lv. 4	6	Prevents you from taking damage, just for a moment.
Devil's Pact Lv. 1	2	Temporarily boosts your stats and increases your damage to 300.
Devil's Pact Lv. 2	4	Temporarily boosts your stats and increases your damage to 300.
Devil's Pact Lv. 3	6	Temporarily boosts your stats and increases your damage to 300.
Devil's Pact Lv. 4	8	Temporarily boosts your stats and increases your damage to 300.
Dual Cyclone Lv. 1	6	Generate two cyclones, one on each side of you, that ensnare enemies.
Dual Cyclone Lv. 2	8	Generate two cyclones, one on each side of you, that ensnare enemies.
Dual Cyclone Lv. 3	11	Generate two cyclones, one on each side of you, that ensnare enemies.
Dual Cyclone Lv. 4	13	Generate two cyclones, one on each side of you, that ensnare enemies.
Evershield Lv. 1	2	Prevents your shield from decreasing in size.
Evershield Lv. 2	3	Prevents your shield from decreasing in size.
Evershield Lv. 3	4	Prevents your shield from decreasing in size.
Evershield Lv. 4	5	Prevents your shield from decreasing in size.
Extra Jump Lv. 1	3	Increases the number of times in a row you can jump in midair.
Extra Jump Lv. 2	5	Increases the number of times in a row you can jump in midair.
Extra Jump Lv. 3	8	Increases the number of times in a row you can jump in midair.
Extra Jump Lv. 4	10	Increases the number of times in a row you can jump in midair.
Hammer Lv. 1	4	Equips you with a Hammer.
Hammer Lv. 2	6	Equips you with a Hammer.
Hammer Lv. 3	8	Equips you with a Hammer.
Hammer Lv. 4	10	Equips you with a Hammer.
Healing Shield Lv. 1	3	Shield against enemy attacks to heal yourself.
Healing Shield Lv. 2	4	Shield against enemy attacks to heal yourself.
Healing Shield Lv. 3	6	Shield against enemy attacks to heal yourself.
Healing Shield Lv. 4	7	Shield against enemy attacks to heal yourself.
Health Recovery Lv. 1	3	Heals damage you have taken.
Health Recovery Lv. 2	5	Heals damage you have taken.
Health Recovery Lv. 3	7	Heals damage you have taken.
Health Recovery Lv. 4	9	Heals damage you have taken.
Heavenly Light Lv. 1	2	Call down a pillar of light that damages nearby enemies.
Heavenly Light Lv. 2	3	Call down a pillar of light that damages nearby enemies.
Heavenly Light Lv. 3	4	Call down a pillar of light that damages nearby enemies.
Heavenly Light Lv. 4	5	Call down a pillar of light that damages nearby enemies.
High Jump Lv. 1	3	Increases the height of your jumps.
High Jump Lv. 2	5	Increases the height of your jumps.
High Jump Lv. 3	8	Increases the height of your jumps.
High Jump Lv. 4	10	Increases the height of your jumps.
Homing Foe Lv. 1	3	Increases the chance that a launched opponent will collide with another enemy.
Homing Foe Lv. 2	4	Increases the chance that a launched opponent will collide with another enemy.
Homing Foe Lv. 3	6	Increases the chance that a launched opponent will collide with another enemy.
Homing Foe Lv. 4	7	Increases the chance that a launched opponent will collide with another enemy.
Homing Missiles Lv. 1	7	Fire two homing missiles at enemies.
Homing Missiles Lv. 2	10	Fire two homing missiles at enemies.
Homing Missiles Lv. 3	13	Fire two homing missiles at enemies.
Homing Missiles Lv. 4	17	Fire two homing missiles at enemies.
Horizon Beam Lv. 1	5	Fire a giant laser beam straight ahead.
Horizon Beam Lv. 2	9	Fire a giant laser beam straight ahead.
Horizon Beam Lv. 3	12	Fire a giant laser beam straight ahead.
Horizon Beam Lv. 4	15	Fire a giant laser beam straight ahead.
Instant Drop Lv. 1	3	Let's you perform a fast, downward attack by pressing down while airborne.
Instant Drop Lv. 2	5	Let's you perform a fast, downward attack by pressing down while airborne.
Instant Drop Lv. 3	7	Let's you perform a fast, downward attack by pressing down while airborne.
Instant Drop Lv. 4	9	Let's you perform a fast, downward attack by pressing down while airborne.
Launch Ring Lv. 1	4	Create a ring of light that launches enemies.
Launch Ring Lv. 2	7	Create a ring of light that launches enemies.
Launch Ring Lv. 3	10	Create a ring of light that launches enemies.
Launch Ring Lv. 4	12	Create a ring of light that launches enemies.
Meteor Shower Lv. 1	7	Call down meteors in front of you.
Meteor Shower Lv. 2	10	Call down meteors in front of you.
Meteor Shower Lv. 3	13	Call down meteors in front of you.
Meteor Shower Lv. 4	16	Call down meteors in front of you.
Ore Club Lv. 1	8	Equips you with an Ore Club.
Ore Club Lv. 2	11	Equips you with an Ore Club.
Ore Club Lv. 3	14	Equips you with an Ore Club.
Ore Club Lv. 4	17	Equips you with an Ore Club.
Payback Lv. 1	2	Converts damage you take into a one-time boost to your next attack.
Payback Lv. 2	4	Converts damage you take into a one-time boost to your next attack.
Payback Lv. 3	6	Converts damage you take into a one-time boost to your next attack.
Payback Lv. 4	8	Converts damage you take into a one-time boost to your next attack.
Power Bomb Lv. 1	4	Drop a bomb that deals damage to enemies in the blast radius.
Power Bomb Lv. 2	7	Drop a bomb that deals damage to enemies in the blast radius.
Power Bomb Lv. 3	10	Drop a bomb that deals damage to enemies in the blast radius.
Power Bomb Lv. 4	13	Drop a bomb that deals damage to enemies in the blast radius.
Rage Lv. 1	3	The more damage you've taken, the stronger you'll be.
Rage Lv. 2	5	The more damage you've taken, the stronger you'll be.
Rage Lv. 3	6	The more damage you've taken, the stronger you'll be.
Rage Lv. 4	8	The more damage you've taken, the stronger you'll be.
Random Lv. 1	3	Triggers the effect of a random Power.
Random Lv. 2	5	Triggers the effect of a random Power.
Random Lv. 3	7	Triggers the effect of a random Power.
Random Lv. 4	9	Triggers the effect of a random Power.
Ray Gun Lv. 1	2	Equips you with a ray gun.
Ray Gun Lv. 2	4	Equips you with a ray gun.
Ray Gun Lv. 3	6	Equips you with a ray gun.
Ray Gun Lv. 4	8	Equips you with a ray gun.
Reflector Lv. 1	3	Deflects incoming projectiles for a time.
Reflector Lv. 2	5	Deflects incoming projectiles for a time.
Reflector Lv. 3	8	Deflects incoming projectiles for a time.
Reflector Lv. 4	10	Deflects incoming projectiles for a time.
Rocket Belt Lv. 1	3	Equips you with a Rocket Belt.
Rocket Belt Lv. 2	5	Equips you with a Rocket Belt.
Rocket Belt Lv. 3	7	Equips you with a Rocket Belt.
Rocket Belt Lv. 4	9	Equips you with a Rocket Belt.
Shinespark Lv. 1	5	Increases your running speed. When you start to shine, you can also deliver a body blow.
Shinespark Lv. 2	7	Increases your running speed. When you start to shine, you can also deliver a body blow.
Shinespark Lv. 3	9	Increases your running speed. When you start to shine, you can also deliver a body blow.
Shinespark Lv. 4	11	Increases your running speed. When you start to shine, you can also deliver a body blow.
Shocking Taunt Lv. 1	4	Taunt to fire lightning in the direction pressed on the +Control Pad.
Shocking Taunt Lv. 2	6	Taunt to fire lightning in the direction pressed on the +Control Pad.
Shocking Taunt Lv. 3	9	Taunt to fire lightning in the direction pressed on the +Control Pad.
Shocking Taunt Lv. 4	11	Taunt to fire lightning in the direction pressed on the +Control Pad.
Shuffle Lv. 1	3	Randomly reassigns the power of your stats.
Shuffle Lv. 2	5	Randomly reassigns the power of your stats.
Shuffle Lv. 3	7	Randomly reassigns the power of your stats.
Shuffle Lv. 4	9	Randomly reassigns the power of your stats.
Smart Bomb Lv. 1	4	Equips you with a smart bomb.
Smart Bomb Lv. 2	6	Equips you with a smart bomb.
Smart Bomb Lv. 3	8	Equips you with a smart bomb.
Smart Bomb Lv. 4	10	Equips you with a smart bomb.
Smash Extend Lv. 1	3	Allows you to charge a smash attack longer, increasing its power.
Smash Extend Lv. 2	5	Allows you to charge a smash attack longer, increasing its power.
Smash Extend Lv. 3	7	Allows you to charge a smash attack longer, increasing its power.
Smash Extend Lv. 4	9	Allows you to charge a smash attack longer, increasing its power.
Spinning Blades Lv. 1	5	Summon swords that spin around you, harming nearby enemies.
Spinning Blades Lv. 2	8	Summon swords that spin around you, harming nearby enemies.
Spinning Blades Lv. 3	12	Summon swords that spin around you, harming nearby enemies.
Spinning Blades Lv. 4	15	Summon swords that spin around you, harming nearby enemies.
Strong Head Lv. 1	2	Increases the power of head-based attacks, such as headbutts.
Strong Head Lv. 2	3	Increases the power of head-based attacks, such as headbutts.
Strong Head Lv. 3	5	Increases the power of head-based attacks, such as headbutts.
Strong Head Lv. 4	7	Increases the power of head-based attacks, such as headbutts.
Strong Body Lv. 1	2	Increases the power of torso-based attacks, such as tackles.
Strong Body Lv. 2	3	Increases the power of torso-based attacks, such as tackles.
Strong Body Lv. 3	5	Increases the power of torso-based attacks, such as tackles.
Strong Body Lv. 4	7	Increases the power of torso-based attacks, such as tackles.
Strong Kick Lv. 1	2	Increases the power of leg-based attacks, such as kicks.
Strong Kick Lv. 2	3	Increases the power of leg-based attacks, such as kicks.
Strong Kick Lv. 3	5	Increases the power of leg-based attacks, such as kicks.
Strong Kick Lv. 4	7	Increases the power of leg-based attacks, such as kicks.
Strong Punch Lv. 1	2	Increases the power of arm-based attacks, such as punches.
Strong Punch Lv. 2	3	Increases the power of arm-based attacks, such as punches.
Strong Punch Lv. 3	5	Increases the power of arm-based attacks, such as punches.
Strong Punch Lv. 4	7	Increases the power of arm-based attacks, such as punches.
Strong Throw Lv. 1	2	Increases the distance and strength of throws.
Strong Throw Lv. 2	3	Increases the distance and strength of throws.
Strong Throw Lv. 3	5	Increases the distance and strength of throws.
Strong Throw Lv. 4	7	Increases the distance and strength of throws.
Super Armor Lv. 1	4	Prevents you from flinching when you take damage.
Super Armor Lv. 2	7	Prevents you from flinching when you take damage.
Super Armor Lv. 3	10	Prevents you from flinching when you take damage.
Super Armor Lv. 4	13	Prevents you from flinching when you take damage.
Super Leaf Lv. 1	2	Equips you with a Super Leaf.
Super Leaf Lv. 2	3	Equips you with a Super Leaf.
Super Leaf Lv. 3	4	Equips you with a Super Leaf.
Super Leaf Lv. 4	5	Equips you with a Super Leaf.
Super Scope Lv. 1	4	Equips you with a Super Scope.
Super Scope Lv. 2	6	Equips you with a Super Scope.
Super Scope Lv. 3	8	Equips you with a Super Scope.
Super Scope Lv. 4	10	Equips you with a Super Scope.
Warp Lv. 1	4	Instantly transports you to a random location.
Warp Lv. 2	6	Instantly transports you to a random location.
Warp Lv. 3	8	Instantly transports you to a random location.
Warp Lv. 4	10	Instantly transports you to a random location.

Mii Fighters



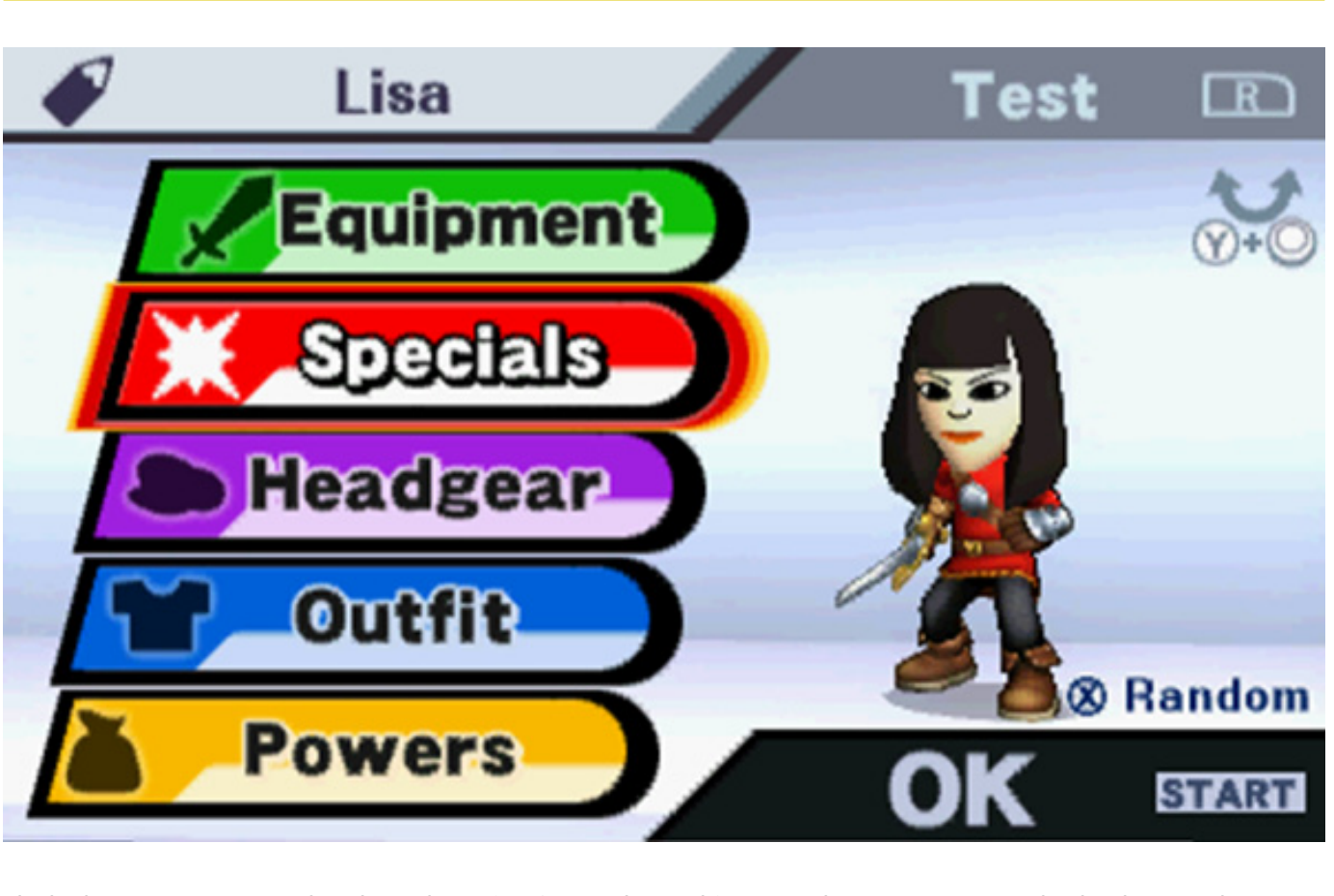
If you've already created a Mii Fighter in the Games & More Custom mode, you can use the Smash Run Custom mode to edit or create Mii Fighter custom sets. To do so, simply select the Mii Fighters from your roster.



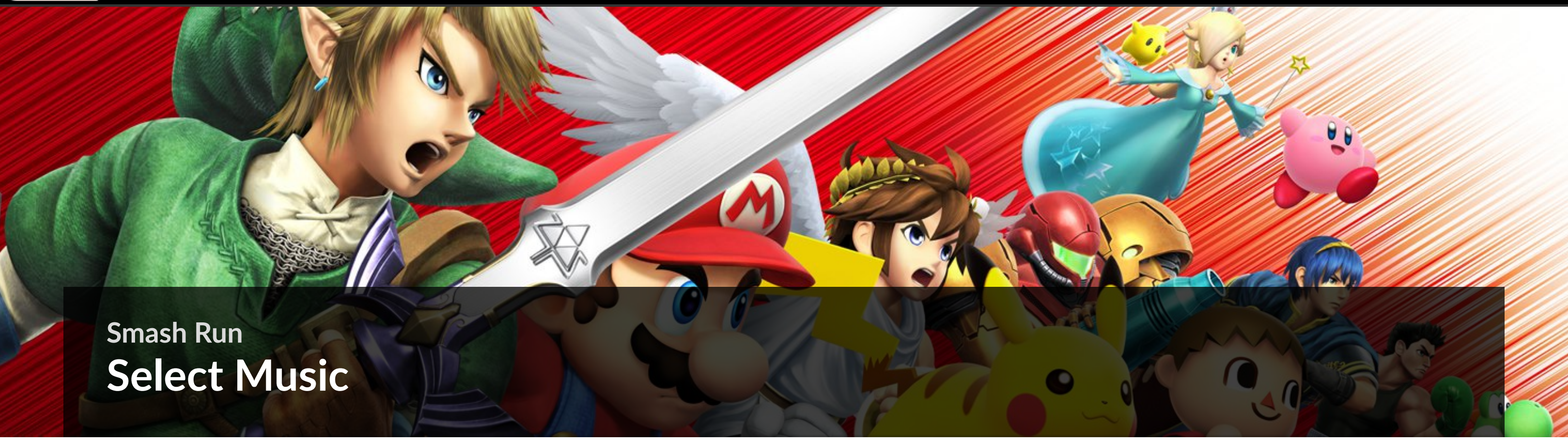
Like the every other character on your roster, Mii Fighters can utilize equipment, Specials, and Powers; however, you can also use the headgear or outfits you've managed to collect to alter your Mii Fighter's appearance. Headgear and outfit items are purely cosmetic—they don't have any effect on your fighter's stats or abilities.

Note

Please refer to the guide's checklists for complete lists of headgear and outfit items.

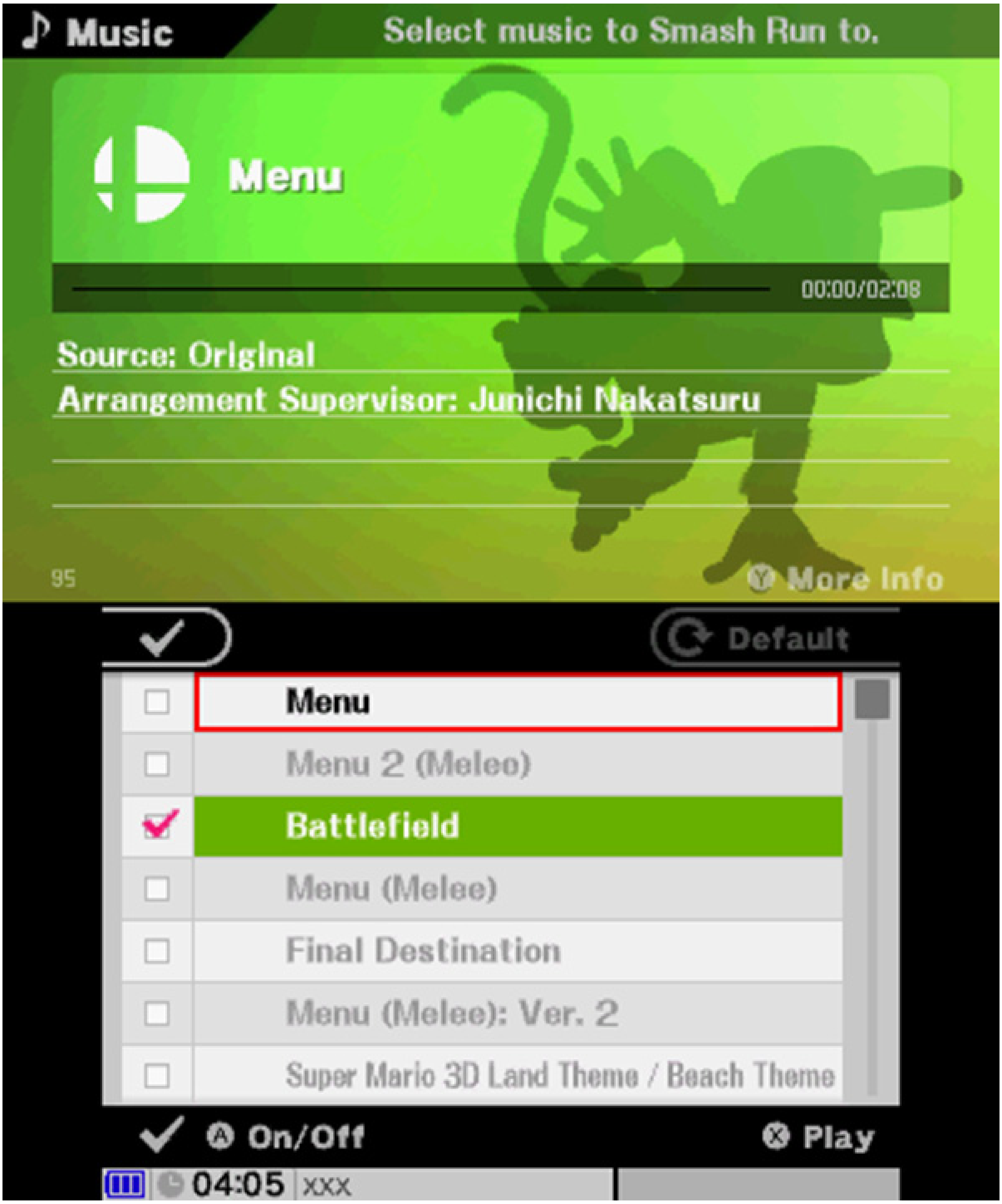


The body type of an imported Mii has a dramatic effect on the resulting Mii Fighter. Larger Miis tend to be slower and stronger, while smaller Miis are faster and harder to hit. Experiment with different height and weight combinations to find a Mii Fighter that complements your playstyle!



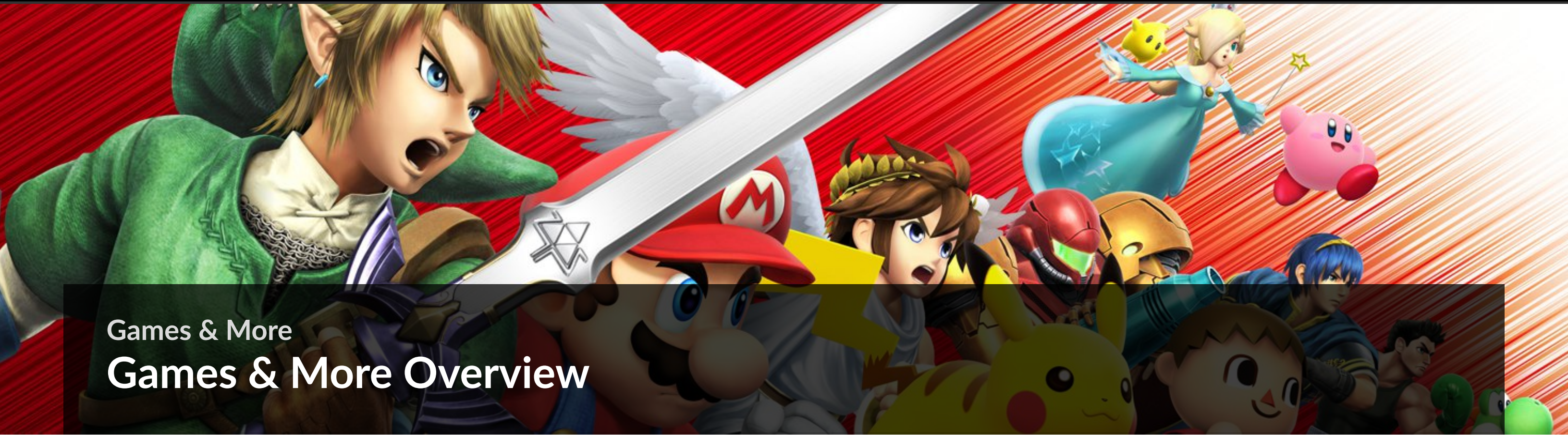
Smash Run

Select Music

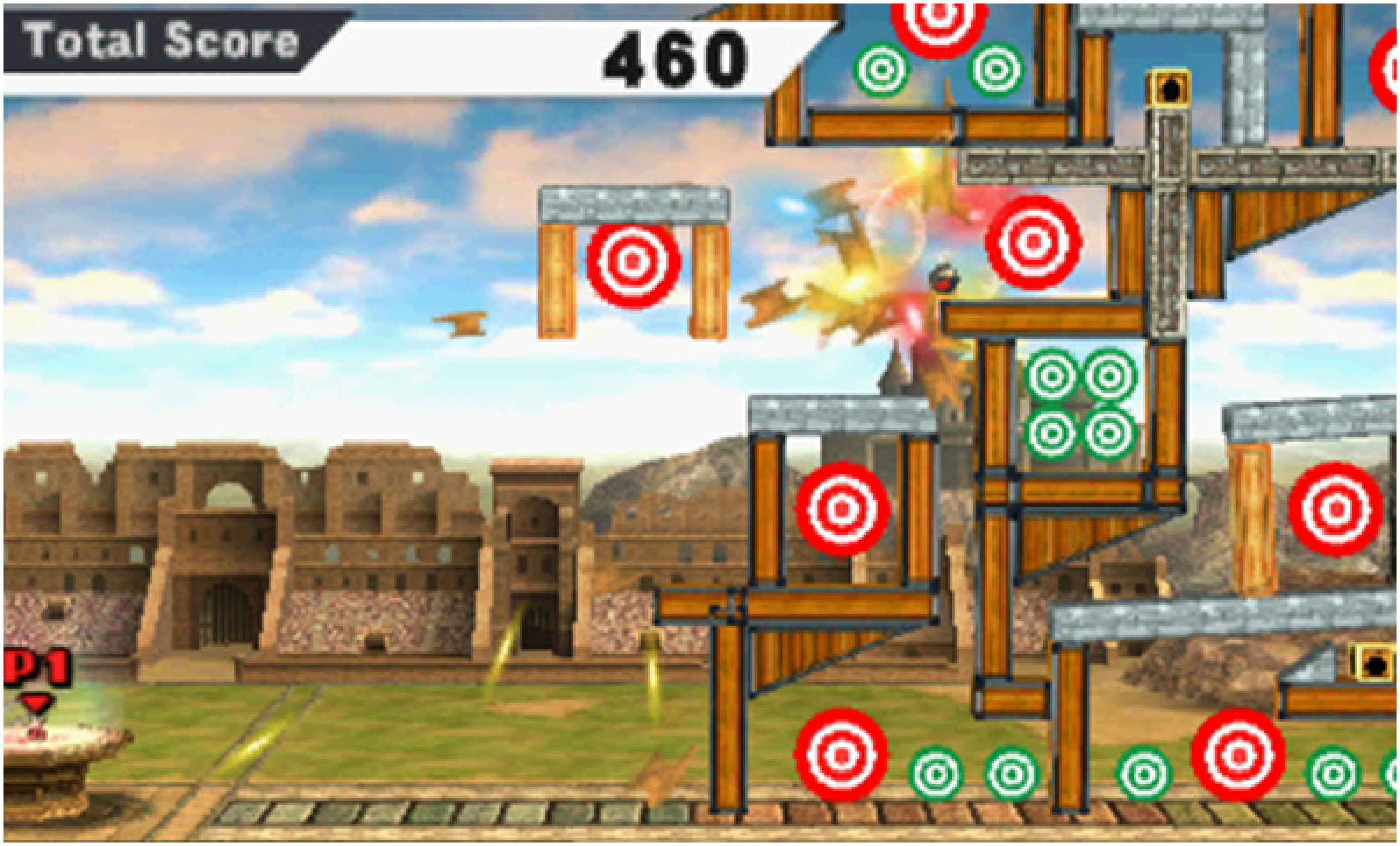


♪ Music
Select music to Smash Run to.
Menu
00:00/02:08
Source: Original
Arrangement Supervisor: Junichi Nakatsuru
95
Ⓨ More Info
✓
Default
☐ Menu
☐ Menu 2 (Melee)
☑ Battlefield
☐ Menu (Melee)
☐ Final Destination
☐ Menu (Melee): Ver. 2
☐ Super Mario 3D Land Theme / Beach Theme
✓ Ⓐ On/Off
Ⓧ Play
04:05 xxx

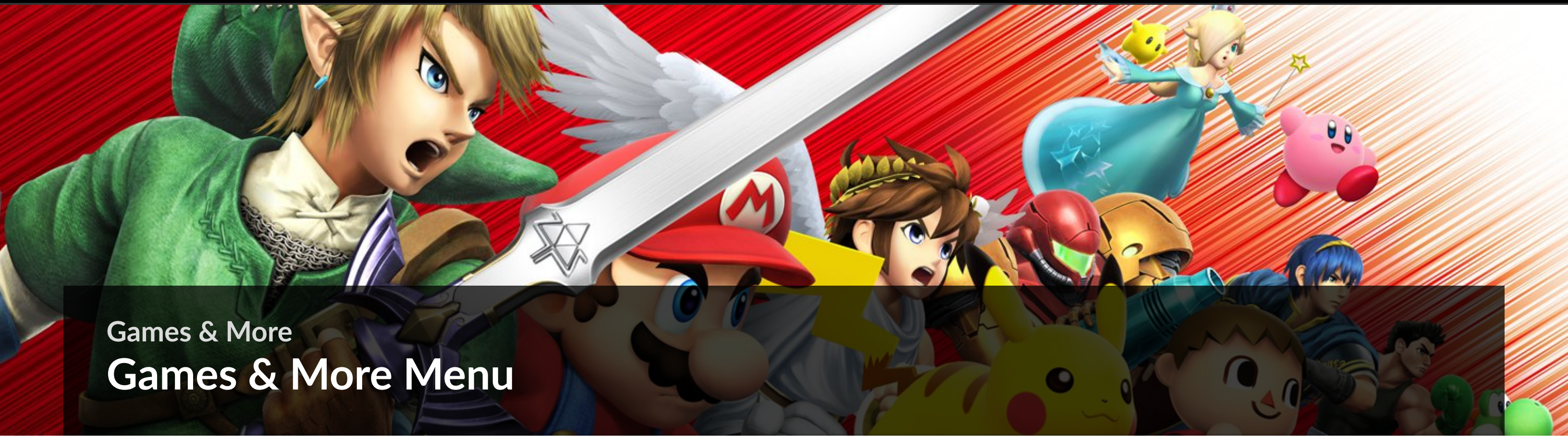
Use the “Select Music” option to determine which songs have a chance to play in the Smash Run area. The available tracks are displayed on the Touch Screen. Press Ⓧ to listen to the highlighted track, and press Ⓐ to add or remove that track from your playlist. Refer to the Main Display for more information about a selected track.



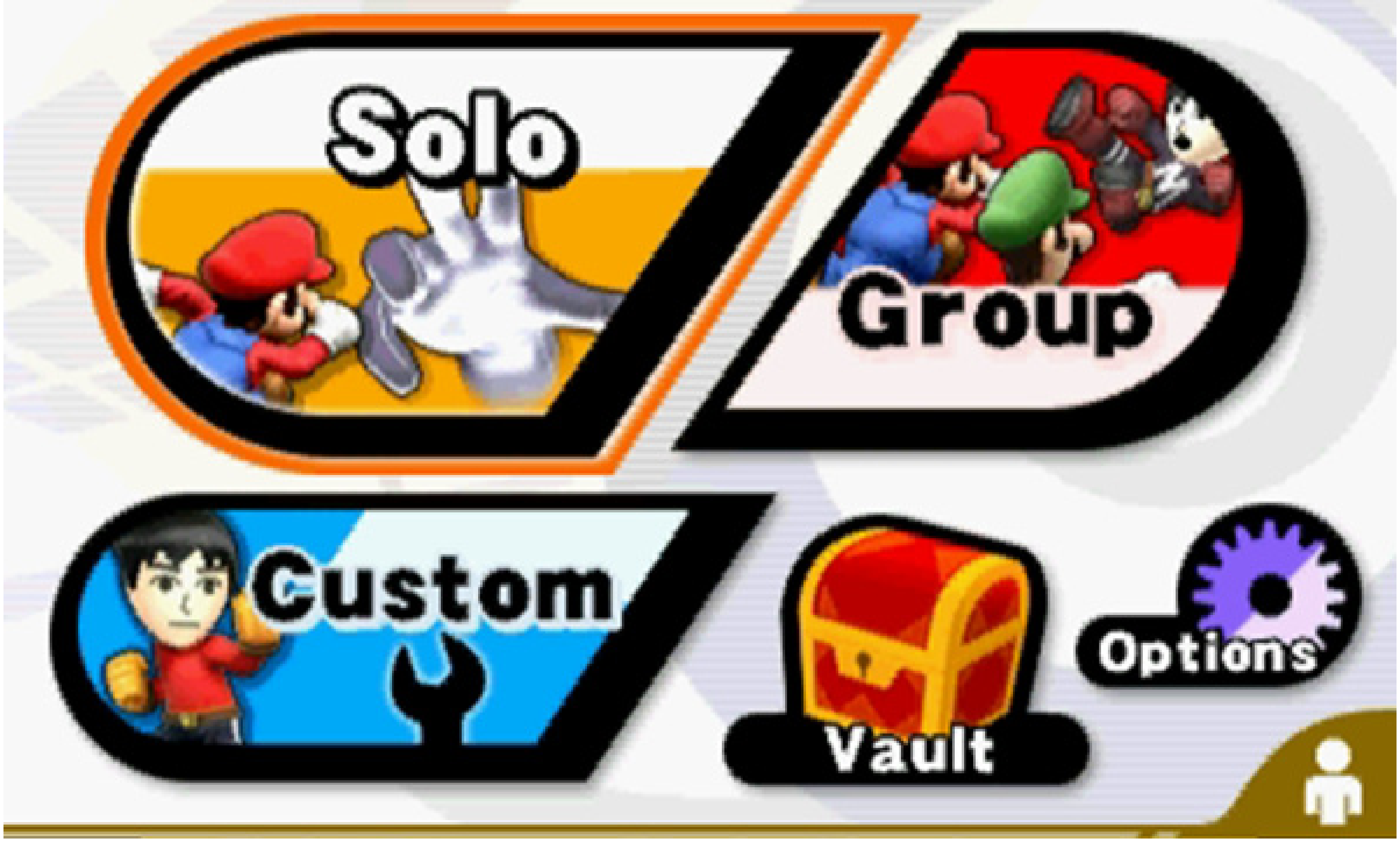
Games & More Overview



Games & More contains a wide variety of game modes, galleries, and options. Much of the game's content is located within this menu, so make sure you explore all of the available selections.

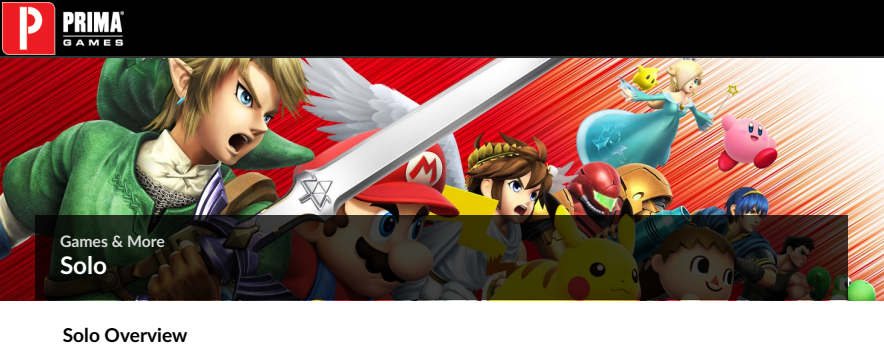


Games & More Menu



The main menu's "Games & More" menu contains five selections, most of which contain additional menus:

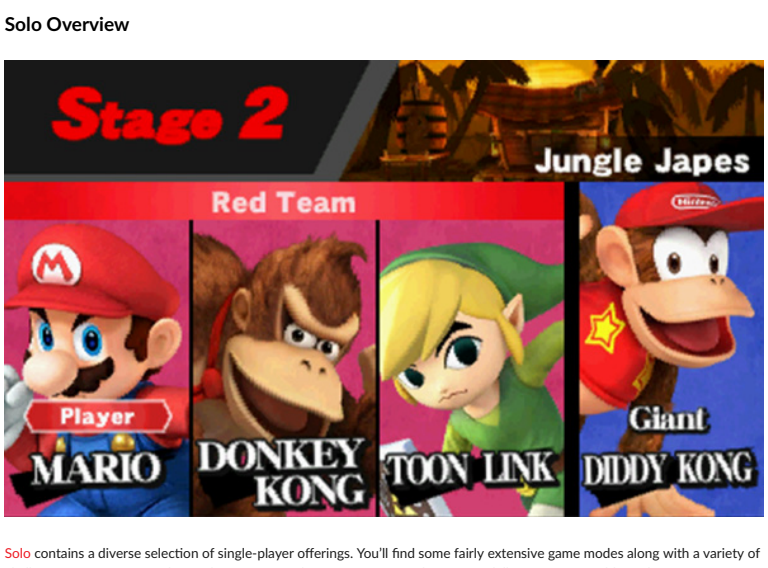
- Solo: Access a variety of single-player game modes. Classic and All-Star offer fairly lengthy experiences, Training provides a place for you to practice your skills, and Stadium contains Multi-Man Smash, Target Blast, and Home-Run Contest.
- Group: Team up with nearby players for All-Star or various Multi-Man Smash modes.
- Custom: Create or edit new Mii fighters, or customize any of the characters on your roster. This menu contains most of the options found in the Smash Run Custom menu.
- Vault: The bulk of the Vault is committed to various galleries and records, but it does contain a few additional features. The "Trophies" menu allows you to review the trophies you collected and gain new items through the Shop or the Trophy Rush minigame. Use the other menus to access your saved snapshots and replays, available game sounds and music, fighter and player records, and a random selection of loading screen tips.
- Options: Adjust the game's controls and sound settings, as well as important display and Internet options.



Games & More

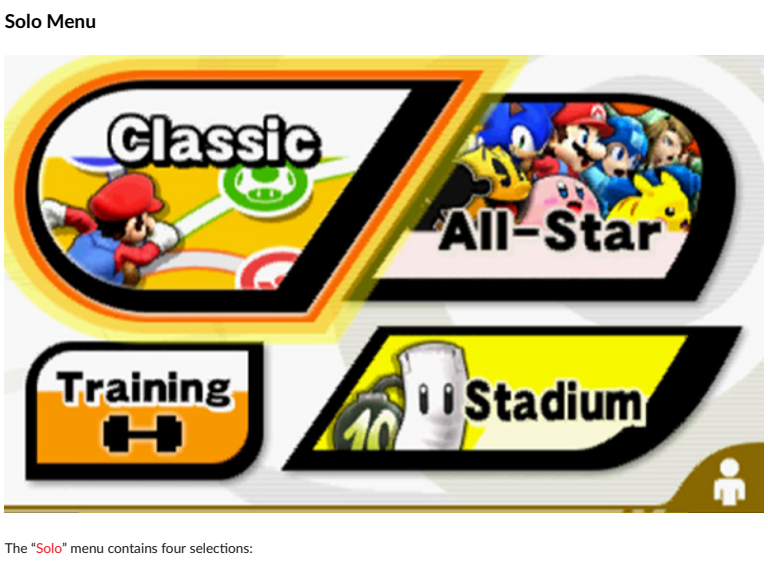
Solo

Solo Overview



Solo contains a diverse selection of single-player offerings. You'll find some fairly extensive game modes along with a variety of challenging minigames. Exploring these game modes is a great way to hone your skills as you earn gold, trophies, equipment, and more.

Solo Menu

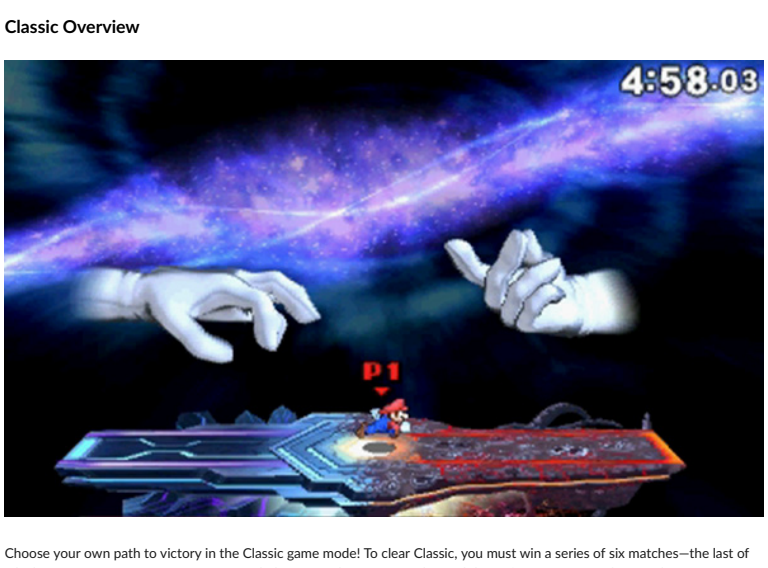


The "Solo" menu contains four selections:

- Classic: Choose your own path to victory! Classic pits you against familiar foes as well as a few enemies you won't find anywhere else!
- All-Star: Time to fight everyone! In All-Star, you have one stock life to defeat every fighter on your roster.
- Training: Try out new fighters or hone your skills with an old favorite. Training includes enough options to explore every aspect of combat.
- Stadium: Defeat armies, destroy targets, or hit home runs as you explore the game modes found in Stadium.

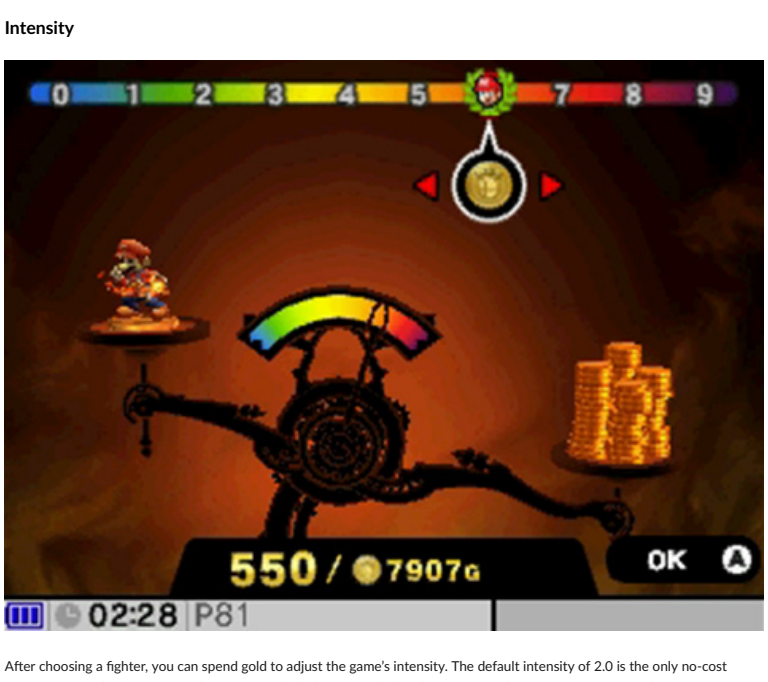
Classic

Classic Overview



Choose your own path to victory in the Classic game mode! To clear Classic, you must win a series of six matches—the last of which pits you against one or more particularly powerful enemies. Each match has a five-minute time limit, so keep an eye on that clock! With plenty of opportunities to earn gold, equipment, trophies, and more, Classic is a great way to discover many of the game's hidden elements.

Intensity



After choosing a fighter, you can spend gold to adjust the game's intensity. The default intensity of 2.0 is the only no-cost option. Raising the intensity results in a more difficult game with the chance to earn better prizes. Lowering the intensity results in an easier game; doing so costs only a small amount of gold, but it will limit your potential prizes.

Intensity Thresholds

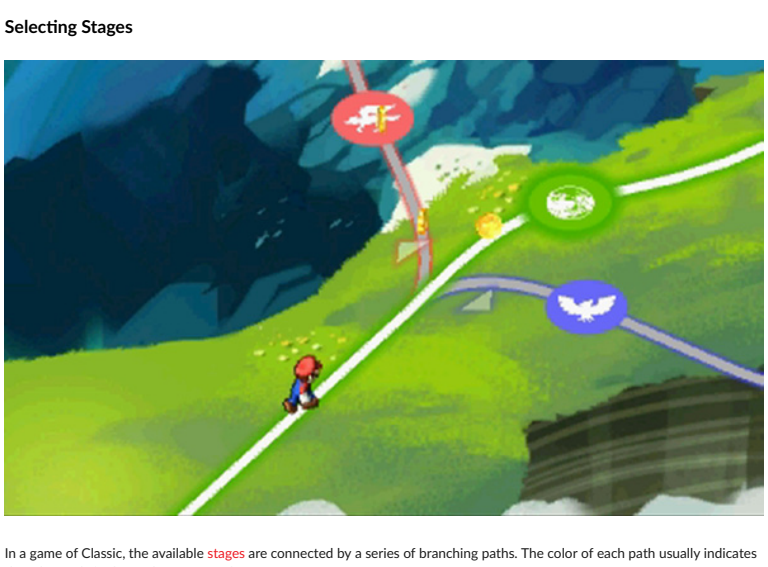
Increasing the intensity level has several effects:

- Opponents are harder to launch.
- Opponents are more aggressive and generally more effective.
- You have a greater chance to fight team battles without the aid of CPU allies.
- The reward roulette at the start of each battle grants more prizes.

In addition to these gradual effects, some specific elements are only available at or above certain intensity levels:

- If the intensity is set to 3.0 or above, you have the option to face both Master Hand and Crazy Hand in the final match.
- If the intensity is set to 5.1 or above, you have the option to face Master Core.
- If the intensity is set to 6.0 and above, Master Core cycles through three hostile forms.
- If the intensity is set to 7.0 and above, Master Core cycles through four hostile forms.
- If the intensity is set to 8.0 and above, you don't have the option to avoid facing Master Core.
- Some hidden characters can be unlocked by using specific fighters to clear Classic at various intensity levels.

Selecting Stages



In a game of Classic, the available stages are connected by a series of branching paths. The color of each path usually indicates the relative difficulty of the next match:

- Blue paths often lead to the easier options.
- Green paths often lead to options of standard difficulty.
- Red paths often lead to the most difficult matches.

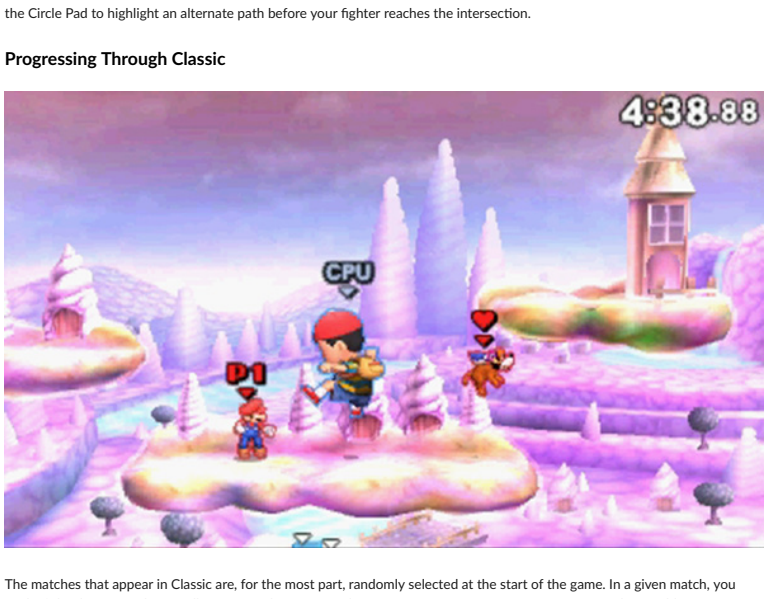
Tip

When in doubt, look for gold and other rewards that appear on the map—the more lucrative path is generally the more difficult one.

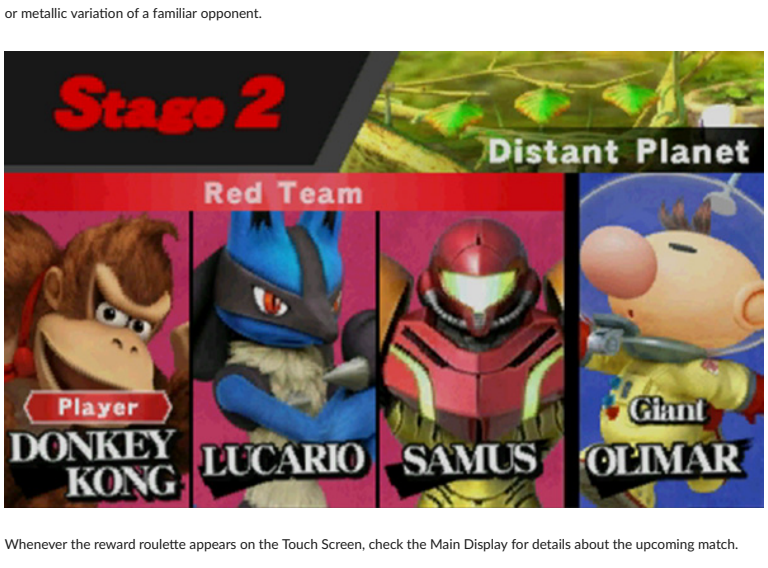
At intensity 3.0 and above, the black path near the end of the game leads to a stage containing both Master Hand and Crazy Hand. At intensities of 5.1 and above, this path also leads to Master Core.

Between matches, your fighter automatically follows the highlighted path to the next stage. To choose to change course, use the Circle Pad to highlight an alternate path before your fighter reaches the intersection.

Progressing Through Classic



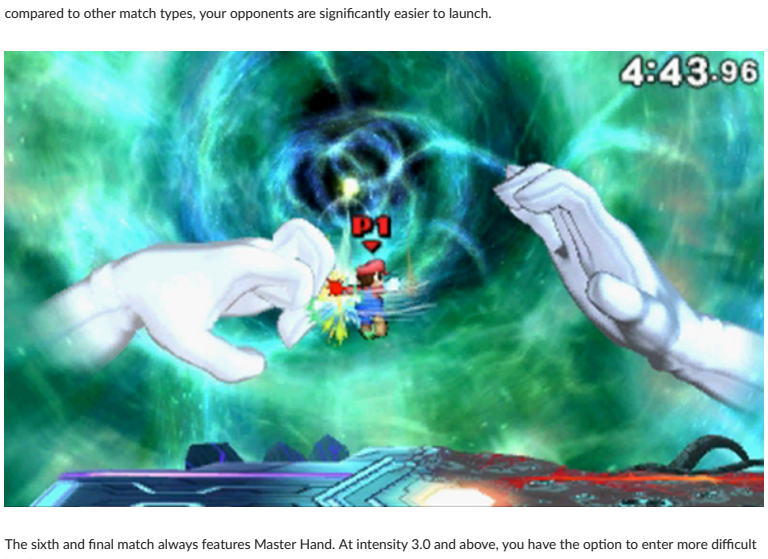
The matches that appear in Classic are, for the most part, randomly selected at the start of the game. In a given match, you might fight alone or with CPU allies; you might face a single opponent or a team of enemies; or you might stumble upon a giant or metallic variation of a familiar opponent.



Whenever the reward roulette appears on the Touch Screen, check the Main Display for details about the upcoming match.

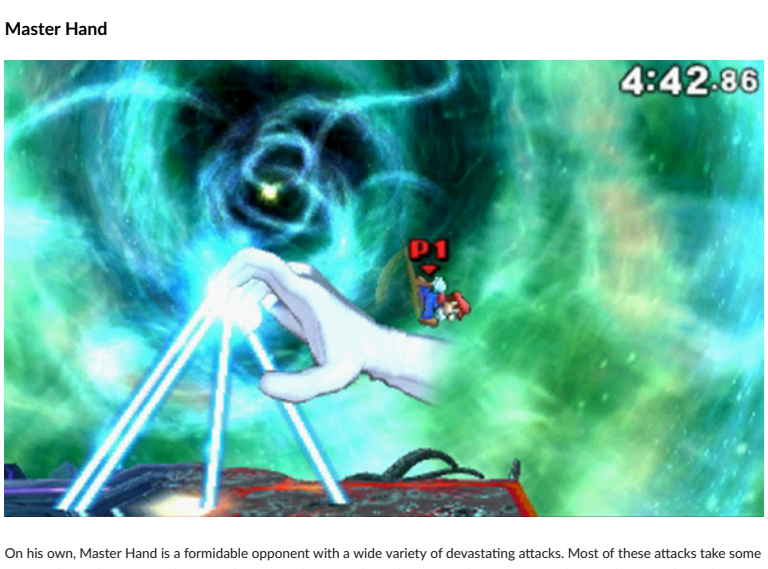
4:51.15
CPU
CPU
CPU
P1

In a game of Classic, the fifth match always pits you against 10 enemies. These matches often feature the Fighting Mii Team, but there's a chance you'll face other characters from your roster. You're clearly outnumbered during these battles, but compared to other match types, your opponents are significantly easier to launch.

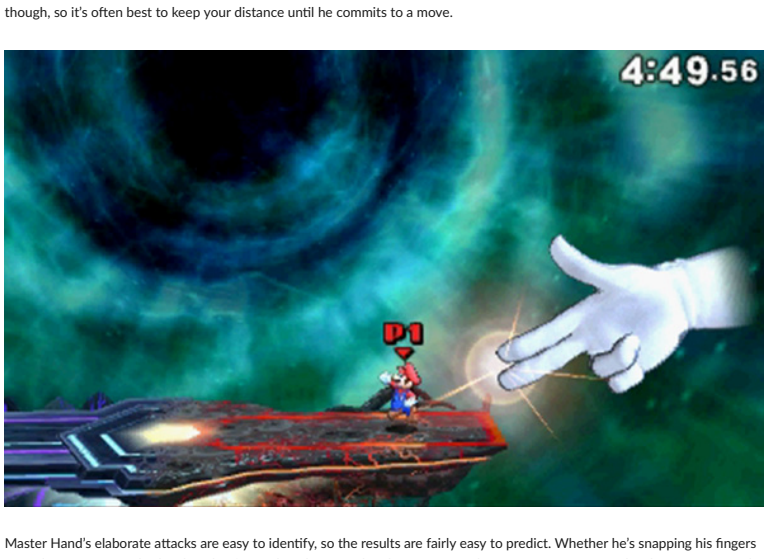


The sixth and final match always features Master Hand. At intensity 3.0 and above, you have the option to enter more difficult battles.

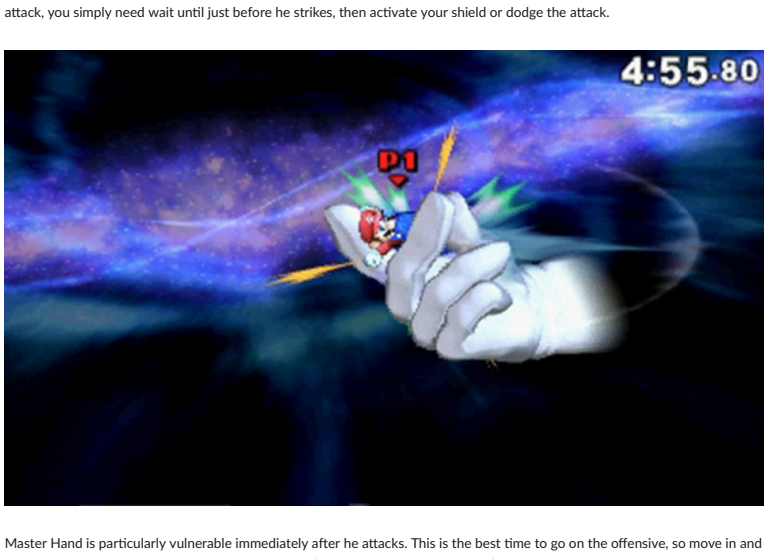
Master Hand



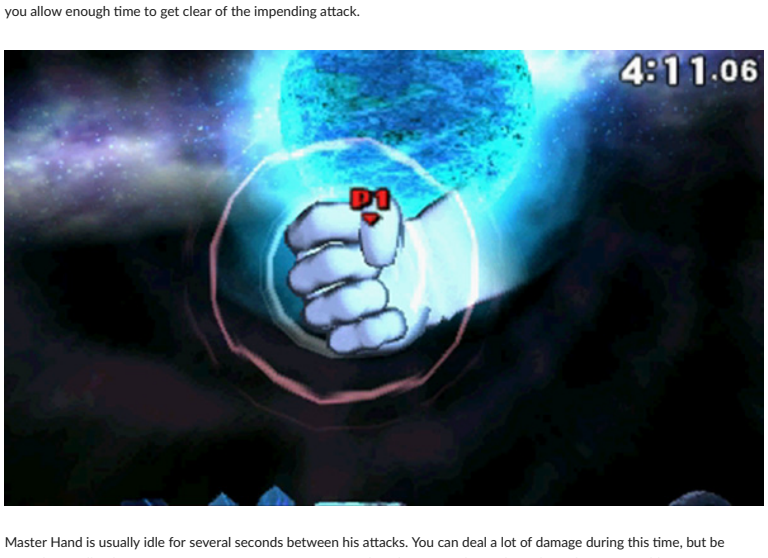
On his own, Master Hand is a formidable opponent with a wide variety of devastating attacks. Most of these attacks take some time to charge, however, making it fairly easy to identify and avoid incoming threats. A few of his attacks are fairly quick, though, so it's often best to keep your distance until he commits to a move.



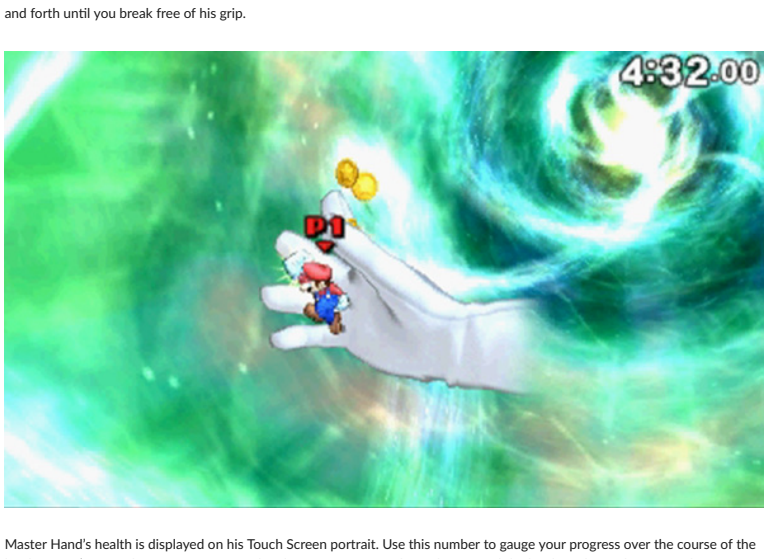
Master Hand's elaborate attacks are easy to identify, so the results are fairly easy to predict. Whether he's snapping his fingers for a short-range attack, clenching his fist to slam down on the platform, or tracking your movements as he charges a projectile attack, you simply need wait until just before he strikes, then activate your shield or dodge the attack.



Master Hand is particularly vulnerable immediately after he attacks. This is the best time to go on the offensive, so move in and unleash one or two of your most powerful moves. It's often safe to strike while he's charging one of his moves, but make sure you allow enough time to get clear of the impending attack.

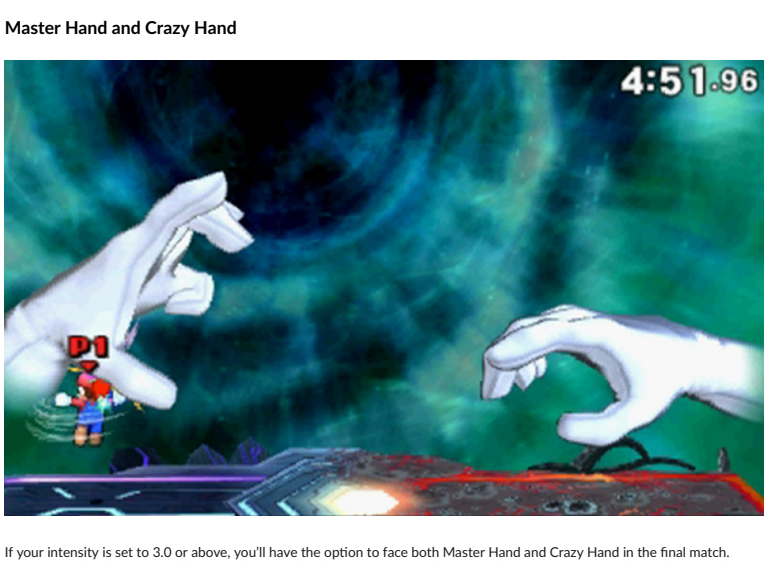


Master Hand is usually idle for several seconds between his attacks. You can deal a lot of damage during this time, but be careful—not all of his moves are easy to anticipate. Try to stick with your quick attacks and watch for any sudden movements; lingering near Master Hand can allow him to grab you right off of the platform. If this happens, quickly slide the Circle Pad back and forth until you break free of his grip.

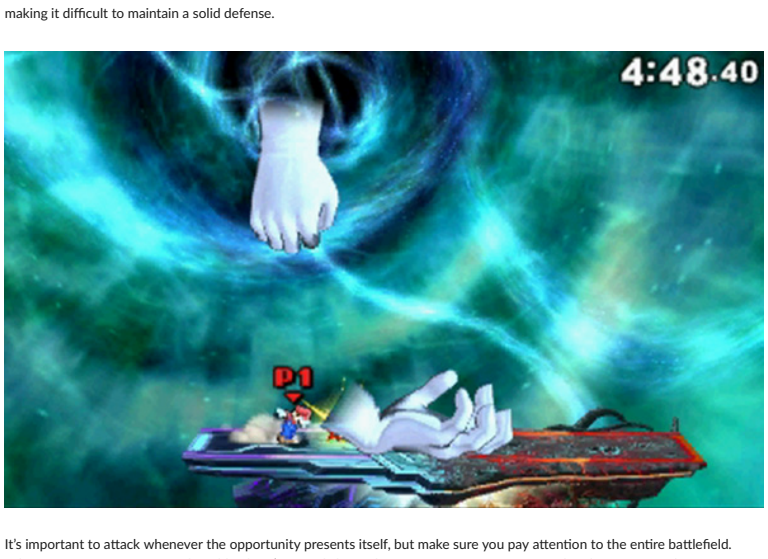


Master Hand's health is displayed on his Touch Screen portrait. Use this number to gauge your progress over the course of the battle. If you've opted to face Master Hand on his own, you must defeat him to end the battle and complete your Classic playthrough.

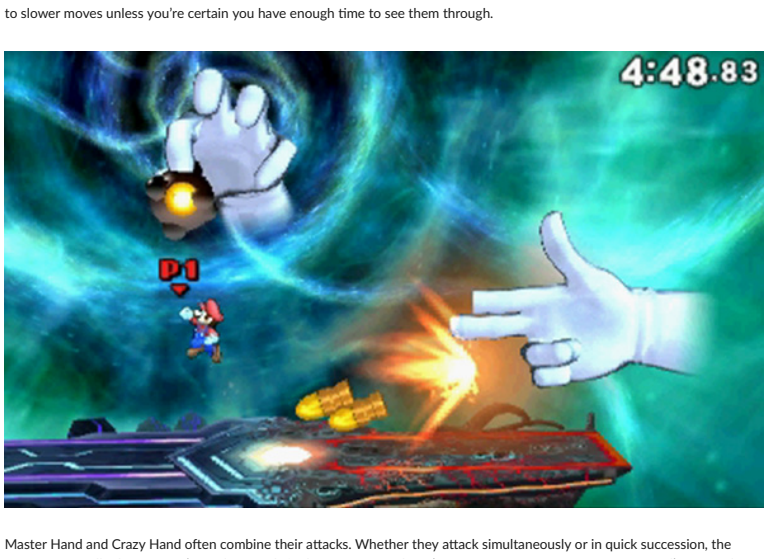
Master Hand and Crazy Hand



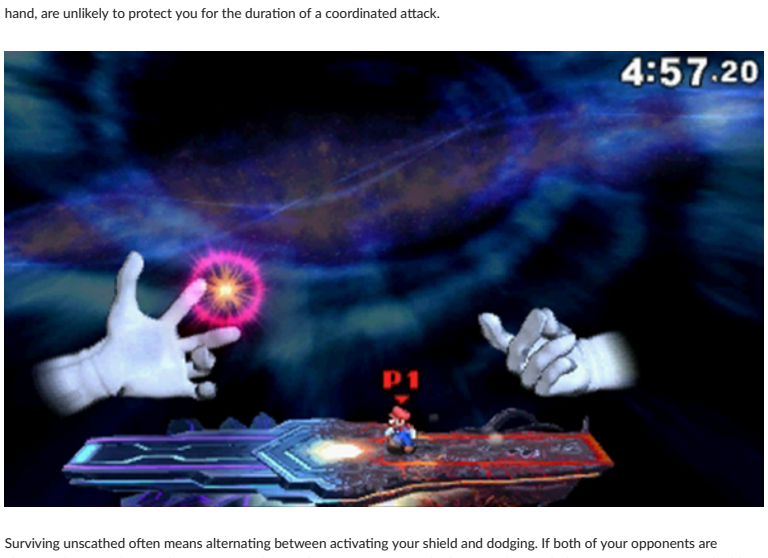
If your intensity is set to 3.0 or above, you'll have the option to face both Master Hand and Crazy Hand in the final match. Master Hand and Crazy Hand do more than simply split your attention, however—these foes often coordinate their attacks, making it difficult to maintain a solid defense.



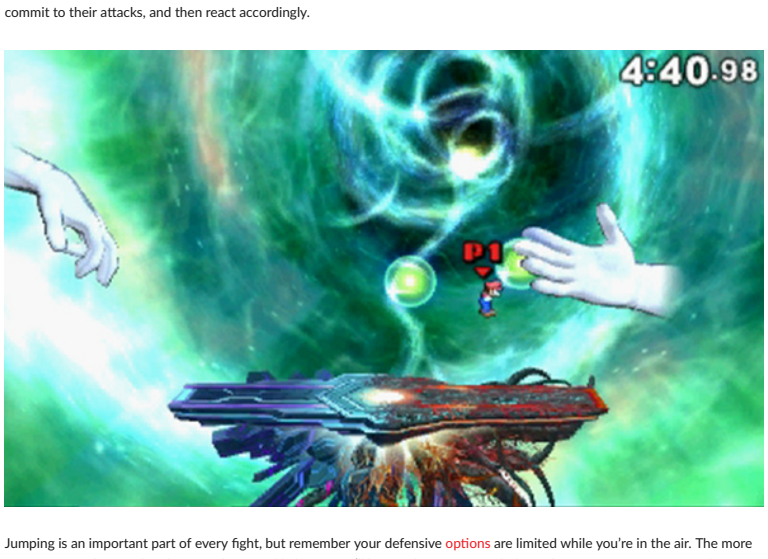
It's important to attack whenever the opportunity presents itself, but make sure you pay attention to the entire battlefield. When one opponent seems vulnerable, there's a good chance his partner is preparing an attack of his own. Avoid committing to slower moves unless you're certain you have enough time to see them through.



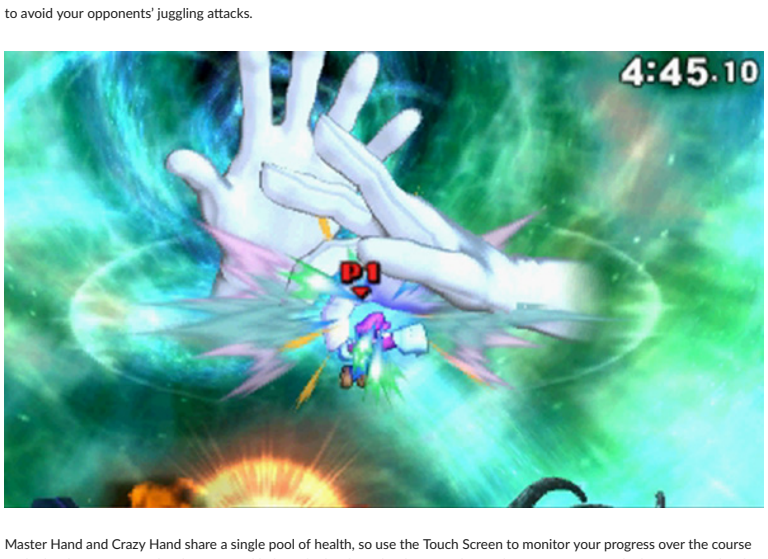
Master Hand and Crazy Hand often combine their attacks. Whether they attack simultaneously or in quick succession, the effect is generally the same—it's much more difficult to stay out of harm's way. Jumping away from Master Hand's projectile attacks, for example, can put you right under Crazy Hand's bombs. Any attempts to spot dodge or shield yourself, on the other hand, are unlikely to protect you for the duration of a coordinated attack.



Surviving unscathed often means alternating between activating your shield and dodging. If both of your opponents are charging their attacks, use the time to weigh your defensive options. Whether you plan on dodging or activating your shield, try to be patient. Watch your opponents as they move around the area, and adjust your position as needed. Wait until they commit to their attacks, and then react accordingly.



Jumping is an important part of every fight, but remember your defensive options are limited while you're in the air. The more time you spend off of the platform, the more likely it is you'll be caught in an extended attack. Before you commit to a big jump or an aerial attack, make sure you have a safe place to land. When all else fails, try to use the air dodge and fast fall techniques to avoid your opponents' juggling attacks.



Master Hand and Crazy Hand share a single pool of health, so use the Touch Screen to monitor your progress over the course of the battle. At intensity levels of 5.0 and below, the battle ends when you defeat these opponents. At higher intensity levels, however, Master Core will step in if Master Hand and Crazy Hand fail to stop you.

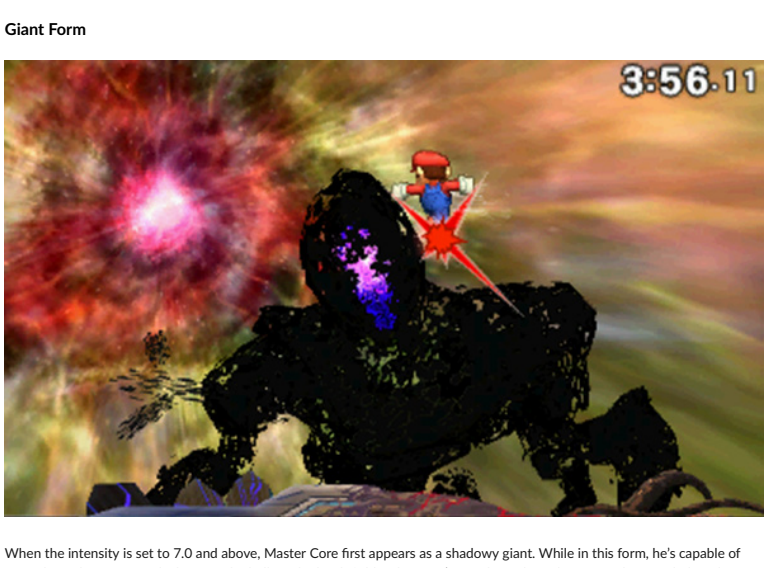
Master Core

Your intensity level not only determines if you're able to face Master Core, but it also affects exactly which forms Master Core will take during the battle. Regardless of your intensity level, however, you must deal damage to each of Master Core's forms to progress through the battle and eventually defeat your enemy.

Note

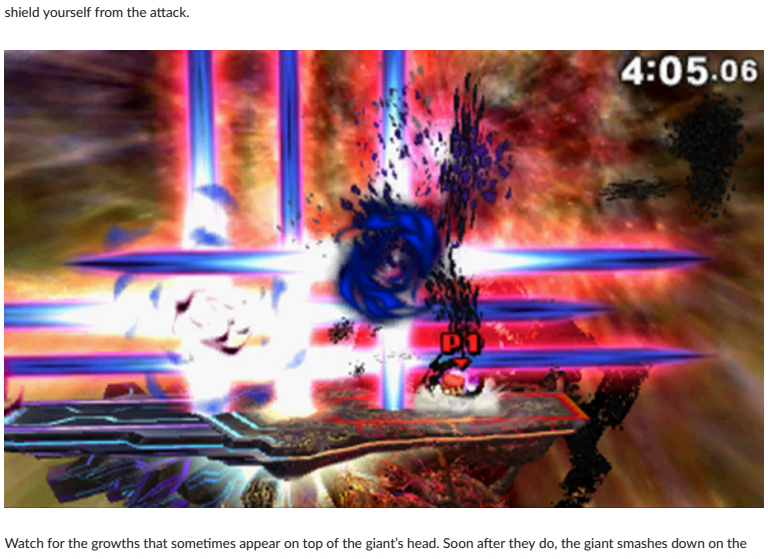
To confront Master Core, you must select an intensity between 5.1 and 9.0, and you must choose to face both Master Hand and Master Core in the final match. When playing at an intensity of 8.0 or above, you have no choice but to face Master Hand, Crazy Hand, and Master Core in the final match.

Giant Form

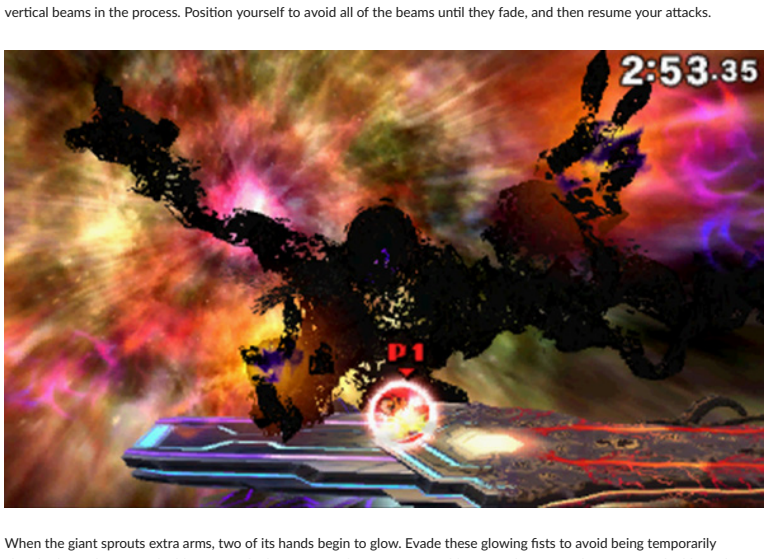


When the intensity is set to 7.0 and above, Master Core first appears as a shadowy giant. While in this form, he's capable of several attacks, most of which affect the bulk of the battlefield. When you're not busy defending yourself, move below the giant's head and attack upward. It takes a few seconds for the giant to recover from its own attacks, so you should have enough time to use your fighter's more powerful attacks.

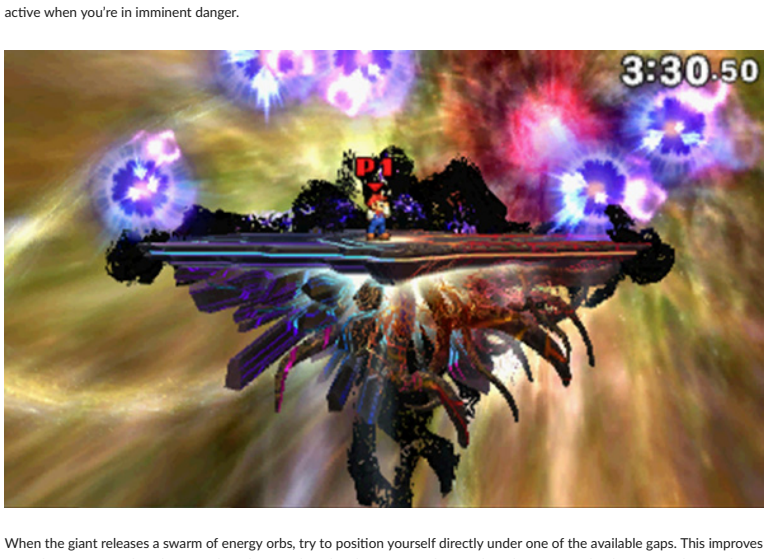
Soon after the giant sweeps its arm through the area, a large beam speeds toward you. This beam moves very quickly, so a well-executed dodge should allow you to avoid taking damage. Until you have the timing down, however, it's best to simply shield yourself from the attack.



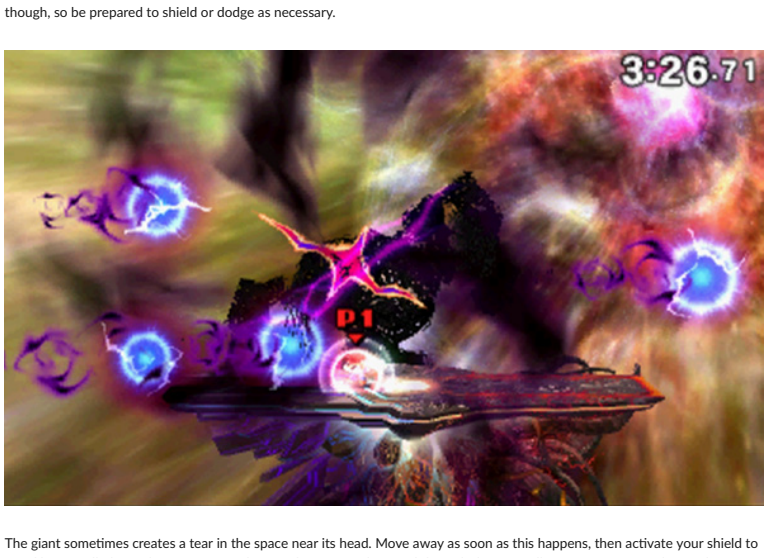
Watch for the growths that sometimes appear on top of the giant's head. Soon after they do, the giant smashes down on the platform and releases them into the air. Once the shadowy blobs are in place, each of them detonates, releasing horizontal and vertical beams in the process. Position yourself to avoid all of the beams until they fade, and then resume your attacks.



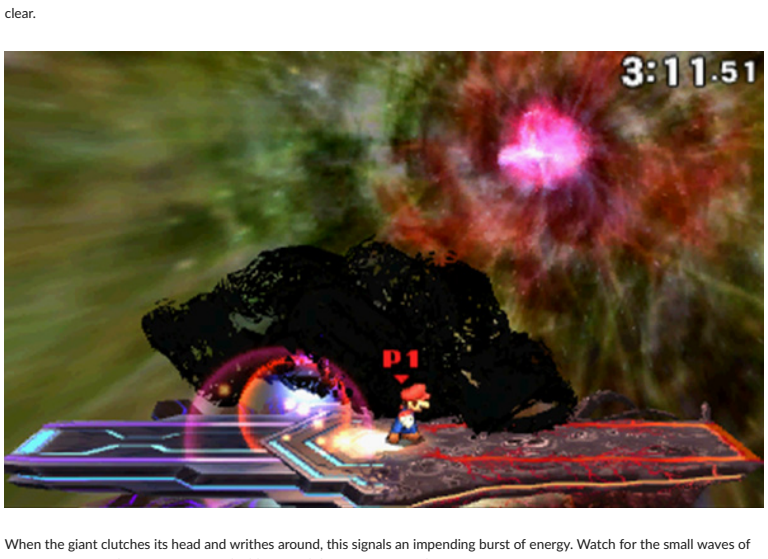
When the giant sprouts extra arms, two of its hands begin to glow. Evade these glowing fists to avoid being temporarily absorbed into the giant. Shielding yourself also prevents the giant from grabbing you, but just make sure your shield is only active when you're in imminent danger.



When the giant releases a swarm of energy orbs, try to position yourself directly under one of the available gaps. This improves your chances of avoiding damage when the giant lifts the platform into the air. The orbs roam for the duration of the attack, though, so be prepared to shield or dodge as necessary.



The giant sometimes creates a tear in the space near its head. Move away as soon as this happens, then activate your shield to avoid being pulled into the tear. During this attack, energy orbs travel through the area. Allowing even one of these orbs to touch you will significantly weaken your shield—if you're forced to dodge an orb, reactivate your shield as soon as you're clear.

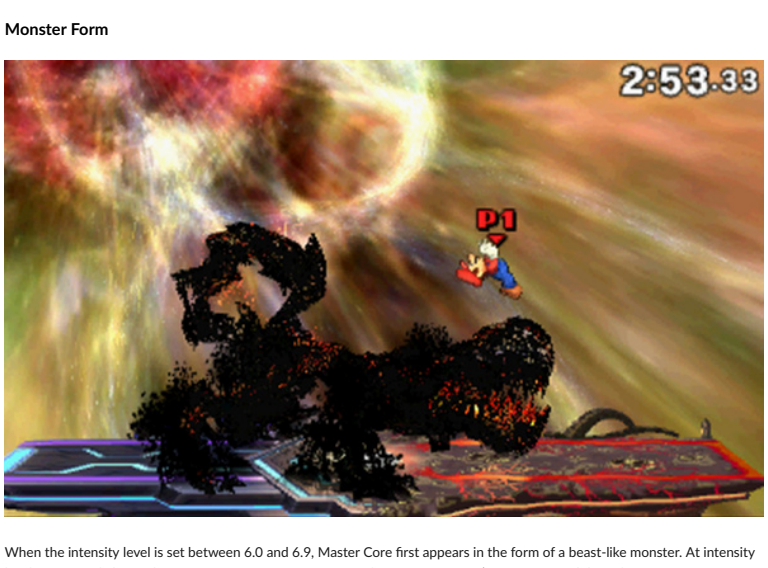


When the giant clutches its head and writhes around, this signals an impending burst of energy. Watch for the small waves of energy to appear, then activate your shield to avoid the incoming attack.

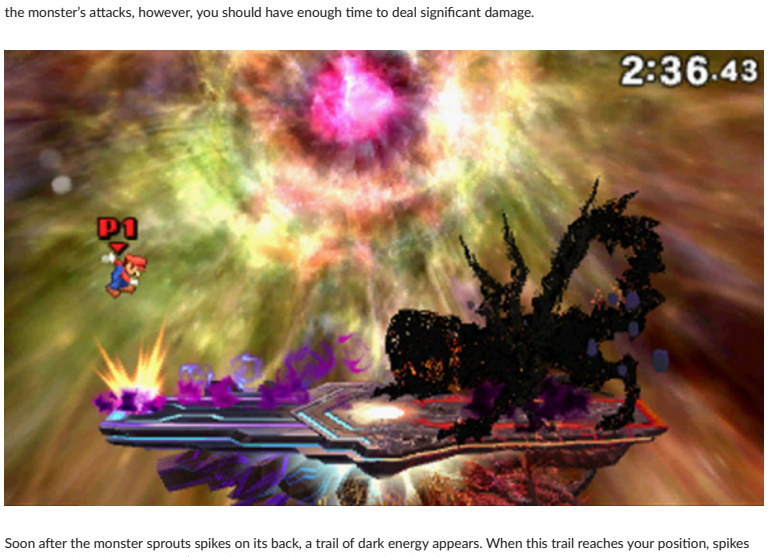
Tip

Master Core's giant form has some particularly devious attacks, and learning to avoid them is an important part of completing this battle. Remember, however, that you have a relatively short time to win the match. Take every opportunity to attack!

Monster Form



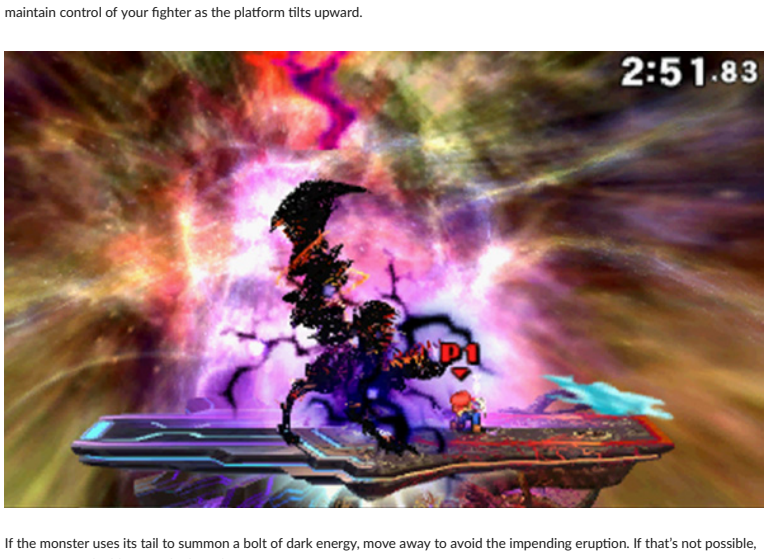
When the intensity level is set between 6.0 and 6.9, Master Core first appears in the form of a beast-like monster. At intensity levels of 7.0 and above, this monster form appears after you defeat Master Core's giant form. While in this monster form, Master Core has a few distinct attacks. They're fairly easy to identify, but they can sometimes be difficult to avoid. Between the monster's attacks, however, you should have enough time to deal significant damage.



Soon after the monster sprouts spikes on its back, a trail of dark energy appears. When this trail reaches your position, spikes erupt from the platform. If you're on the ground, activate your shield or dodge away from the spikes just before they emerge. If you're caught in the air, use your recovery moves to land safely away from the spikes.

Each time the monster leaps into the background, it hooks back and snaps its jaws as it returns to the platform. Activate your shield or dodge away from the attack just before the monster reaches you.

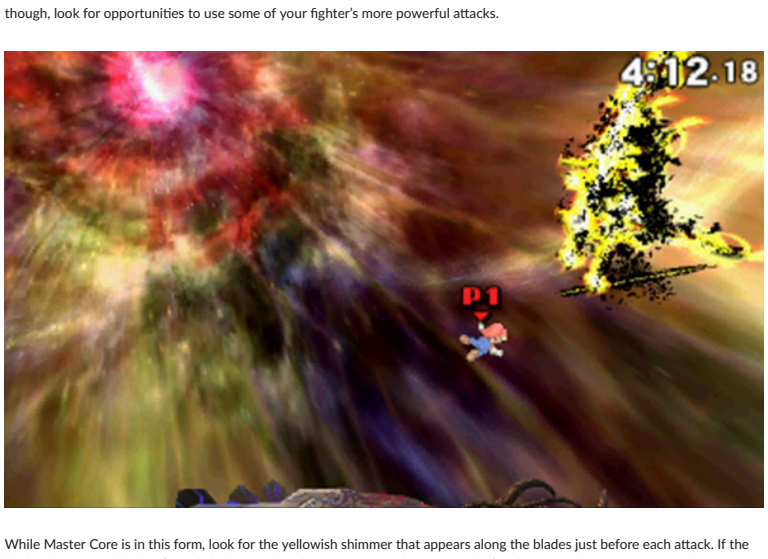
Sometimes the monster leaps straight into the air and comes crashing down with enough force to tilt the platform. If you are near the point of impact, activate your shield to avoid taking damage. If you manage to get clear of the initial hit, jump up to maintain control of your fighter as the platform tilts upward.



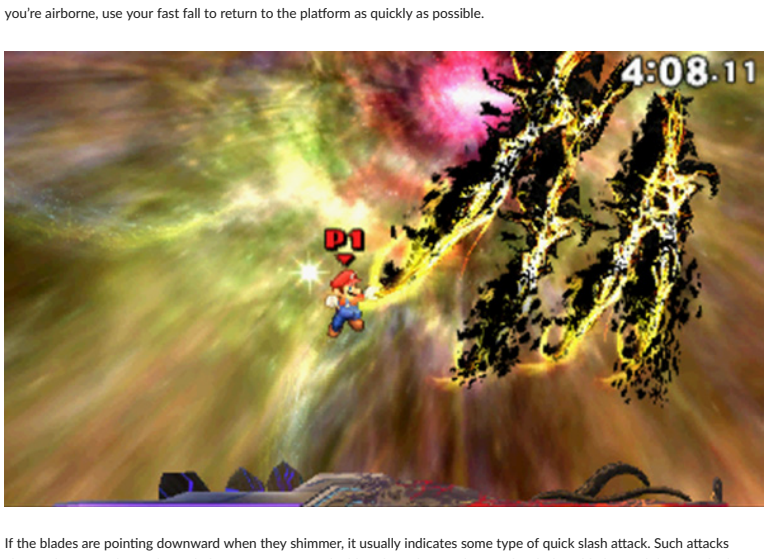
If the monster uses its tail to summon a bolt of dark energy, move away to avoid the impending eruption. If that's not possible, activate your shield to avoid taking damage.

Blades Form

If your intensity is set between 5.1 and 5.9, Master Core first appears in the form of five shadowy blades. At higher intensities, he changes to this form after you've dealt enough damage to his monster form. While in this form, Master Core can attack as individual swords or as a single cluster of blades. Additionally, this form summons dangerous orbs of dark energy. These floating blades often hover to high above the platform, so be prepared to use aerial attacks. When the blades are within range, though, look for opportunities to use some of your fighter's more powerful attacks.



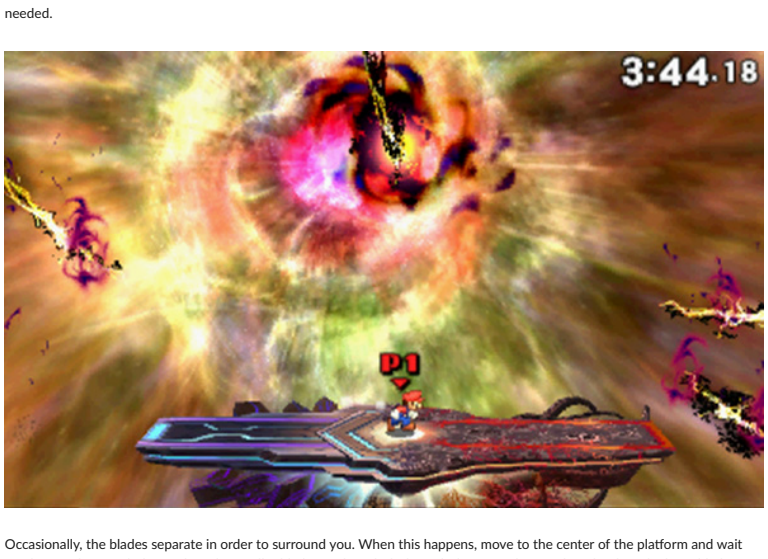
While Master Core is in this form, look for the yellowish shimmer that appears along the blades just before each attack. If the blades shimmer while they're tightly clustered and pointing upward, it means they're about to release a flurry of strikes. This flurry has a fairly long range, so it's often best to simply activate your shield and wait it out. If the shimmer appears while you're airborne, use your fast fall to return to the platform as quickly as possible.



If the blades are pointing downward when they shimmer, it usually indicates some type of quick slash attack. Such attacks almost always produce orbs of dark energy. Use your shield to defend yourself from the slashing blades, and then evade the orbs as they move through the area.

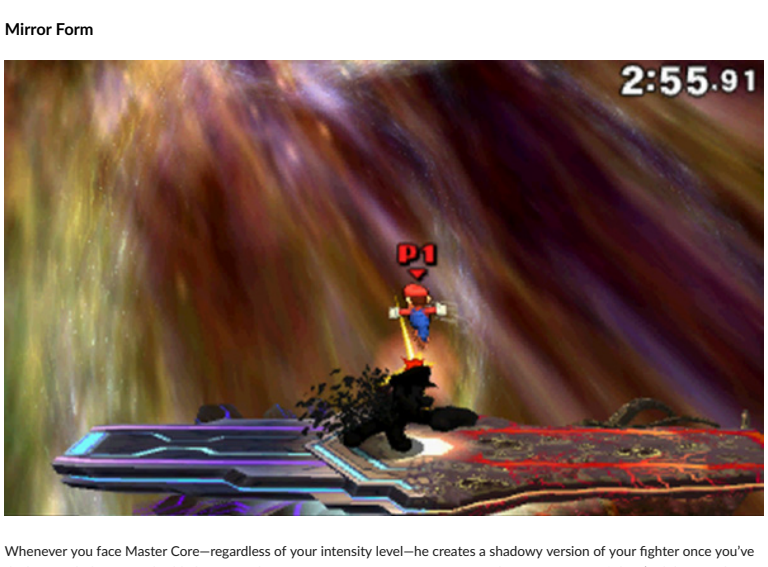
Smaller orbs move fairly slowly, but they're very good at homing in on your position. This can make the orbs surprisingly difficult to avoid, so it's important to time your jumps and dodges properly.

The larger orbs have limited homing ability, but they move considerably faster than their smaller counterparts. Their sheer size can also make it more difficult to slip around the larger orbs—so, be prepared to spot dodge or activate your shield as needed.

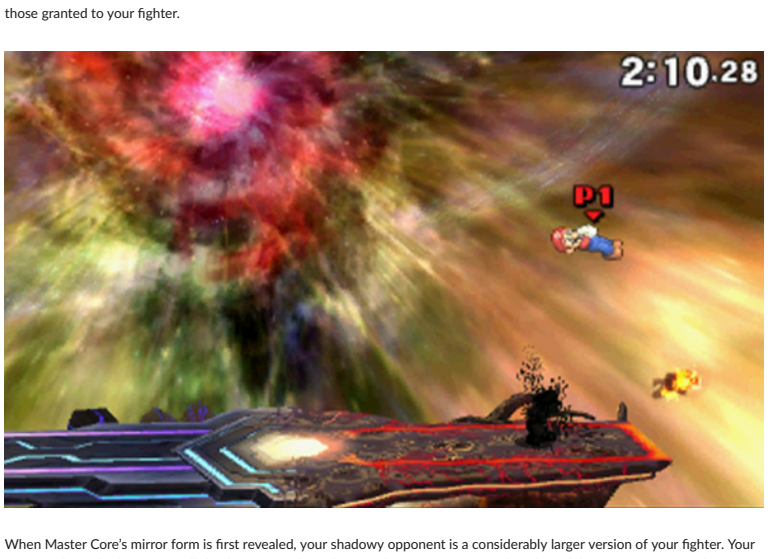


Occasionally, the blades separate in order to surround you. When this happens, move to the center of the platform and wait for the attack. Spot dodge each of the smaller blades as they slash through the area. The attack ends when the large blade above you comes crashing down to the platform. Spot dodge or shield yourself from the impact, then hit the large blade with a few counterattacks.

Mirror Form

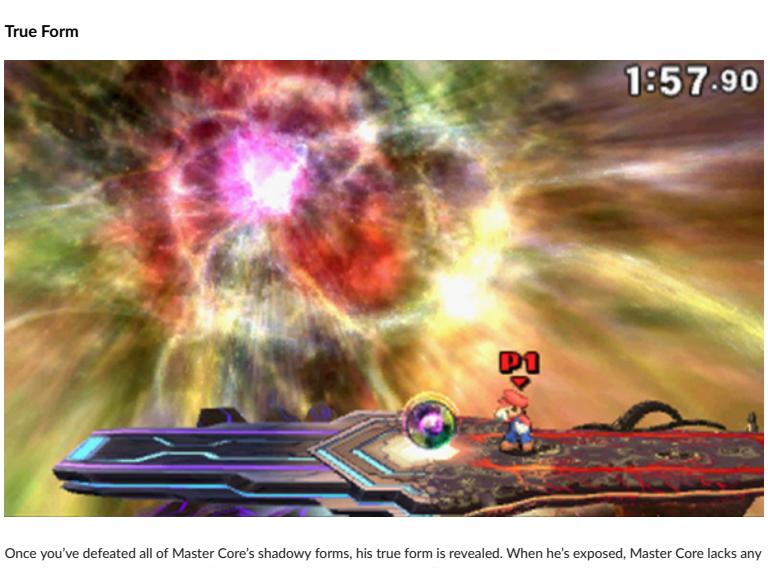


Whenever you face Master Core—regardless of your intensity level—he creates a shadowy version of your fighter once you've dealt enough damage to his blades form. This mirror form possesses more powerful versions of your fighter's abilities and equipment. This means its attacks do more damage than yours, and any equipment-based bonus effects are more potent than those granted to your fighter.

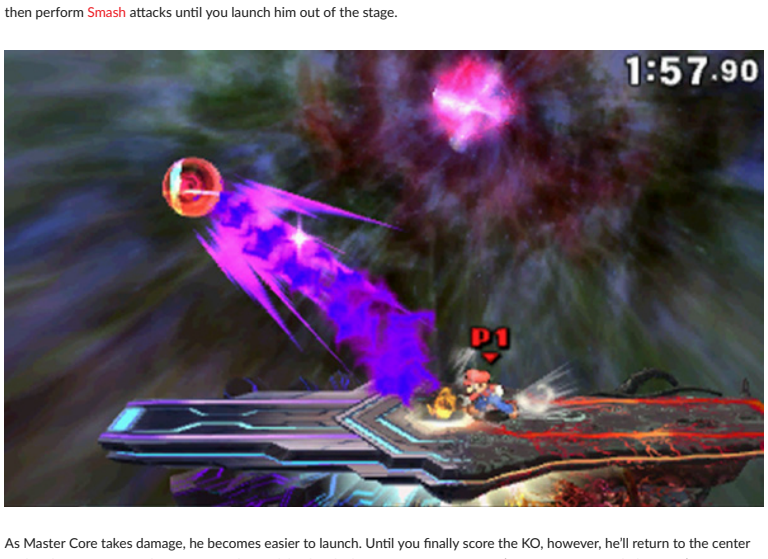


When Master Core's mirror form is first revealed, your shadowy opponent is a considerably larger version of your fighter. Your successful attacks, however, will slowly cut your doppelgänger down to size. Remember that while Master Core is in this form, he isn't limited to offensive maneuvers—he can shield himself and dodge your attacks as well as any standard opponent. Use your more powerful attacks each time you see an opening, and use plenty of throws to break through his defenses. Continue to deal damage until you destroy Master Core's mirror form or until you're able to launch your opponent out of the stage.

True Form

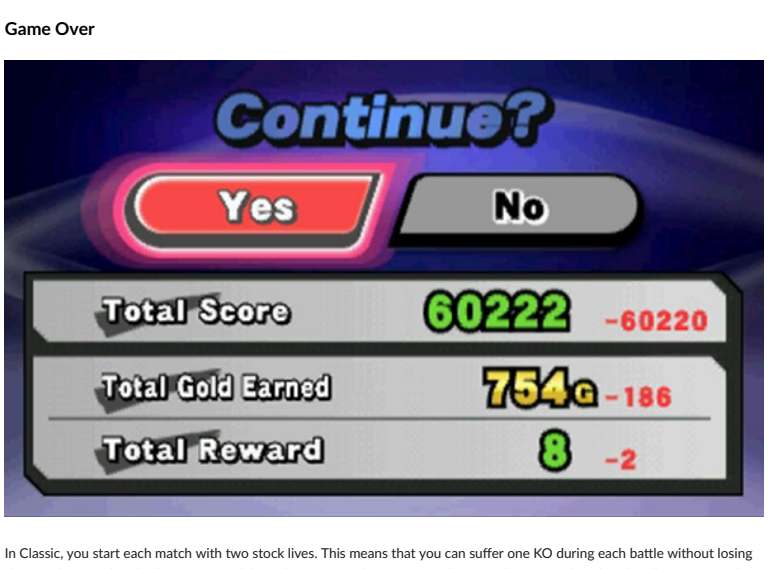


Once you've defeated all of Master Core's shadowy forms, his true form is revealed. When he's exposed, Master Core lacks any defensive abilities. If you remain idle too long, however, Master Core will unleash a powerful attack, resulting in an instant KO! Dash in and perform a series of attacks to prevent this from happening. All of your attacks should prove effective, but you must KO Master Core to finish the battle. Use any combination of attacks to get Master Core's damage percentage well above 100, then perform Smash attacks until you launch him out of the stage.



As Master Core takes damage, he becomes easier to launch. Until you finally score the KO, however, he'll return to the center of the platform after each of your attacks. Luckily, the clock stops once Master Core's true form is revealed, so you're free to make as many attempts as you need to launch him out of the stage.

Game Over



Continue?

Yes No

Total Score 60222 -60220

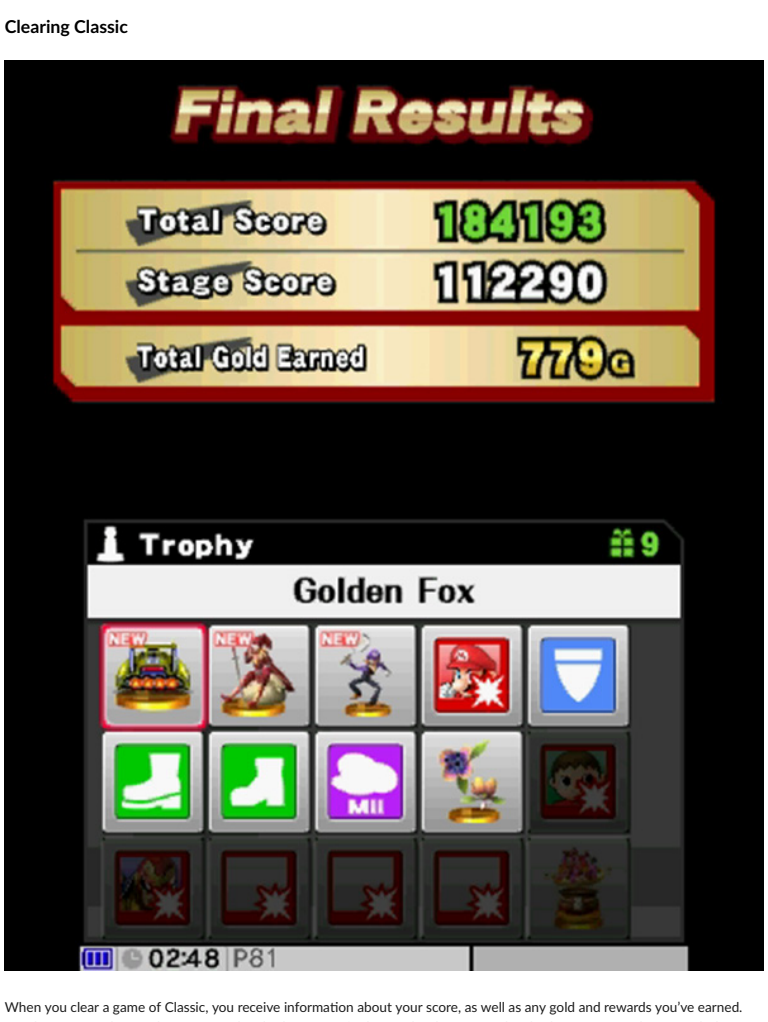
Total Gold Earned 754G -186

Total Reward 8 -2

In Classic, you start each match with two stock lives. This means that you can suffer one KO during each battle without losing the match. If you lose both of your stock lives during a match—or if you fail to complete a match within the allotted time—the game ends. This reduces your score and gold, and it usually eliminates at least a few of the rewards you've earned. Each time you lose a match, however, you're given the opportunity to continue. This allows you to resume your playthrough, but any penalties you took remain in place. In most cases, continuing your game also affects the intensity level for the remaining matches.

If you decide not to continue, you're granted whatever score, gold, and rewards are displayed on the results screen.

Clearing Classic



Final Results

Total Score 184193

Stage Score 112290

Total Gold Earned 779G

Trophy 9

Golden Fox

When you clear a game of Classic, you receive information about your score, as well as any gold and rewards you've earned. Tap the icons on the Touch Screen for details about your final rewards. This screen also displays any rewards you might have sacrificed by continuing the game.

Most important, however, clearing Classic unlocks your fighter's primary trophy and triggers the staff credits.

Staff Credits

Jocelyn Low
Takeshi Ochiai
Yu Kasahara
Masafumi Sugiyama
Takeshi Tsuzaki
Kosuke Wakamori
Kenichi Tanaka
Hajime Suzuki
Yasuhisa Sakamoto
Shoji Ando
Shoutarou Sakamoto
Takeshi Sakamoto

During the staff credits, you can attack the individual names to slowly reveal the image on the wall. For a name to contribute to the image, however, you must hit it at the just the right time and in just the right spot. Jump up and use aerial attacks to reveal the top of the image as the names pass in front of any blank areas, then work your way down.

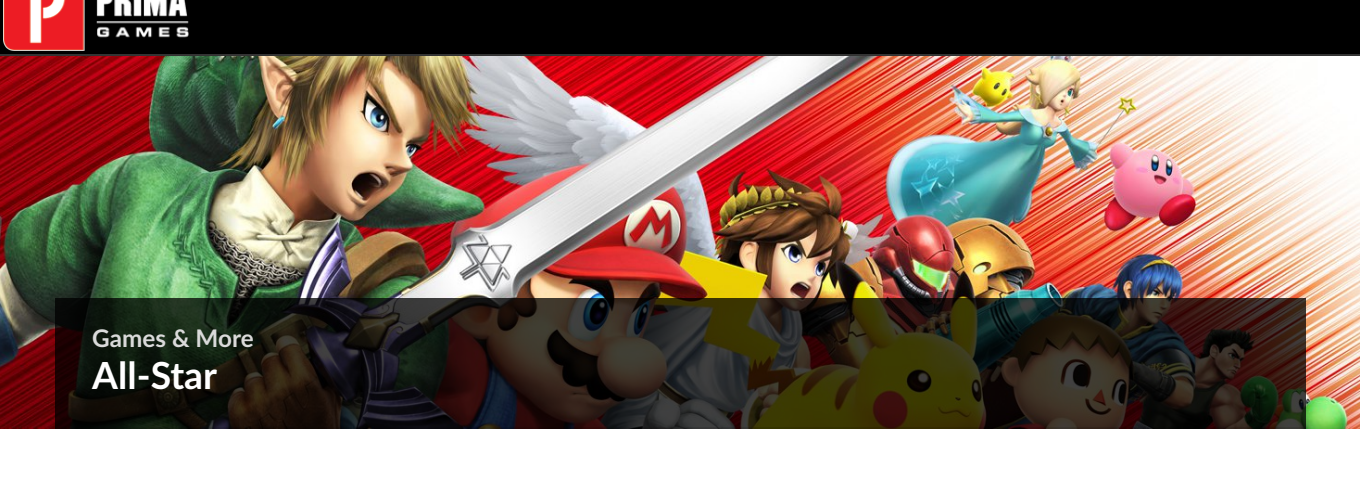
As you reveal more of the image, it becomes important to aim your shots. Look for the sparkles that help identify hidden sections, then strike a name as it passes through the area.

Hidden Characters

All of the game's hidden characters can be unlocked by playing Smash, but many of them can also be unlocked in Classic. Different characters have different prerequisites, so make sure you select the correct fighter and intensity before you start a playthrough.

Unlocking Hidden Characters in Classic

Character	Prerequisite
Ness	Clear Classic on any difficulty.
Falco	Clear Classic without using any continues.
Lucina	As Marth, clear Classic without using any continues.
Dark Pit	Clear Classic with three or more characters.
Dr. Mario	As Mario, clear Classic on intensity 4.0 or higher.
Ganondorf	As Zelda or Link, clear Classic on intensity 5.0 or higher.
Mr. Game & Watch	Clear Classic with 10 or more characters.
Bowser Jr.	As Bowser, clear Classic on intensity 6.0 or higher.
Duck Hunt	Clear Classic with 15 or more characters.



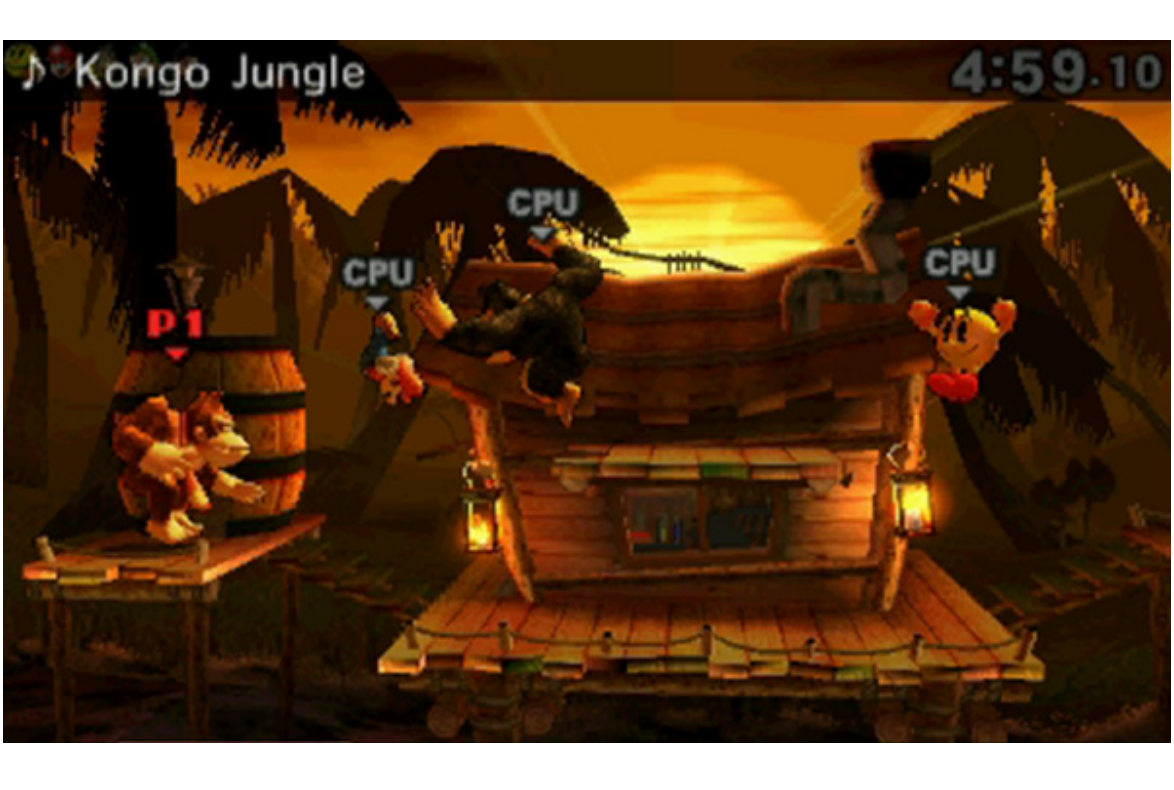
Games & More

All-Star

Note

All-Star can be found in both the "Solo" menu and the "Group" menu within Games & More. Make sure you select the desired version before you start the game.

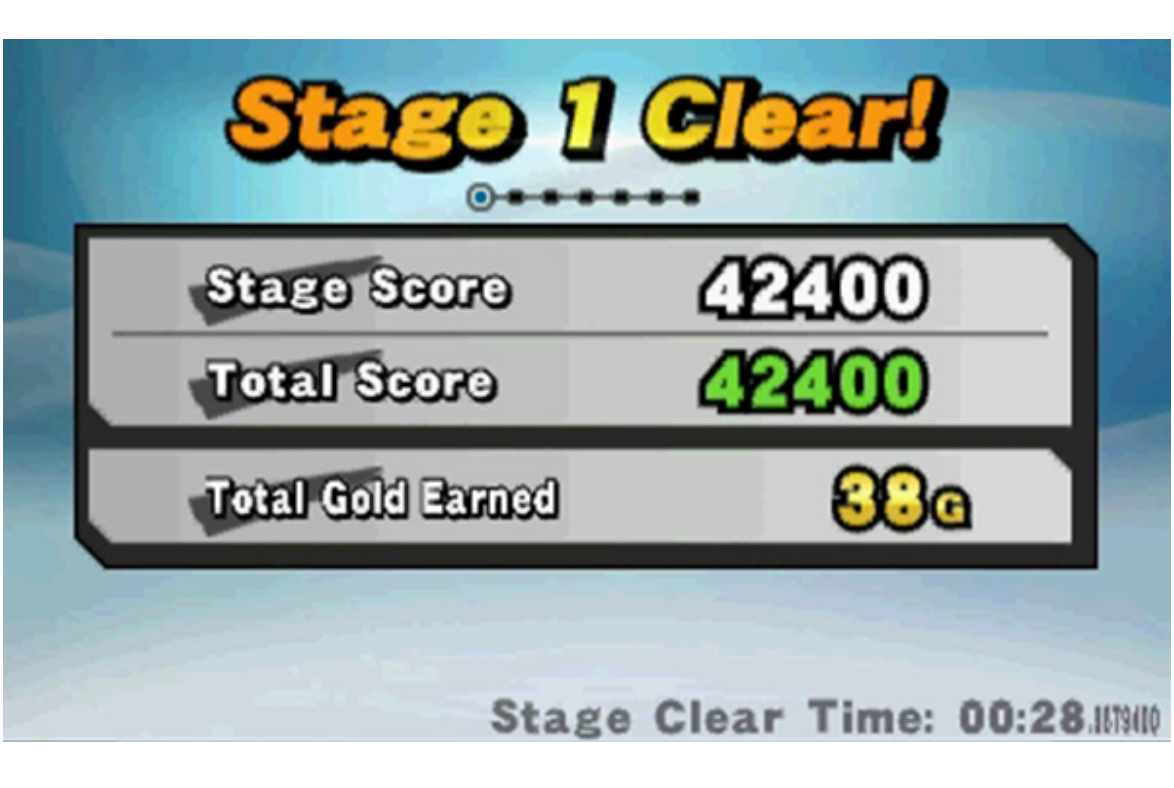
All-Star Overview



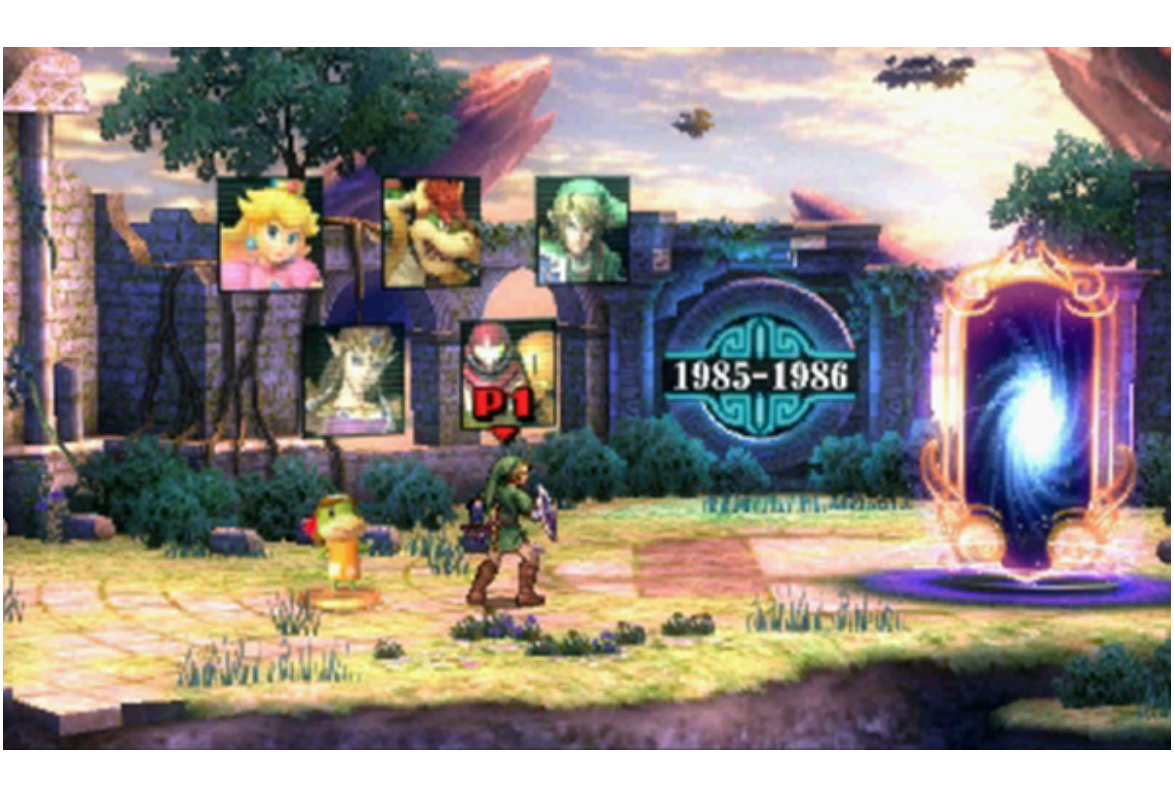
In All-Star, you must complete a series of seven matches, each of which contains fighters from various time periods of video game history. To win a match, simply KO all of the available opponents.

You're only given a single life to complete a game of All-Star—if you're KO'd, the game ends and you must restart from the beginning. You are, however, provided with a limited supply of recovery items which can be used between matches. Knowing when to use each of the available items is an important part of any All-Star strategy.

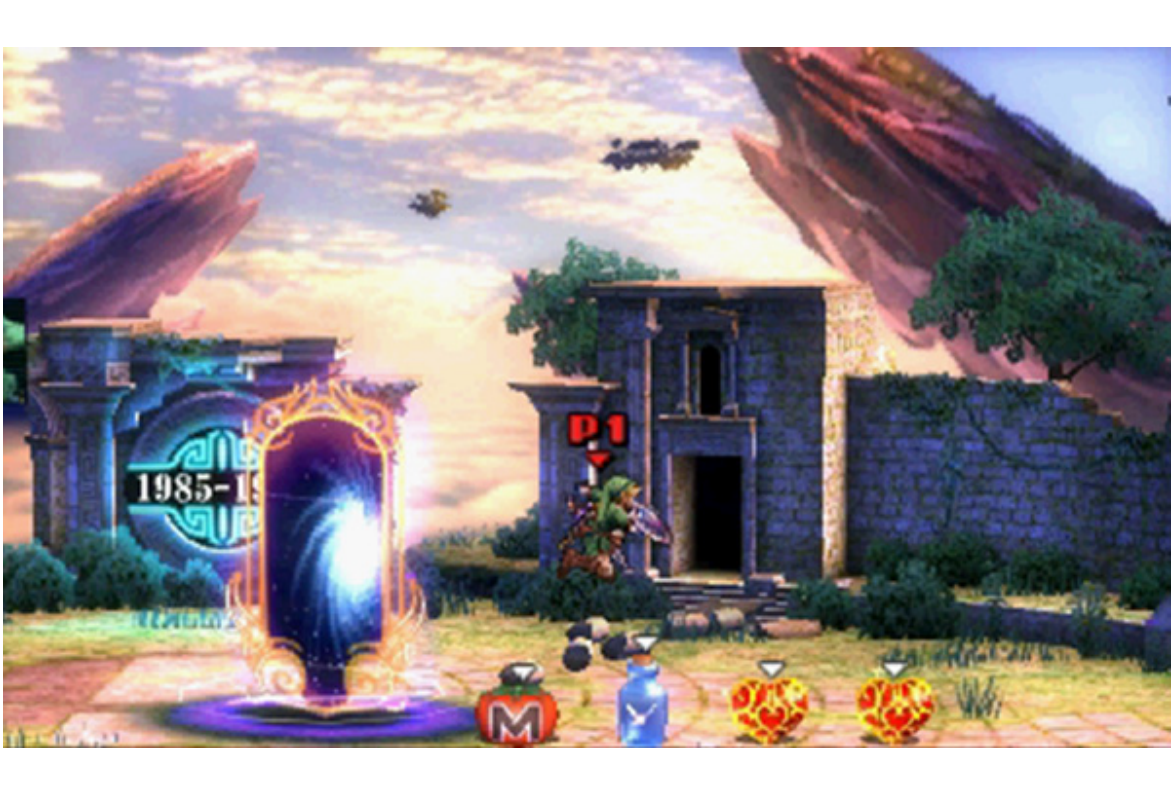
Between Matches



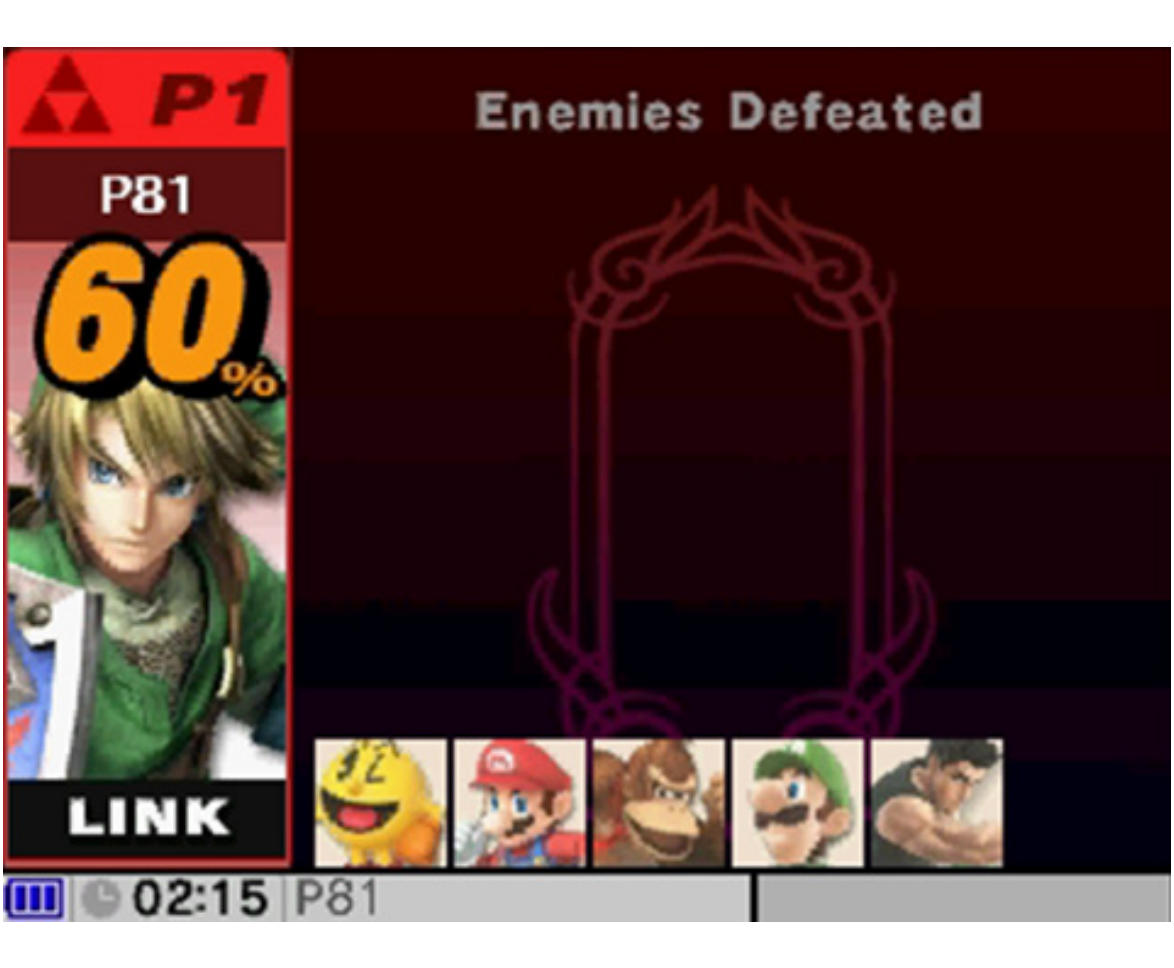
After you clear a stage, you're given a reward based on your performance. When the results are displayed, use the Touch Screen to review all of the rewards you've collected during your All-Star playthrough.



Between matches, your fighter appears in the Rest Area. The portal near the center of the Rest Area will transport your fighter to the next match, so avoid touching it until you're ready to continue. The portraits that appear in the background indicate your opponents in the upcoming match. Sometimes a randomly selected collectible item appears to the left of the portal, so make sure you check that area before you head out.

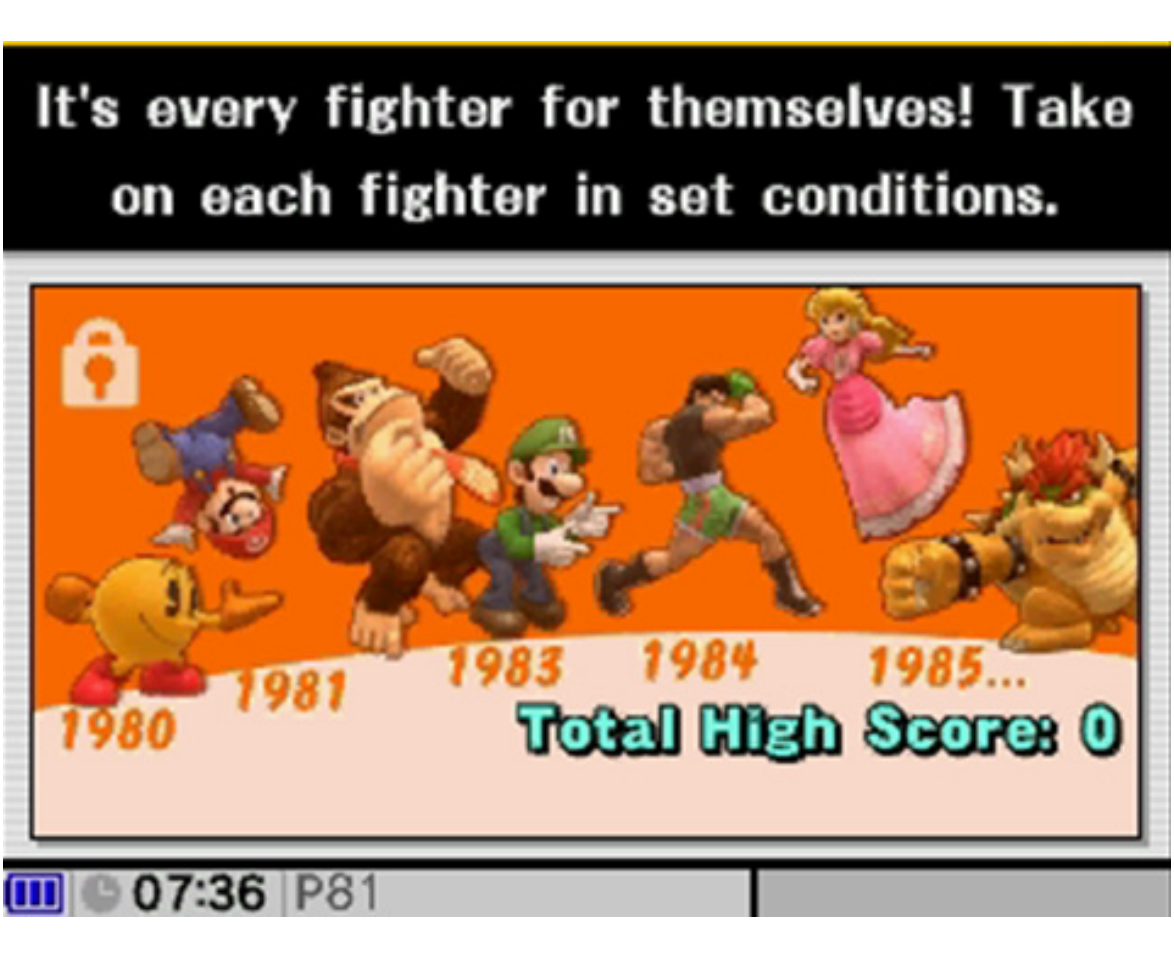


Your available recovery items are located to the right of the Rest Area portal. If necessary, jump over the portal and consume a desired item before you proceed to the next match.

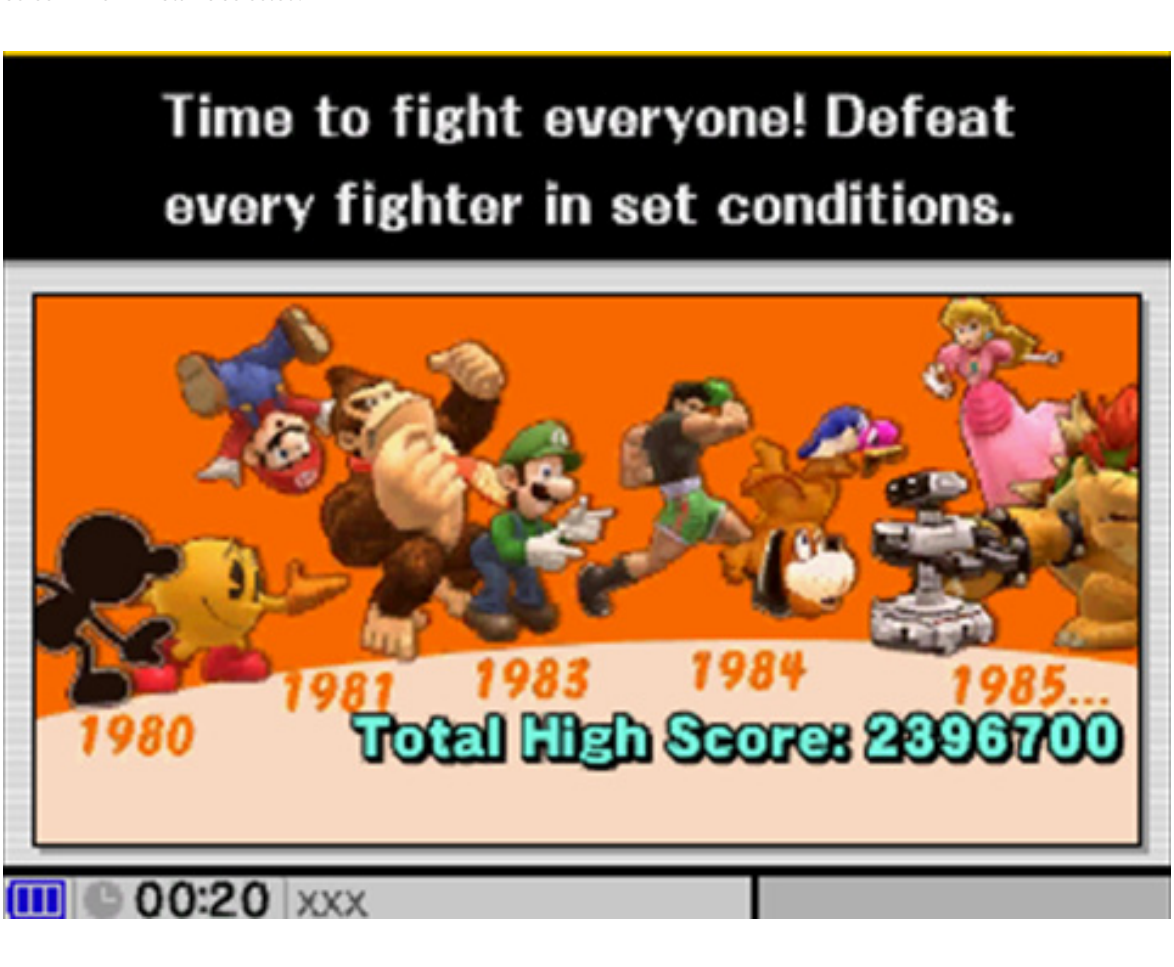


The Touch Screen displays your fighter's current health and all of the opponents you've defeated during your All-Star playthrough.

True All-Star


It's every fighter for themselves! Take on each fighter in set conditions.
1980
1981
1983
1984
1985...
Total High Score: 0
07:36
P81

True All-Star only becomes available after you unlock all of the game's hidden characters. Until then, you have access to a temporary version of All-Star. This modified game mode is indicated by the small padlock icon that appears on the Touch Screen when All-Star is selected.


Time to fight everyone! Defeat every fighter in set conditions.
1980
1981
1983
1984
1985...
Total High Score: 2396700
00:20
XXX

True All-Star is similar to the temporary version, but unlocking the full roster does trigger a few important changes. Some stages will contain a different number of opponents, you'll be provided with different recovery items, and you'll be eligible for different bonus scores.

Opponents Per Stage

Stage	Temporary All-Star	True All-Star
Stage 1	5 opponents	5 opponents
Stage 2	5 opponents	7 opponents
Stage 3	6 opponents	7 opponents
Stage 4	5 opponents	7 opponents
Stage 5	4 opponents	7 opponents
Stage 6	6 opponents	7 opponents
Stage 7	5 opponents	7 opponents

Rest Area Recovery Items

Recovery Item	Number Available in Temporary All-Star	Number Available in True All-Star
Maxim Tomato	1	1
Fairy Bottle	1	1
Heart Container	1	2

Difficulty

Both the temporary All-Star mode and the true All-Star mode offer three difficulty settings. During character selection, use the tabs near the top of the Touch Screen to select your desired difficulty.

At harder difficulties, your opponents are more aggressive and harder to launch. Playing at higher difficulties, however, also increases your potential score and rewards, and All-Star difficulty is an important part of completing some of the game's Challenges.

Bonus Score

In addition to your base score, you can earn a bonus score by meeting a number of conditions. Your potential bonus score is affected by your chosen difficulty and whether or not you've unlocked true All-Star mode.

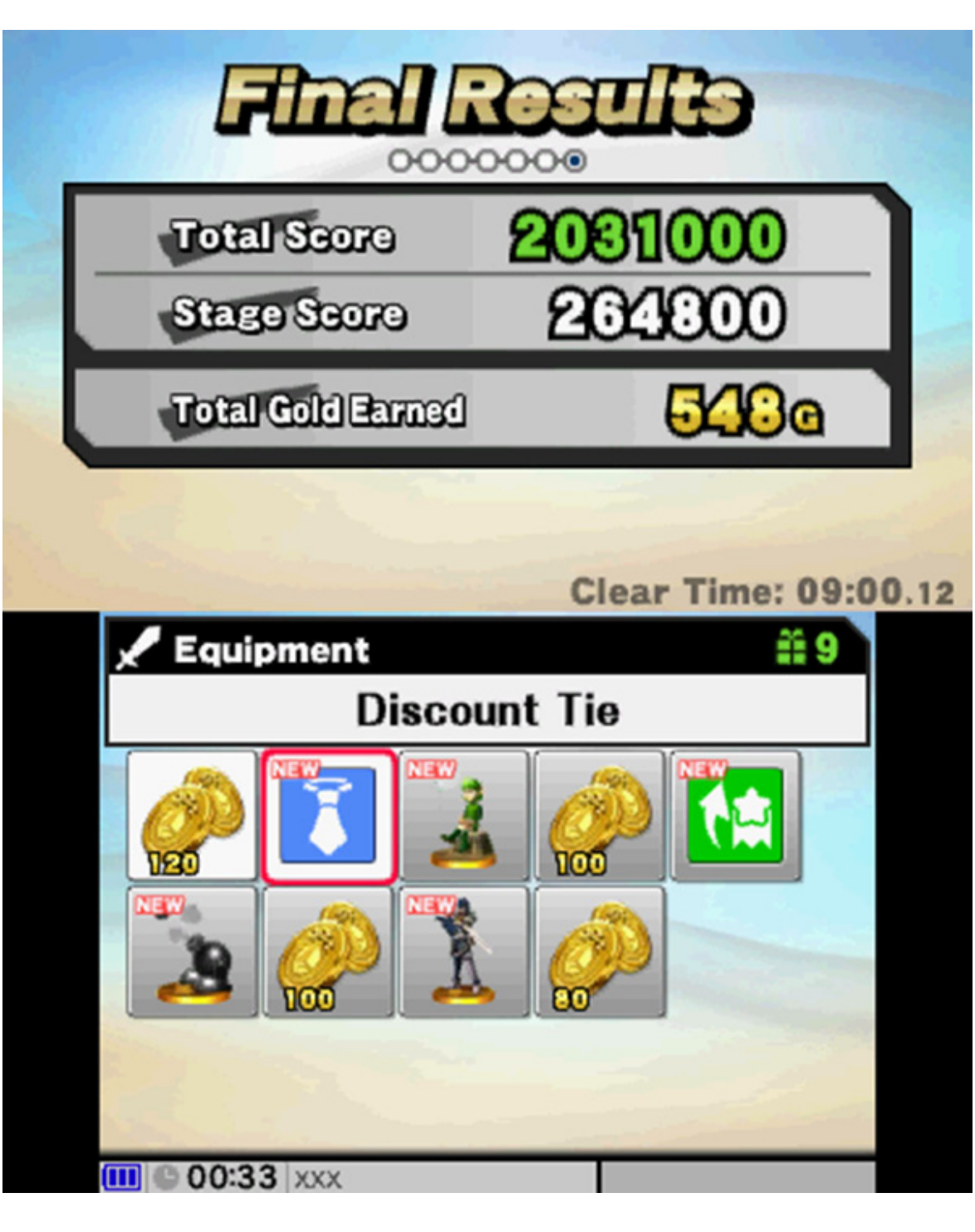
Temporary All-Star Bonus Score

Condition	Value on Easy	Value on Normal	Value on Hard
Mode Cleared	30000	60000	90000
Maxim Tomatoes remaining in the Rest Area	2,500 (each)	5,000 (each)	7,500 (each)
Fairy Bottles remaining in the Rest Area	3,500 (each)	7,000 (each)	10,500 (each)
Heart Containers remaining in the Rest Area	5,000 (each)	10,000 (each)	15,000 (each)
Cleared without taking damage	150,000	300,000	450,000

True All-Star Bonus Score

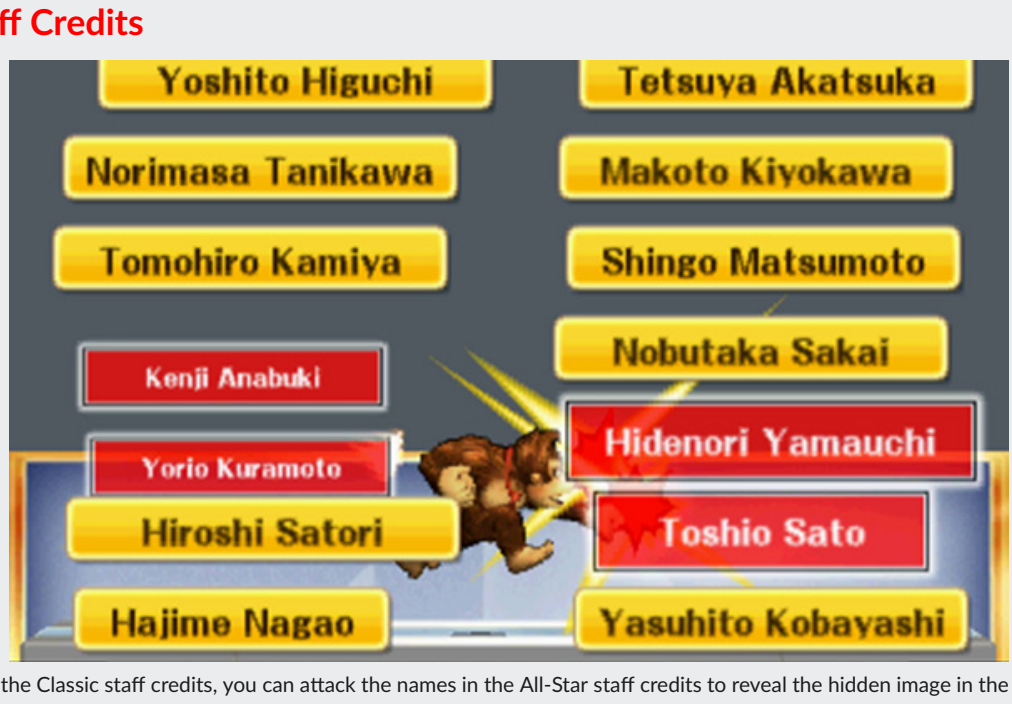
Condition	Value on Easy	Value on Normal	Value on Hard
Mode Cleared	60000	120000	180000
Maxim Tomatoes remaining in the Rest Area	5,000 (each)	10,000 (each)	150,000 (each)
Fairy Bottles remaining in the Rest Area	7,000 (each)	14,000 (each)	21,000 (each)
Heart Containers remaining in the Rest Area	10,000 (each)	20,000 (each)	30,000 (each)
Cleared without taking damage	300,000	600,000	900,000

Clearing All-Star



Whether your All-Star playthrough ends in victory or failure, you're able to keep all of the gold and rewards you've collected during your playthrough. Tap the icons on the Touch Screen for additional details about your rewards. Of course, clearing All-Star does provide additional benefits—a successful All-Star playthrough unlocks your fighter's alternate trophy and triggers the staff credits!

Staff Credits



As in the Classic staff credits, you can attack the names in the All-Star staff credits to reveal the hidden image in the background. Jump up and use aerial attacks to reveal the top of the image as the names pass in front of any blank areas, then work your way down. Again, as you reveal more of the image, it becomes important to aim your shots. Look for the sparkles that help identify hidden sections, and then strike a name as it passes through the area.

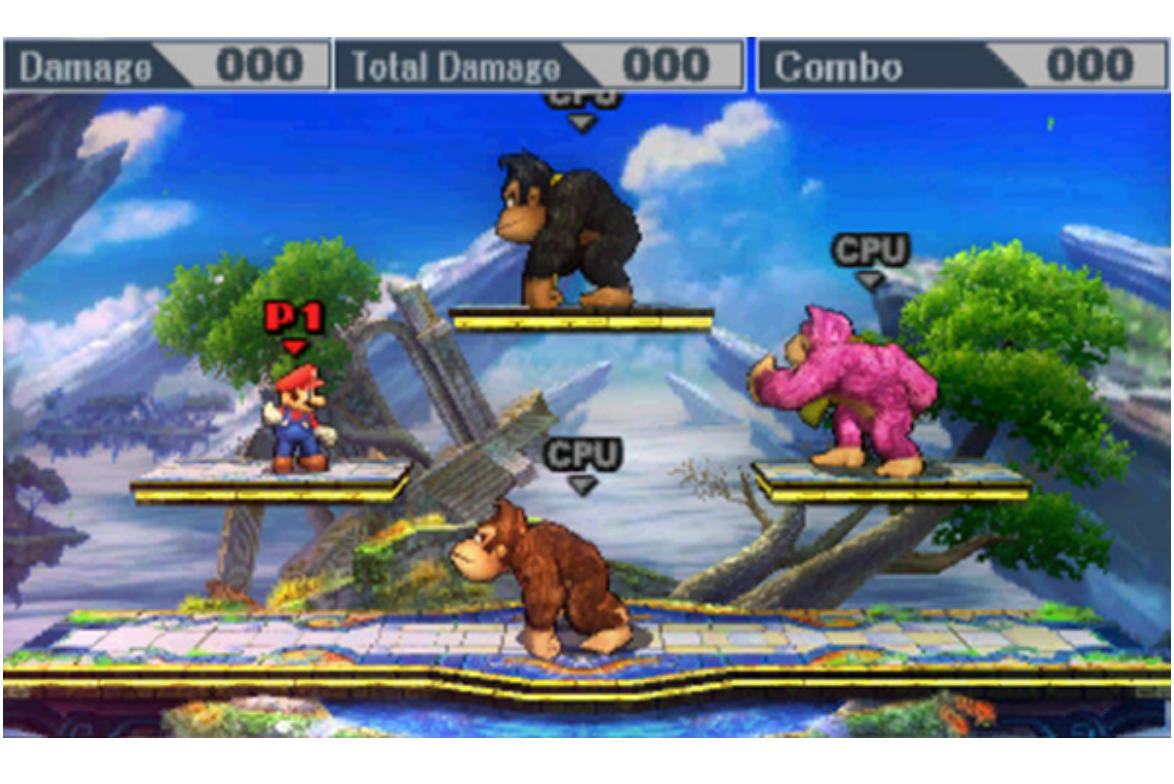
Training

Training Overview

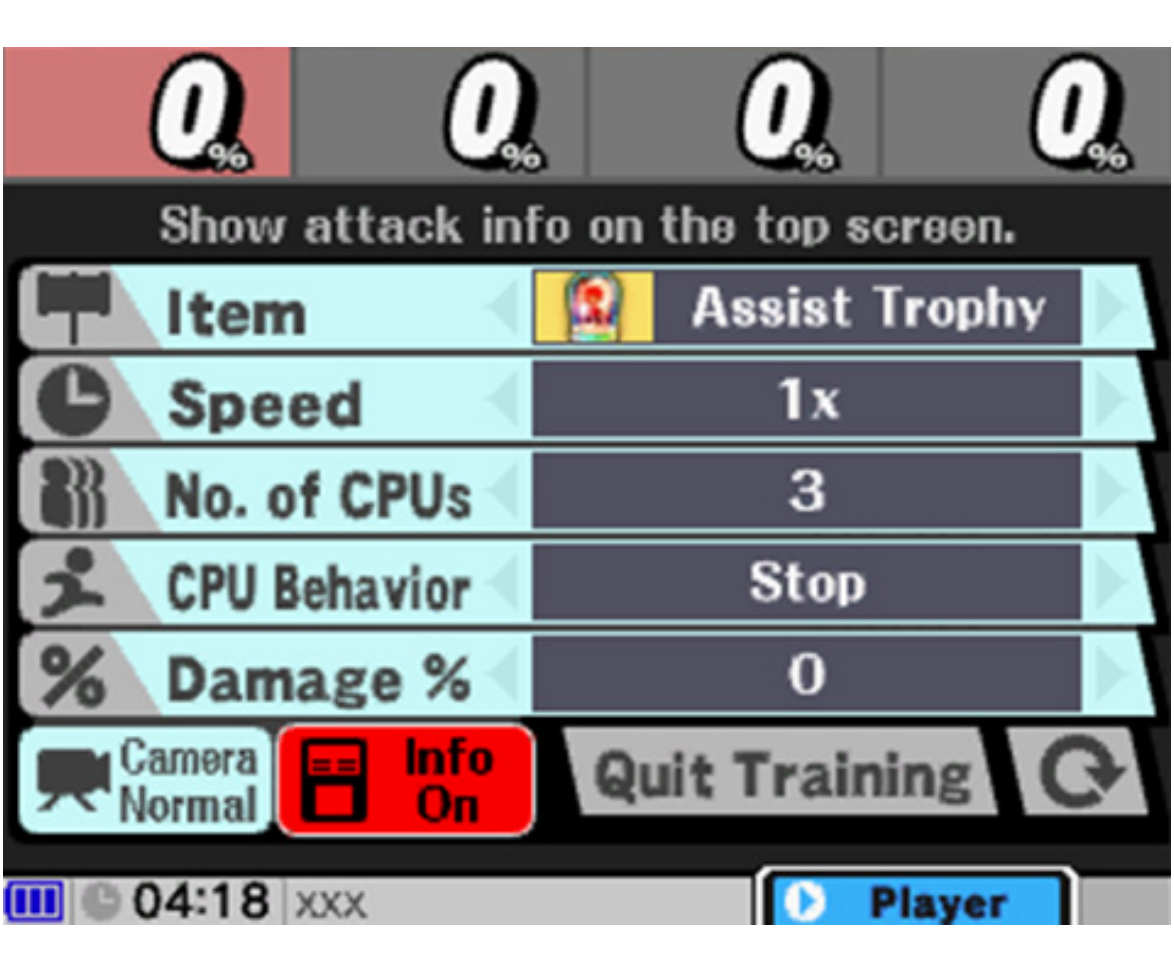
Damage 019
Total Damage 019
Combo 001

Training is a great way to practice with—and against—specific fighters under a variety of conditions. Select your fighter, your opponents, and your stage just as you would when starting a game of Smash. Once Training begins, use the Touch Screen to adjust the available settings and create your desired scenario.

During Training



By default, the Main Display shows helpful information in the bars above the action. Use these bars to track the damage caused by your attacks and the length of any combos you perform.



Show attack info on the top screen.

Item: Assist Trophy

Speed: 1x

No. of CPUs: 3

CPU Behavior: Stop

Damage %: 0

Camera: Normal

Info: On

Use the Touch Screen to adjust the available Training settings at any time during your session:

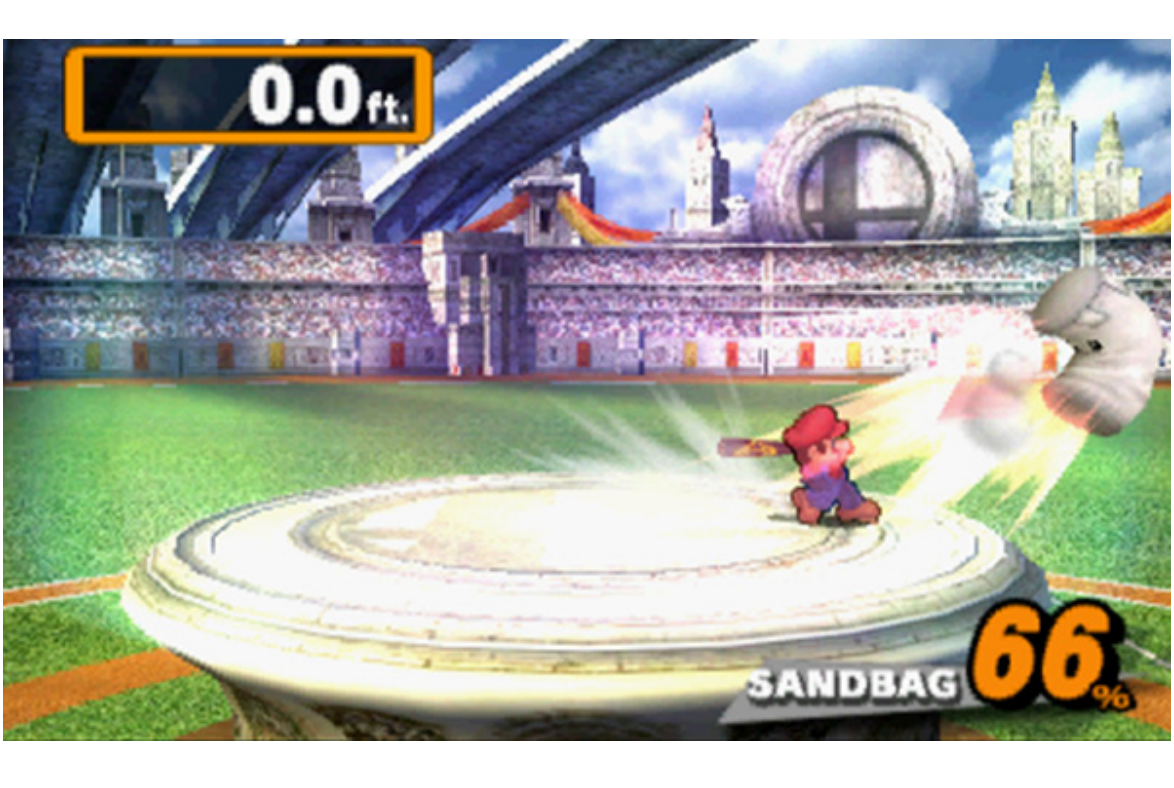
- Item: Use the arrows to cycle through the game's various items. Tap the selection to spawn the indicated item on the battlefield.
- Speed: Change the game's speed. This includes options for constant effects and speed changes that are triggered by holding (.
- No. of CPUs: This setting determines if you face one, two, or three CPU opponents.
- CPU Behavior: Use this setting to determine whether your opponents stand still (stop), walk, run, jump, or attack.
- Damage %: Adjust the current damage percentage for all fighters.
- Camera: Choose between normal, zoom, and fixed camera settings.
- Info: Hide or show the information bars at the top of the Main Display.

Tip

Use the player/settings tab near the bottom of the Touch Screen to switch between fighter portraits and Training settings.

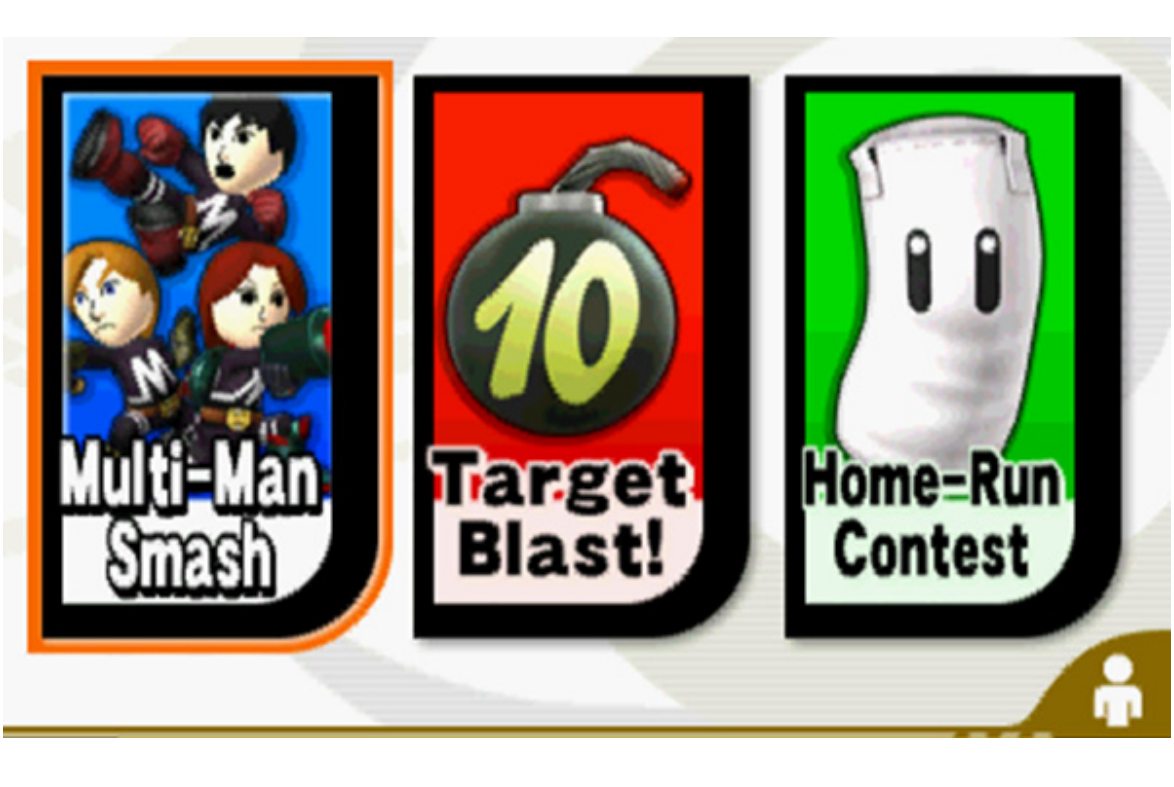
Stadium

Stadium Overview



Stadium contains a variety of single-player game modes. You'll find several opportunities for combat, but Stadium also allows you to use your fighter's skills in new and interesting ways.

Stadium Menu



Stadium Menu contains three selections, each of which offers a unique game mode:

- Multi-Man Smash: Stand alone against an oncoming horde of enemies in a variety of Multi-Man Smash game modes.
- Target Blast!: Launch bombs to destroy an arrangement of targets and obstacles.
- Home-Run Contest: Use a Home-Run Bat to knock Sandbag as far as you can.

Multi-Man Smash

Note

Multi-Man variants can be found in both the "Solo" menu and the "Group" menu within Games & More. Make sure you select the desired version before you start the game.

10-Man Smash

×10
0:02.88
CPU
CPU
CPU
CPU
P1

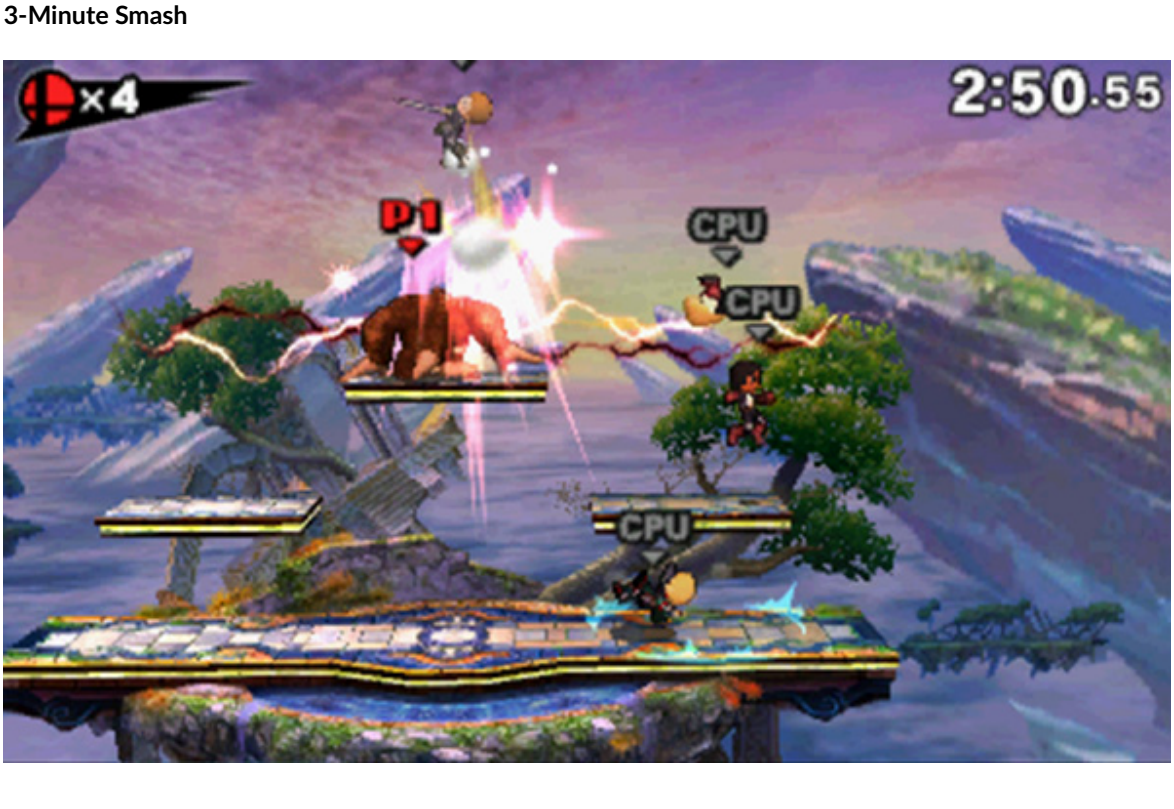
Defeat a 10-man army as fast as you can! Your opponents are very easy to launch, so you don't generally need to waste time with extended combos or charged attacks. A quick Smash attack is almost always enough to KO all fighters within range. Dash attacks can be particularly effective—especially when your opponents use projectile weapons to attack from a distance—and aerial attacks are great for dealing with more agile enemies.

100-Man Smash

×60
1:40.48
CPU
CPU
P1
CP CPU

Defeat a 100-man army as fast as you can! Your opponents are still very easy to launch, but their sheer numbers can make it difficult to defend yourself from incoming attacks. Keep an eye on your fighter's damage percentage, and take advantage of the items that occasionally appear near the top of the stage. It's often helpful to stand on the highest platform—simply launch your opponents as they move into range.

3-Minute Smash



Defeat as many enemies as you can within the time limit! You have three minutes and an endless supply of easily launched opponents. You can build a decent score using virtually any techniques, and the items that appear in the area can be very useful. Again, standing on the highest platform is a great way to control the battlefield. Use Up Smash attacks and Up Tilt attacks to launch your opponents as they jump up to you.

Rival Smash

×74
POW
CPU
P1
CPU
CPU

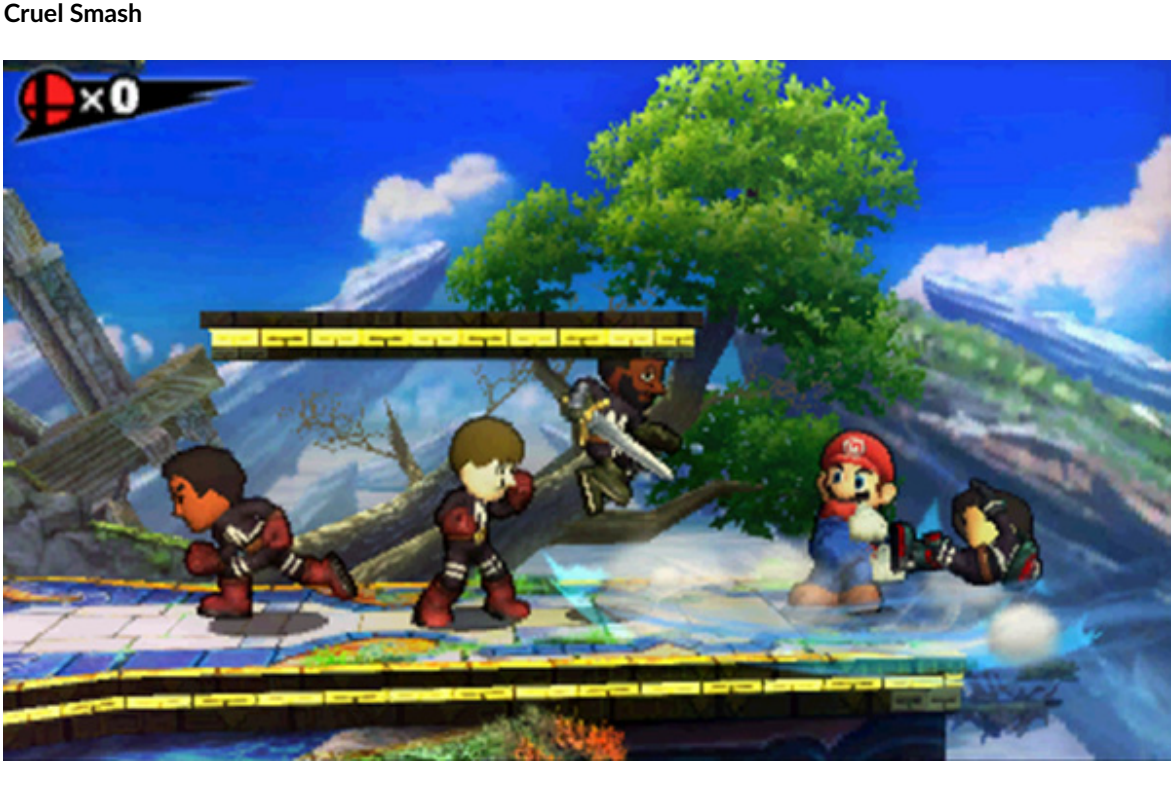
Defeat more enemies than your rival! Standard enemies are very easy to launch, but this fact also benefits your rival. There's no time limit, but you are limited to a single stock life—once you're defeated, the final score determines the winner. Your rival, on the other hand, has an infinite supply of stock lives. Scoring a KO on your rival is worth three points, but he or she can absorb much more damage than the standard opponents.

Endless Smash

×68
CPU
CPU
P1

No time limit! Fight until you can fight no more! Endless Smash lets you put your skills to the test. Like most Multi-Man modes, your enemies are very easy to launch. Given enough time, though, you're sure to sustain enough damage that even the lightest hit will launch you clear out of that stage—so, use your preferred techniques to score points until that happens.

Cruel Smash

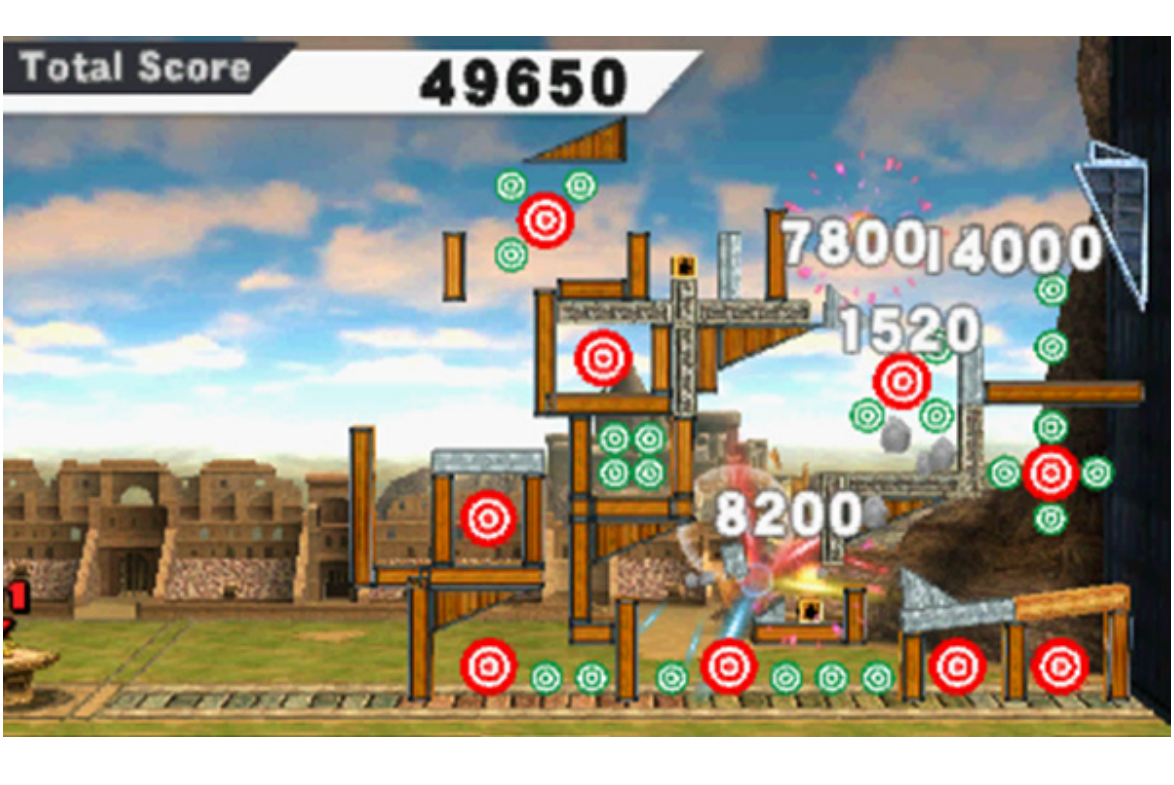


The elite army is ready to attack! Don't hold back—it's a fight to the end! In Cruel Smash, you opponents are extremely hard to launch. Unfortunately, the same can't be said for your fighter; each of your opponents packs enough of a punch to send you soaring off of the platform. Throwing your opponents if often effective, particularly if your fighter is near the edge of the platform.

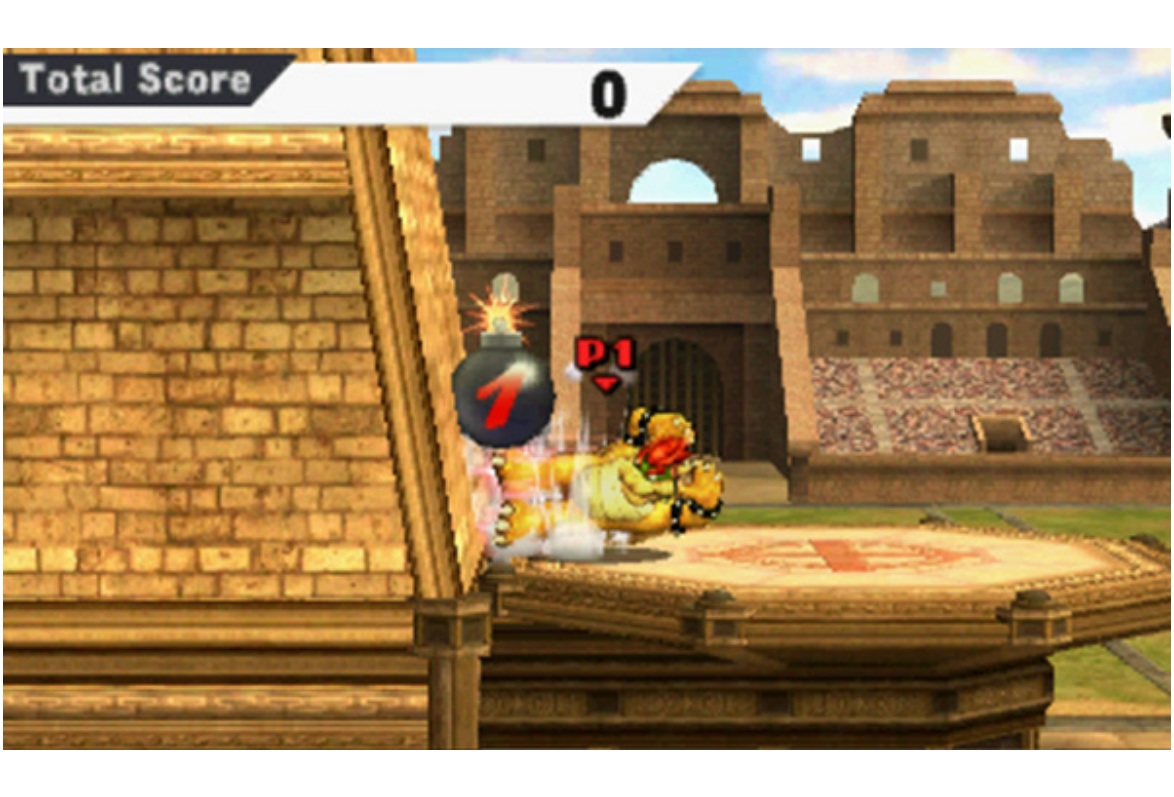
×0
CPU
CPU CPU

Characters equipped with a Counter special—like Ike, for example—can be very effective in Cruel Smash. It's often possible to catch several opponents with a single Counter. If you lure them to the end of the stage, you have an excellent chance of scoring multiple KOs with a single Counter.

Target Blast!



In Target Blast, you have two bombs to destroy as many targets and obstacles as you can. During each round, touch the bomb to start its countdown. Use the available time to damage the bomb, then use a Smash attack to launch it from the platform. Success is based on timing and accuracy, so keep track of all pertinent factors. What was the bomb's damage percentage? How long did you charge your Smash attack? What was your position on the platform? How much time was left on the countdown? Knowing these answers allows you to make small adjustments in future attempts.



Bombs often create falling debris, so it can be very effective to aim for the higher targets during your first round—a well-placed bomb can create chain reactions of loose obstacles. If you're having trouble controlling the angle of your launch, try bouncing one of your bombs off of the nearby wall. This allows you to achieve dramatically different results with the same basic attacks.

Tip

Use the Touch Screen to zoom in and out for a better look at the area. Identify the available targets before you begin each countdown!

Home-Run Contest

0.0ft.
0:08.10
SANDBAG 29%

In Home-Run Contest, you must launch Sandbag as far as possible. Use your fighter's attacks to increase Sandbag's damage percentage, then grab the Home-Run Bat and use it to launch Sandbag from the platform. It's best to minimize the time you spend chasing Sandbag across the platform. Try using Smash attacks to bounce Sandbag against the invisible wall that surrounds the platform. Sandbag's damage percentage will change the angle of its bounce, but small adjustments should allow you to land a steady series of hits.

0.0ft.
SANDBAG 115%

As you pummel Sandbag, watch for the countdown to appear on the screen. You must grab the Home-Run Bat and begin your final attack before time runs out. If you grab the Home-Run Bat too early, you'll sacrifice any additional damage you might have delivered to Sandbag. Grabbing the Home-Run Bat too late, on the other hand, will prevent you from launching Sandbag at all.

Tip

Collectible items such as trophies and equipment sometimes appear on the ground. Any item Sandbag touches is automatically added to your collection!

Games & More

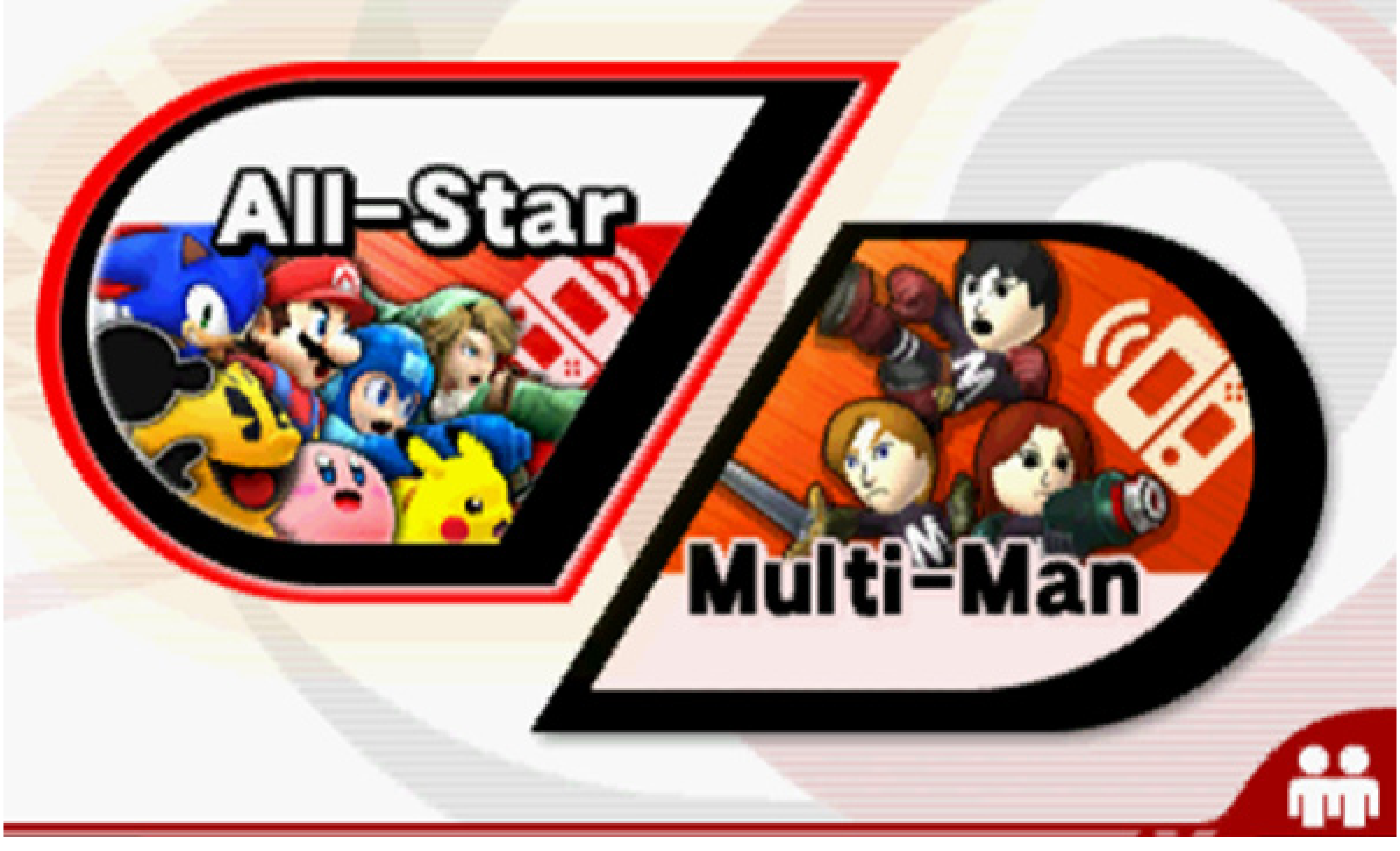
Group

Group Overview

×95
0:13.56
CPU
CPU
P1
P2

Use the "Group" menu to play cooperative games with a nearby friend. Your success depends on working together!

Group Menu



The "Group" menu offers two selections:

- All-Star: Team up with a friend to face every fighter on your roster. The game ends if either of you are KO'd, so watch your partner's back.
- Multi-Man: Face an army with a friend by your side. This selection offers multiplayer versions of most Multi-Man Smash types.

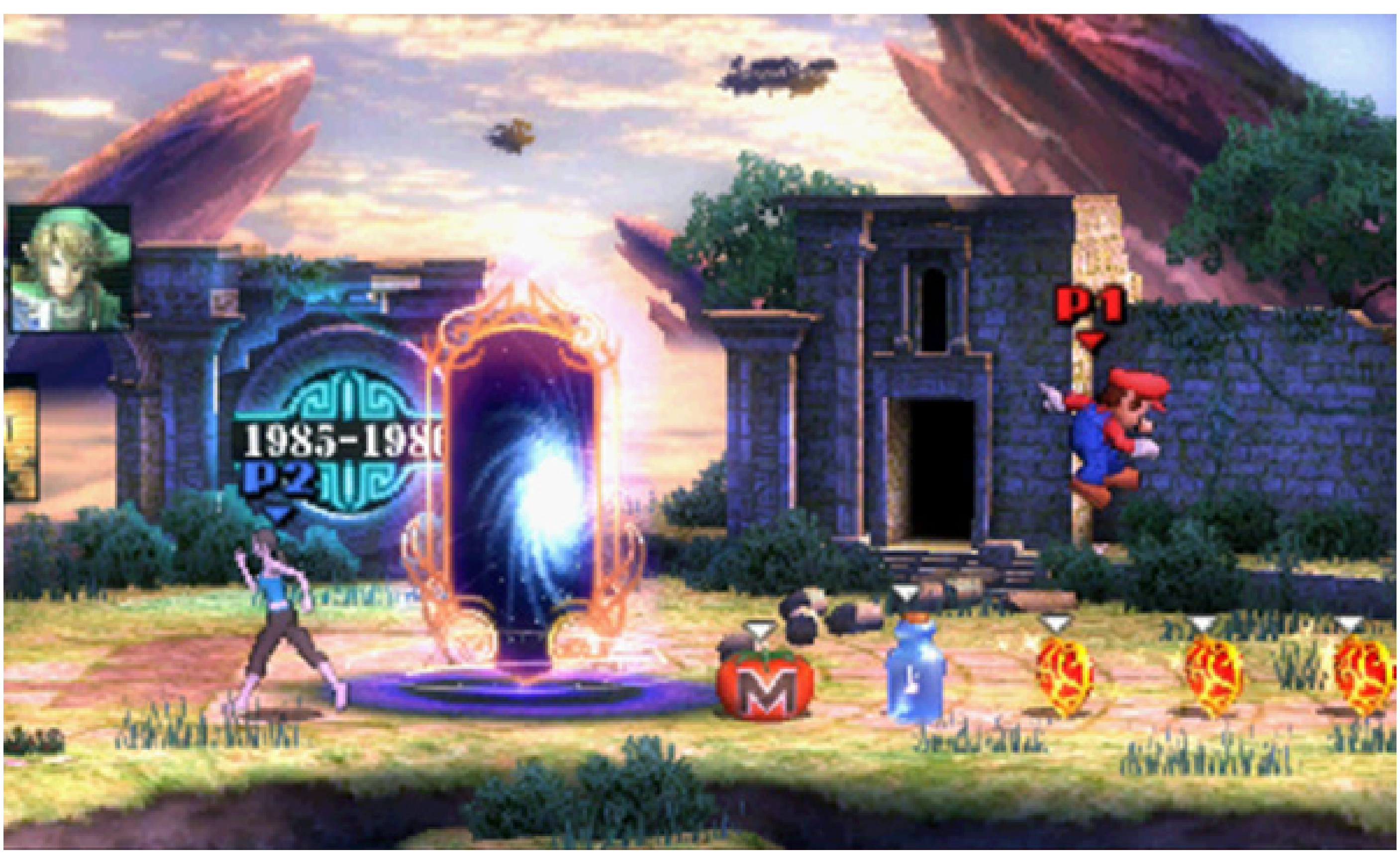
All-Star

Note

All-Star can be found in both the "Solo" menu and the "Group" menu within Games & More. Make sure you select the desired version before you start the game.

4:29.61
CPU
CPU
P1
P2

Group All-Star works in much the same way as the single-player version. You and your friend must battle through a series of matches as you face every fighter on your roster. Work together to keep each other safe as you KO each of your enemies.



Cooperation is the key to success; the game ends if either of you suffer a KO or a self-destruct. The Rest Area recovery items are meant to be shared, and keeping your team healthy should be a priority. Communicate with your partner to determine if and when each item should be used.

Multi-Man

×89
0:22.90
CPU
P2
CPU
CPU
P1

Multi-Man contains cooperative versions of 10-Man Smash, 100-Man Smash, 3-Minute Smash, Endless Smash, and Cruel Smash. In each game mode, you must work with your partner to defeat enemies and work toward your chosen Multi-Man objectives.

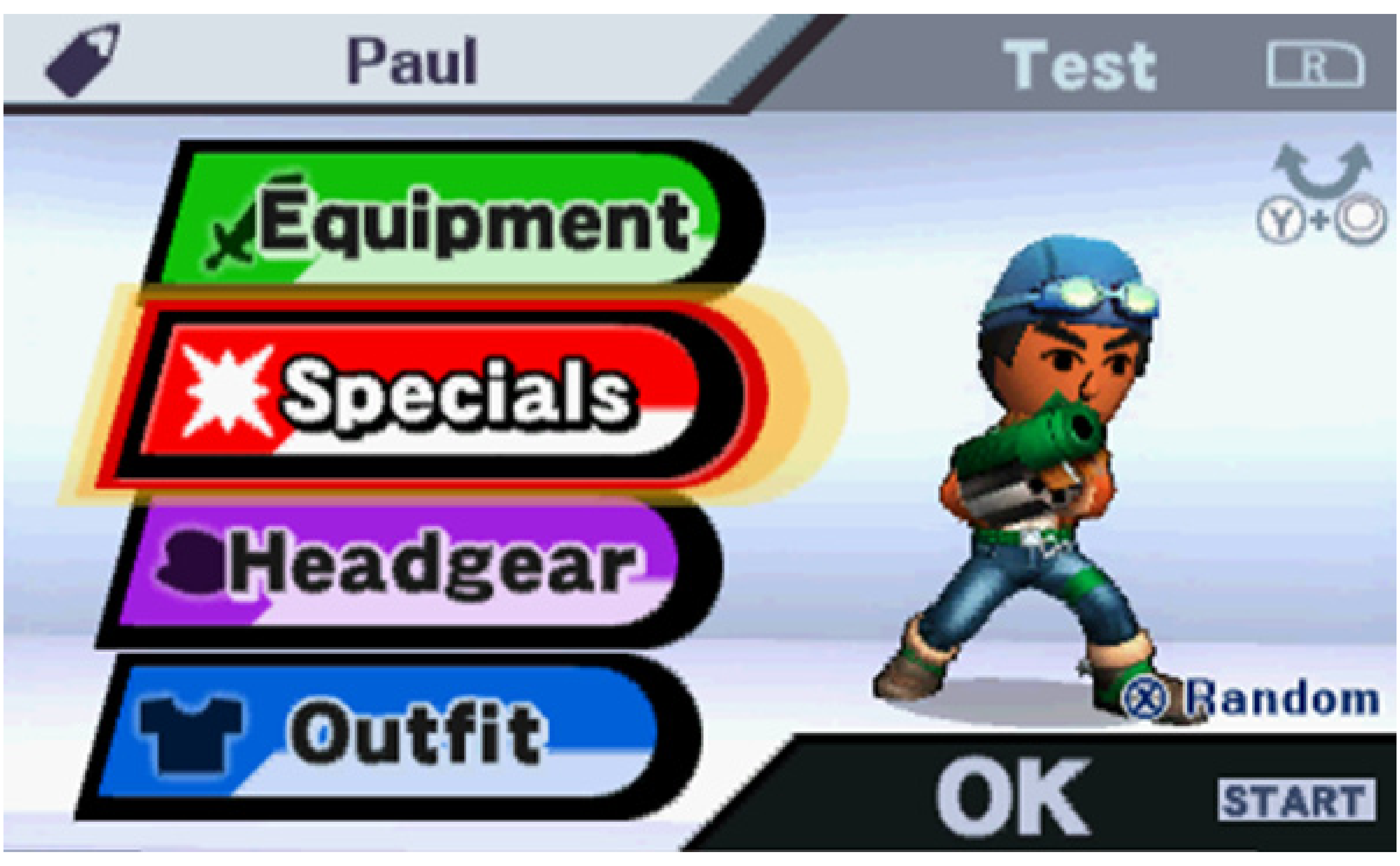
Note

Rival Smash is only available through the "Solo" menu.

Games & More

Custom

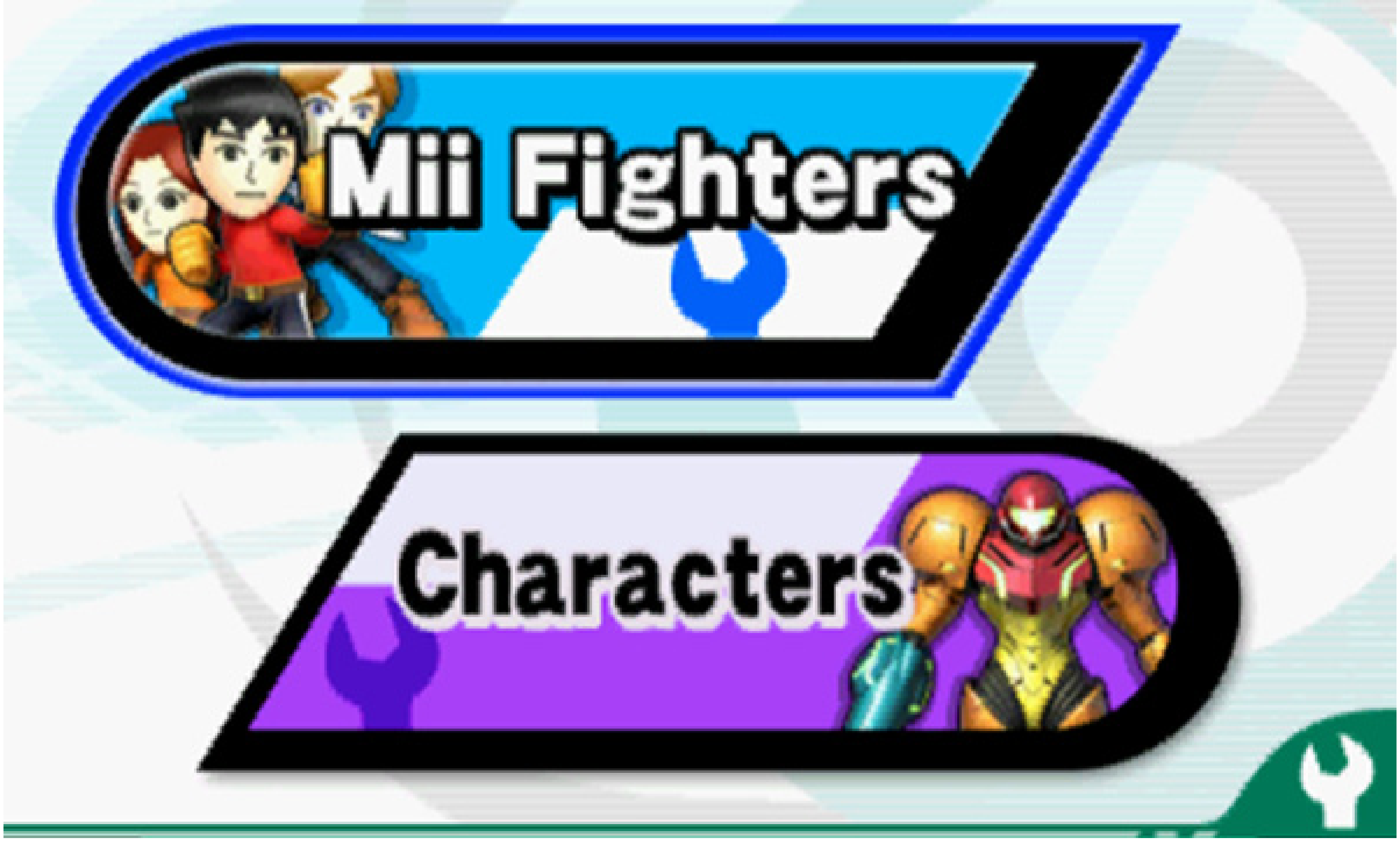
Custom Overview


Paul
Test
R
Equipment
Specials
Headgear
Outfit
Y+○
Ⓧ Random
OK
START

Note

The Games & More Custom mode and the Smash Run Custom mode share many of the same features. Powers cannot be reviewed or assigned from this menu, but the Games & More Custom mode is the only way to create your first Mii Fighter. For more details about Custom options, please refer to the guide's Smash Run section.

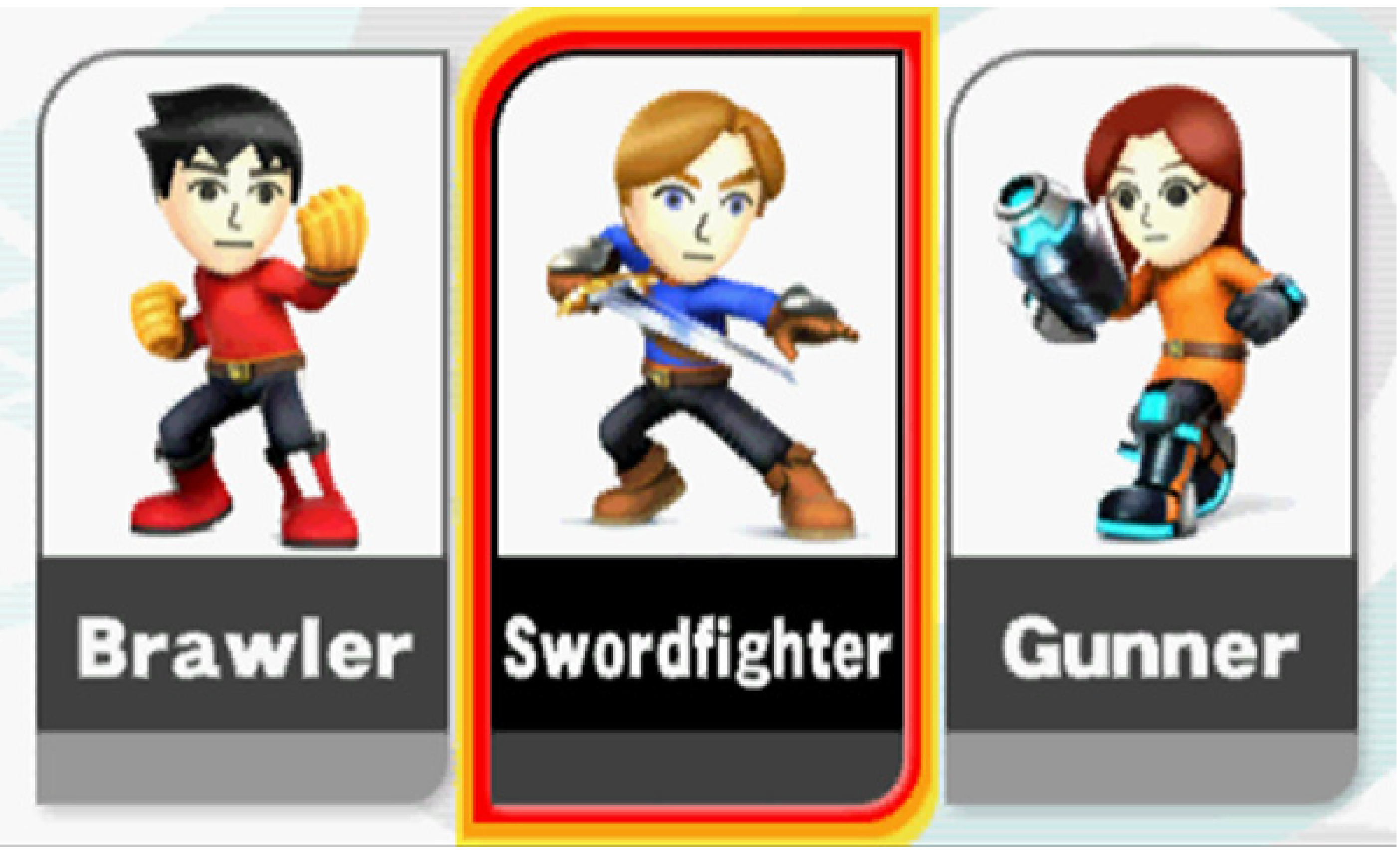
Custom Menus


Mii Fighters
Characters

The Games & More Custom mode separates fighters into two distinct categories:

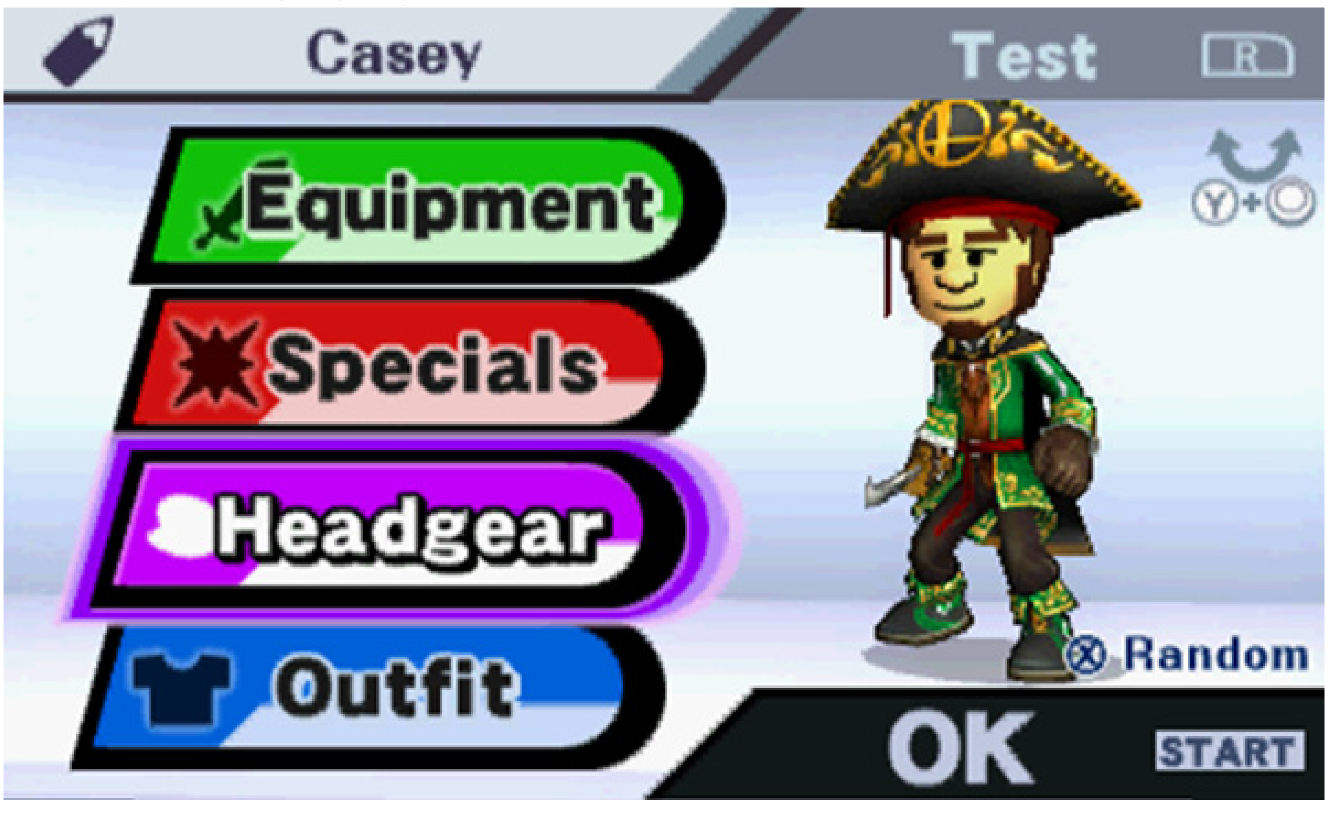
- Mii Fighters: Create or edit a Mii Fighter.
- Characters: Assign Specials and equipment to the fighters on your roster.

Mii Fighters


Brawler
Swordfighter
Gunner

To create a new Mii Fighter, simply select one of your Miis and choose a basic fighting style:

- Brawler: A fighter skilled in hand-to-hand combat.
- Swordfighter: A warrior versed in the art of swordplay.
- Gunner: An expert in long-range projectile combat.

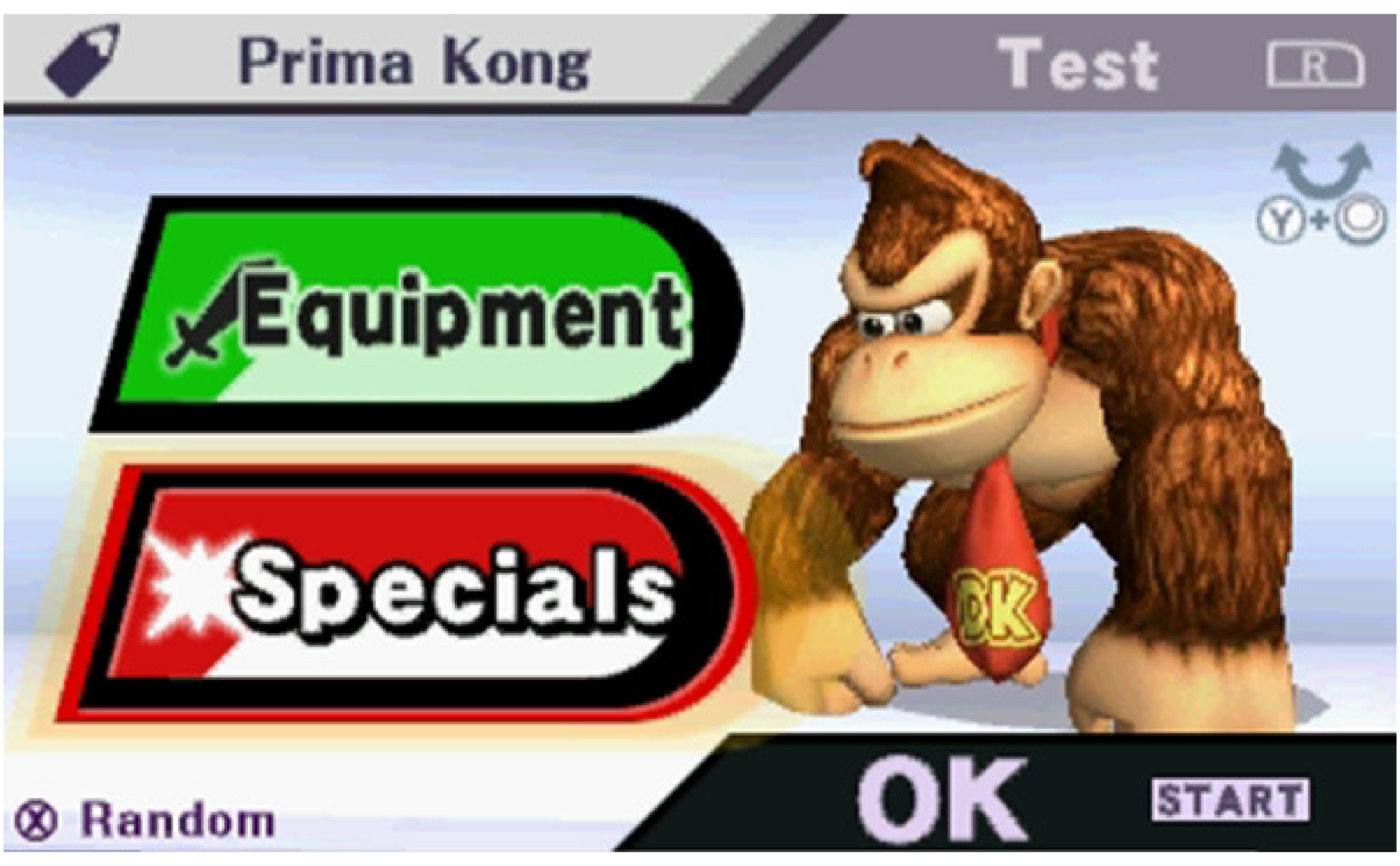

Casey
Test
R
Equipment
Specials
Headgear
Outfit
Y+○
Ⓧ Random
OK
START

Once you've input a name for your new Mii Fighter, you're free to assign equipment, Specials, headgear, and outfits to create your ideal warrior. When you're happy with your selections, press) to test your new fighter, or press ●START to save your work and return to the previous menu.

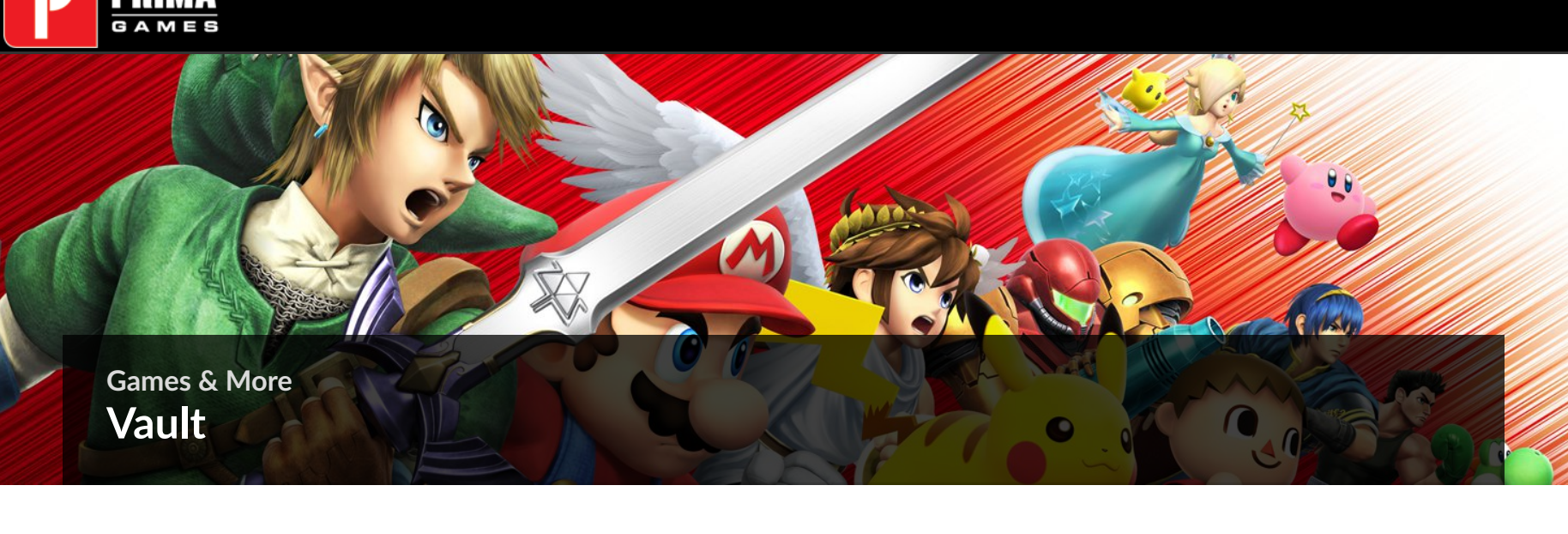
Note

Please refer to the guide's checklists for complete lists of headgear and outfit items.

Characters


Prima Kong
Test
R
Equipment
Specials
Y+○
Ⓧ Random
OK
START

The "Characters" option allows you to select a fighter from your existing roster, just as you would in the Smash Run Custom mode. You can also rename your character's custom set to help differentiate it from existing versions. You can use the equipment and Specials you've collected to create up to 10 custom sets for each of the characters on your roster.



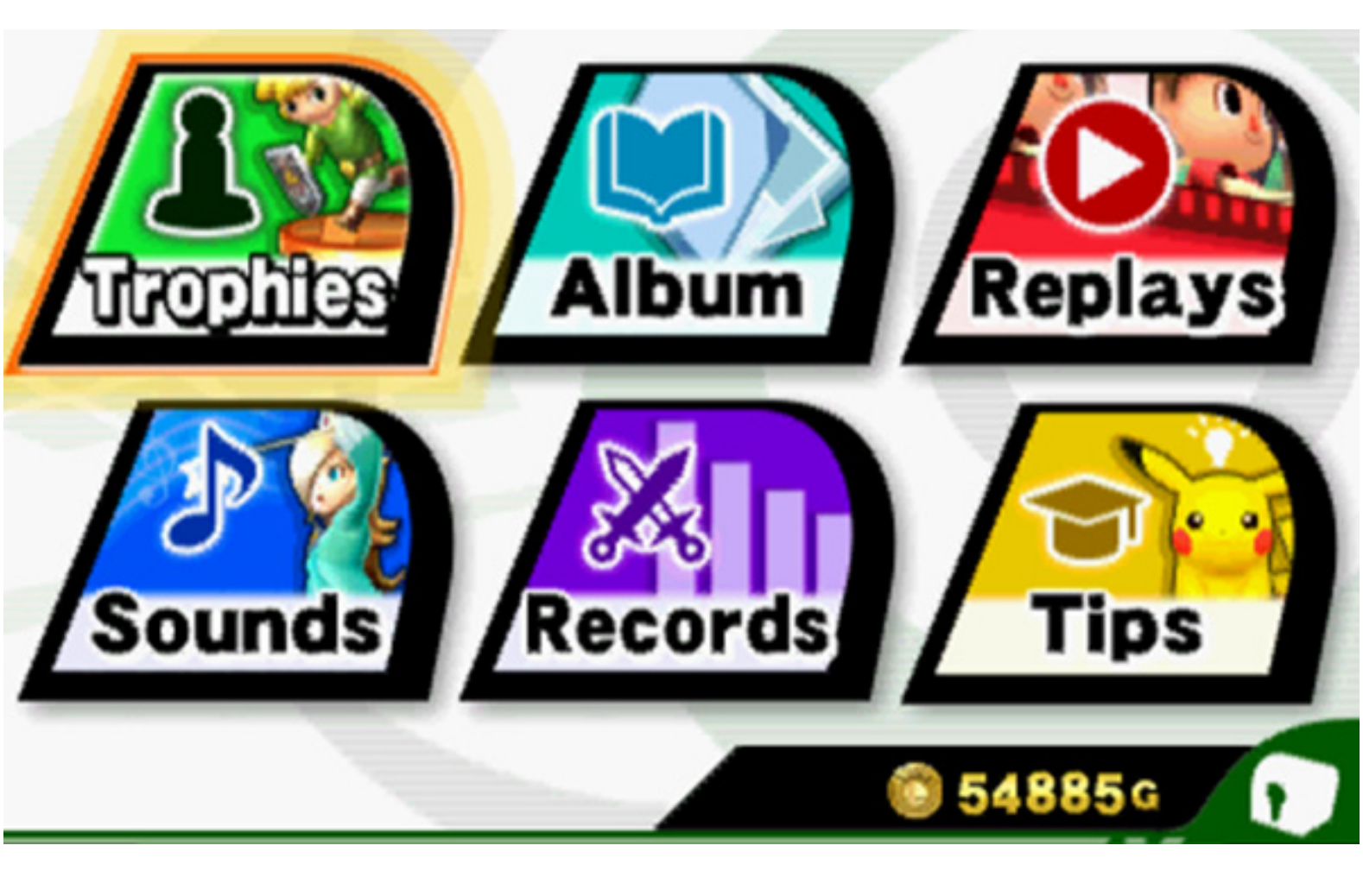
Games & More

Vault

Vault Overview

In addition to its galleries and records, the Vault includes the game's Shop and the Trophy Rush minigame.

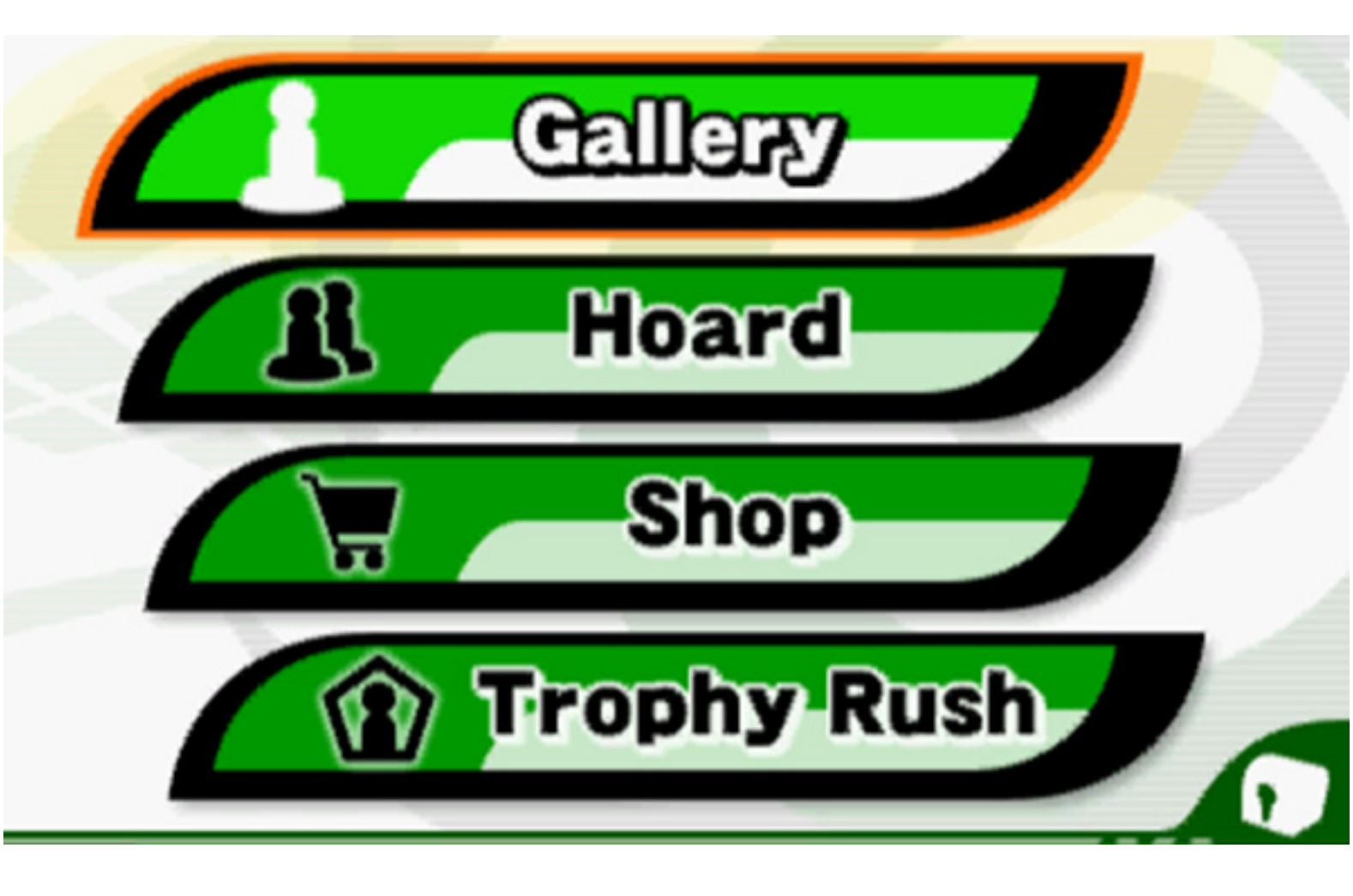
Vault Menu


Trophies
Album
Replays
Sounds
Records
Tips
54885G

The "Vault" menu contains six options:

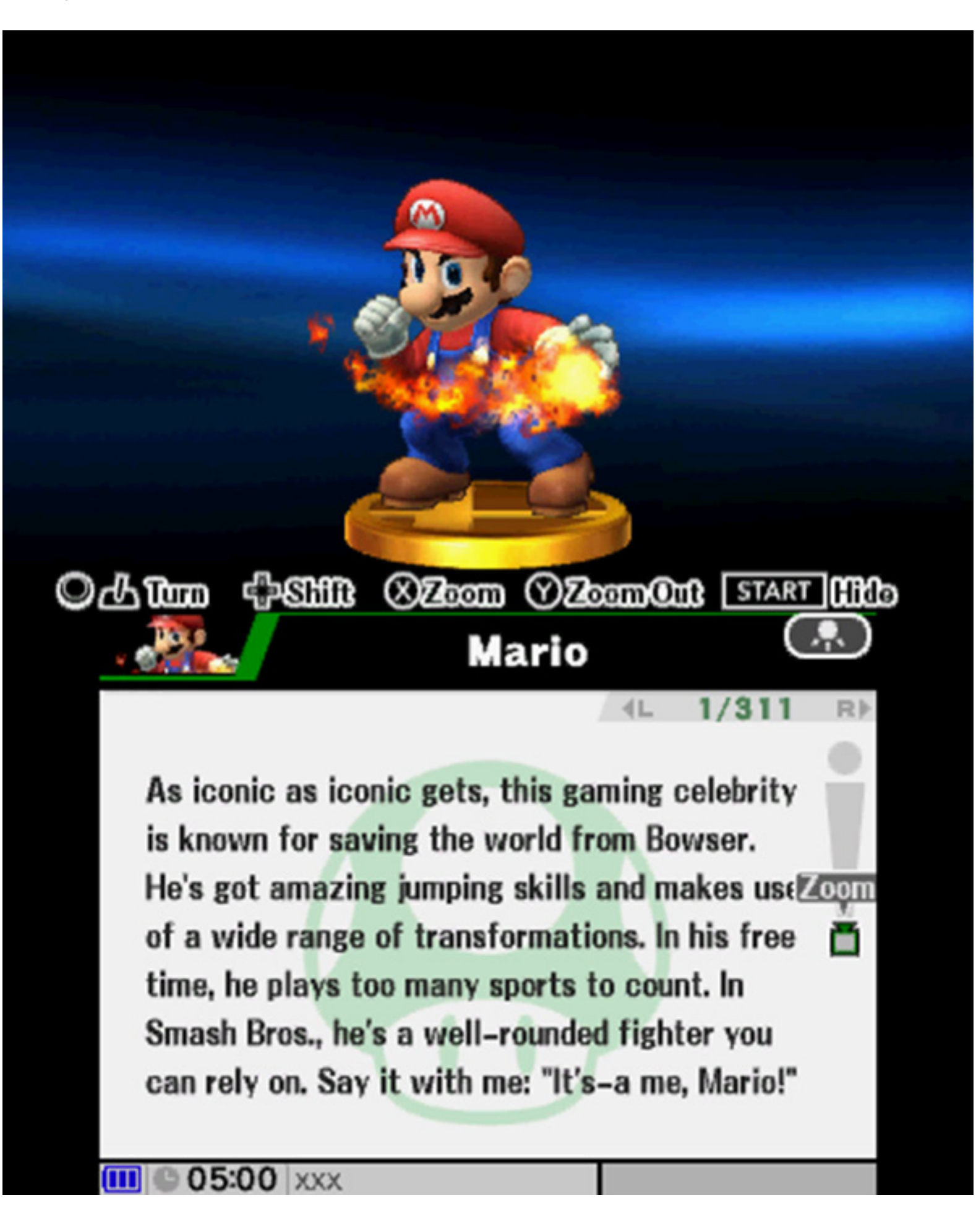
- Trophies: Inspect your trophies, or check in for a chance to add new trophies to your collection.
- Album: Review the snapshots you've taken while playing the game.
- Replays: Manage the replays you've saved while playing the game.
- Sounds: Listen to the music and sounds you've unlocked.
- Records: Review records for each fighter, game stats, and earned milestones.
- Tips: Cycle through randomly selected loading screen tips.

Trophies Overview


Gallery
Hoard
Shop
Trophy Rush

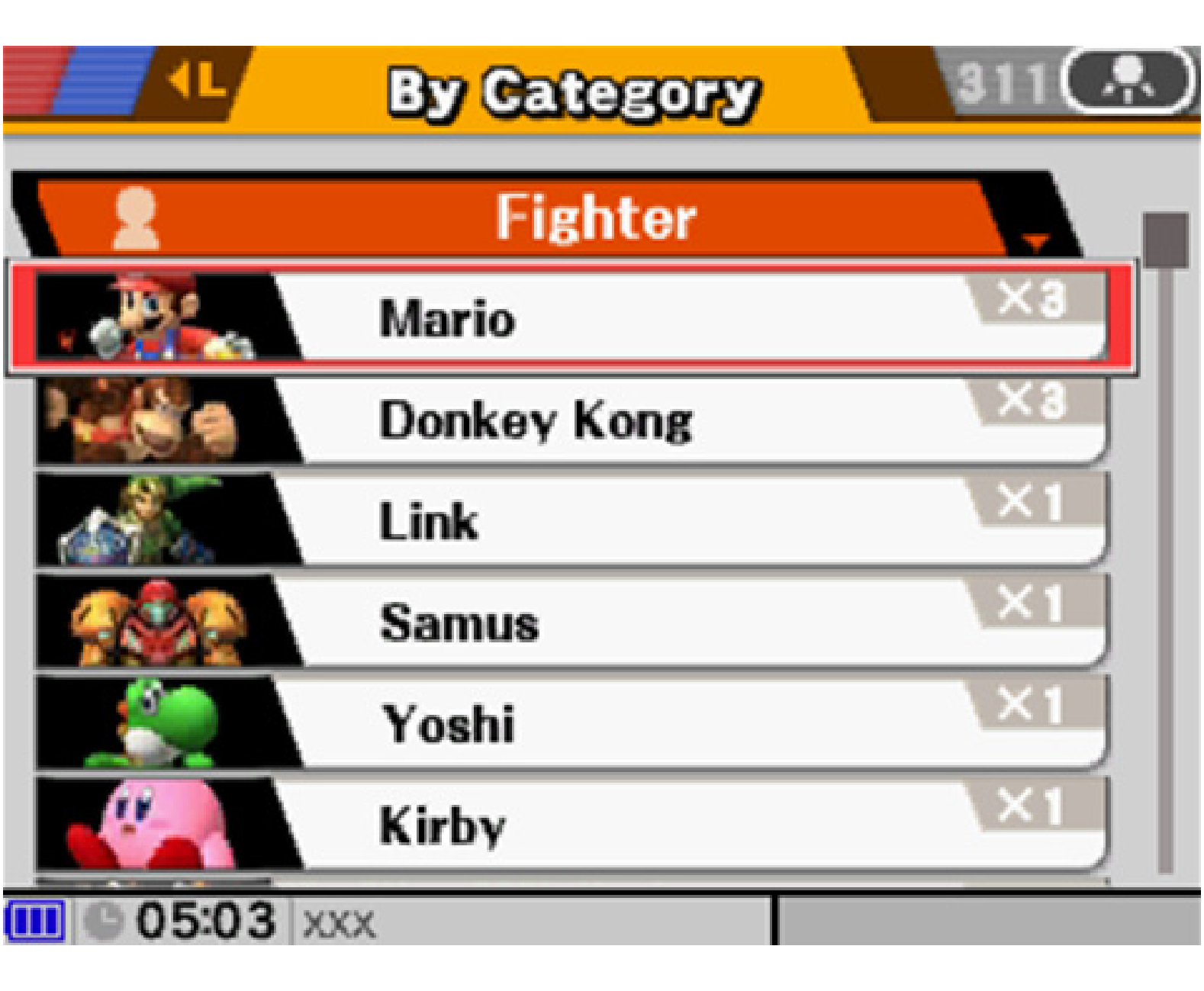
Visit the "Trophies" menu for a closer look at your trophy collection, to purchase new trophies from the Shop, or to play a round of Trophy Rush.

Gallery


Turn
Shift
Zoom
Zoom Out
START Hide
Mario
1/311
Zoom
05:00 xxx

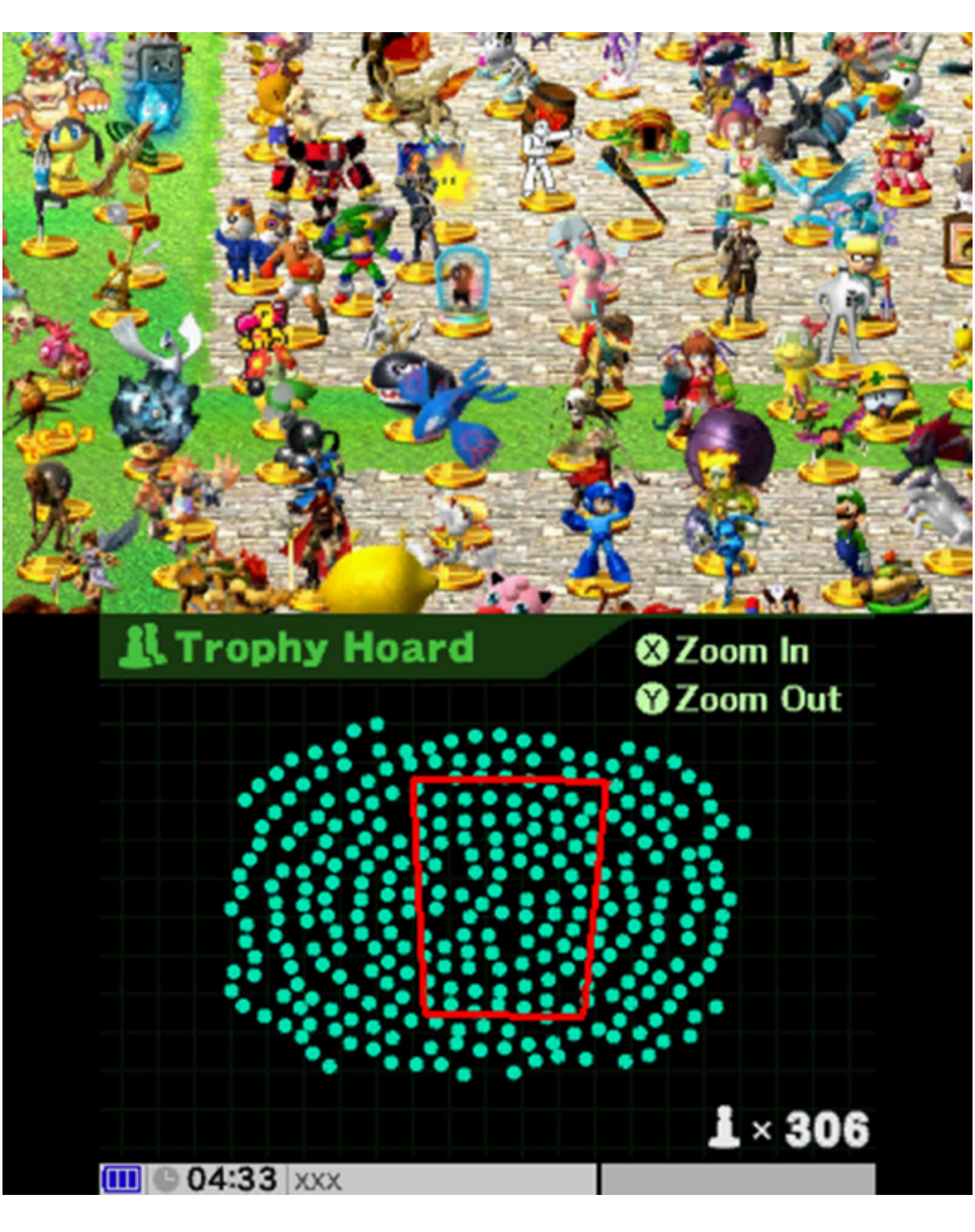
As iconic as iconic gets, this gaming celebrity is known for saving the world from Bowser. He's got amazing jumping skills and makes use of a wide range of transformations. In his free time, he plays too many sports to count. In Smash Bros., he's a well-rounded fighter you can rely on. Say it with me: "It's-a me, Mario!"

Gallery gives you an up-close look at all of the trophies you've collected, as well information about the objects and characters they represent.


By Category
311
Fighter
Mario ×3
Donkey Kong ×3
Link ×1
Samus ×1
Yoshi ×1
Kirby ×1
05:03 xxx

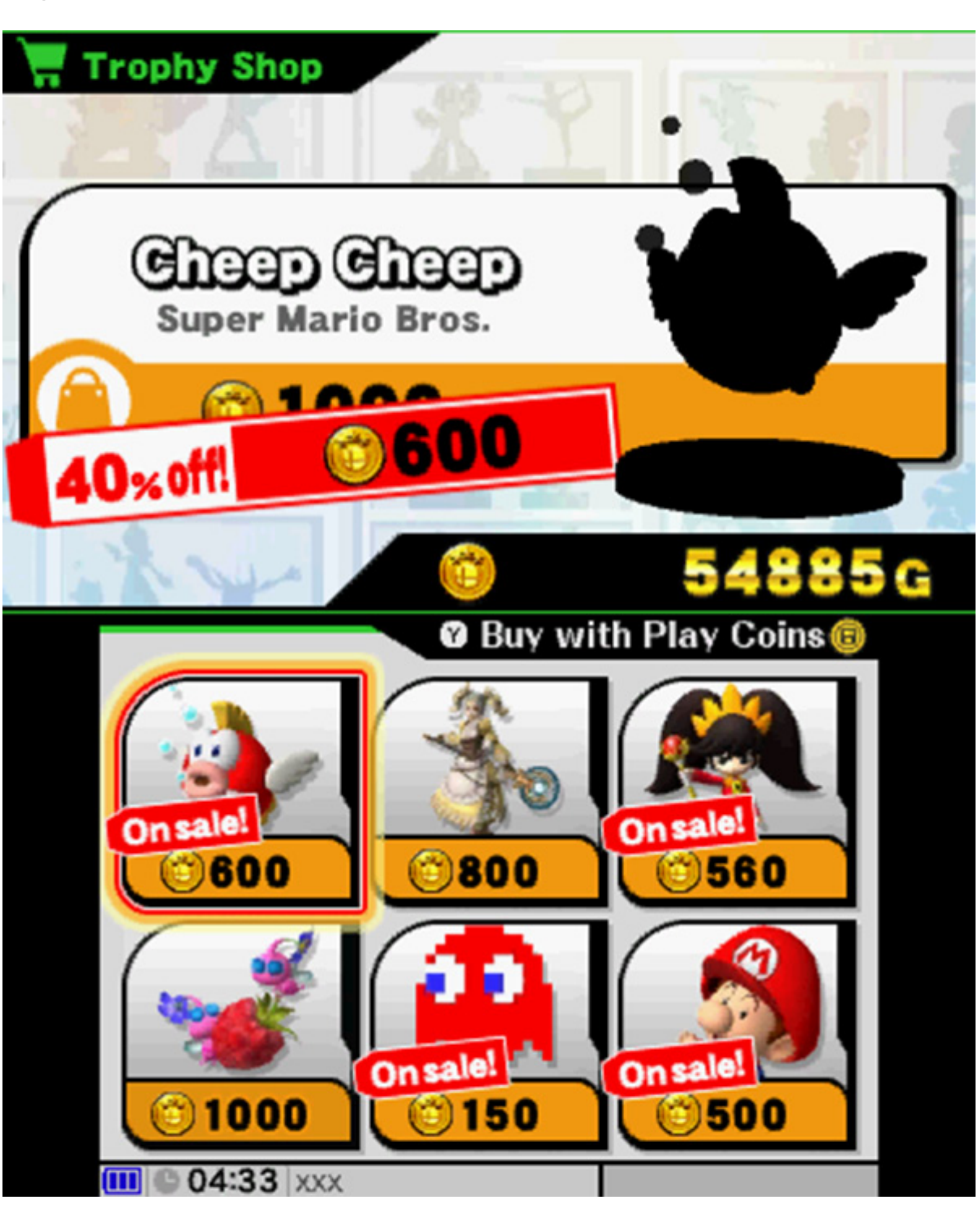
Trophies can be organized by the order in which you obtained them, by series, or by category—use (and) to switch between these options. Tap the small icon in the Touch Screen's upper-right corner to change the background on the Main Display. Once you've selected a trophy, use the on-screen commands to make additional adjustments.

Hoard


Trophy Hoard
Zoom In
Zoom Out
× 306
04:33 xxx

Hoard allows you to see all of your trophies in one large group. Use the Circle Pad to move the camera, and use the on-screen commands to zoom in and out. The Touch Screen shows the trophy locations and how much of the area is caught by the camera.

Shop


Trophy Shop
Cheep Cheep
Super Mario Bros.
40% off!
600
54885G
Buy with Play Coins
On sale!
600
800
On sale!
560
1000
On sale!
150
On sale!
500
04:33 xxx

In the game's Shop, you can use gold or Play Coins to purchase new trophies. Press Ⓨ to toggle between currencies. The Shop contains up to six trophies at a time, and it features regular sales.

Seven minutes after leaving the Shop, the inventory updates if any of the following conditions have been met:

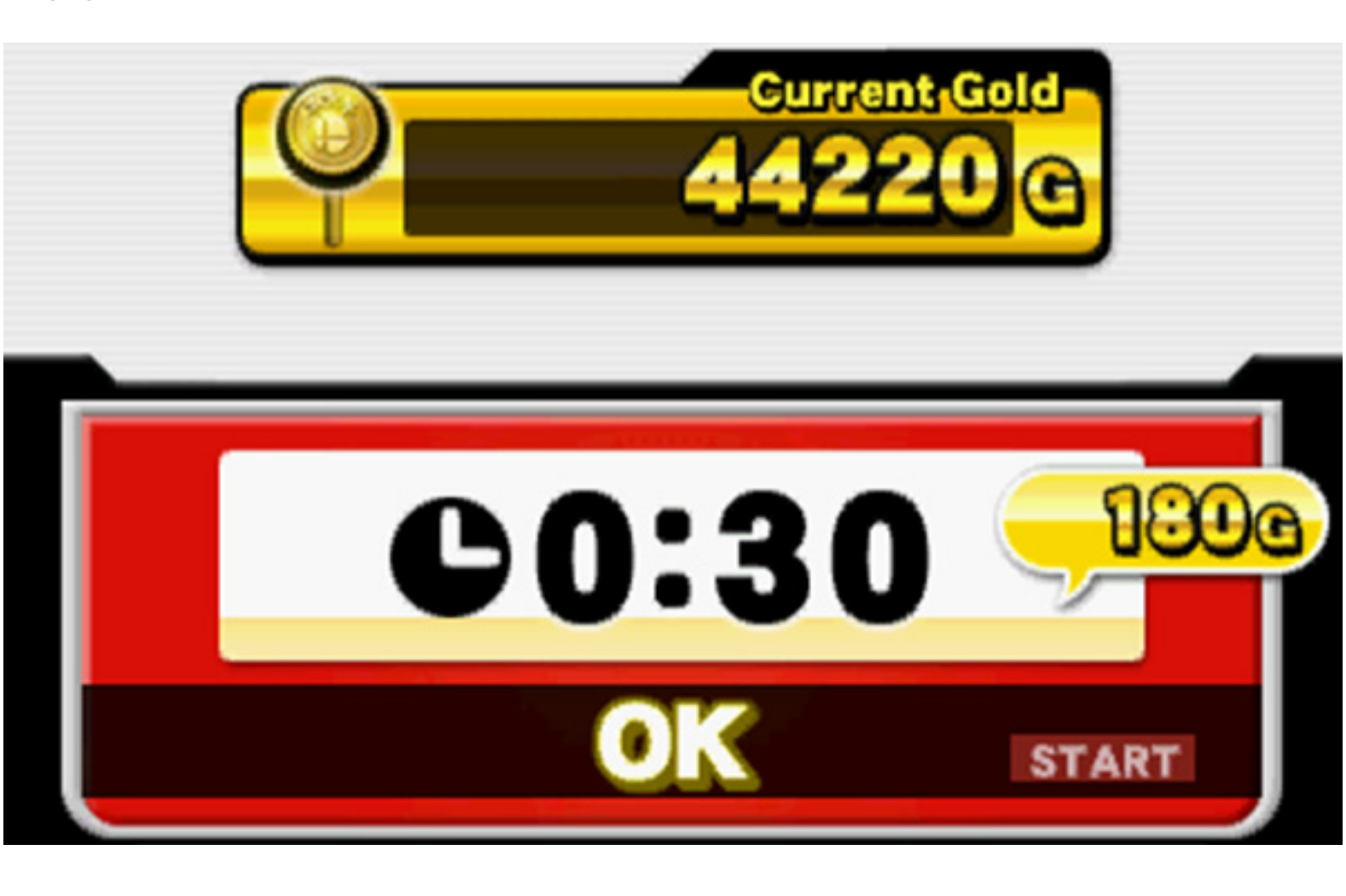
- You've purchased all six of the Shops available trophies.
- You've reached a result screen in Smash, Smash Run, Solo, or Trophy Rush.
- You've reached the result screen in StreetSmash.

If none of these conditions have been met, the inventory updates after 30 or more minutes of total run time has passed since you last exited the Shop.

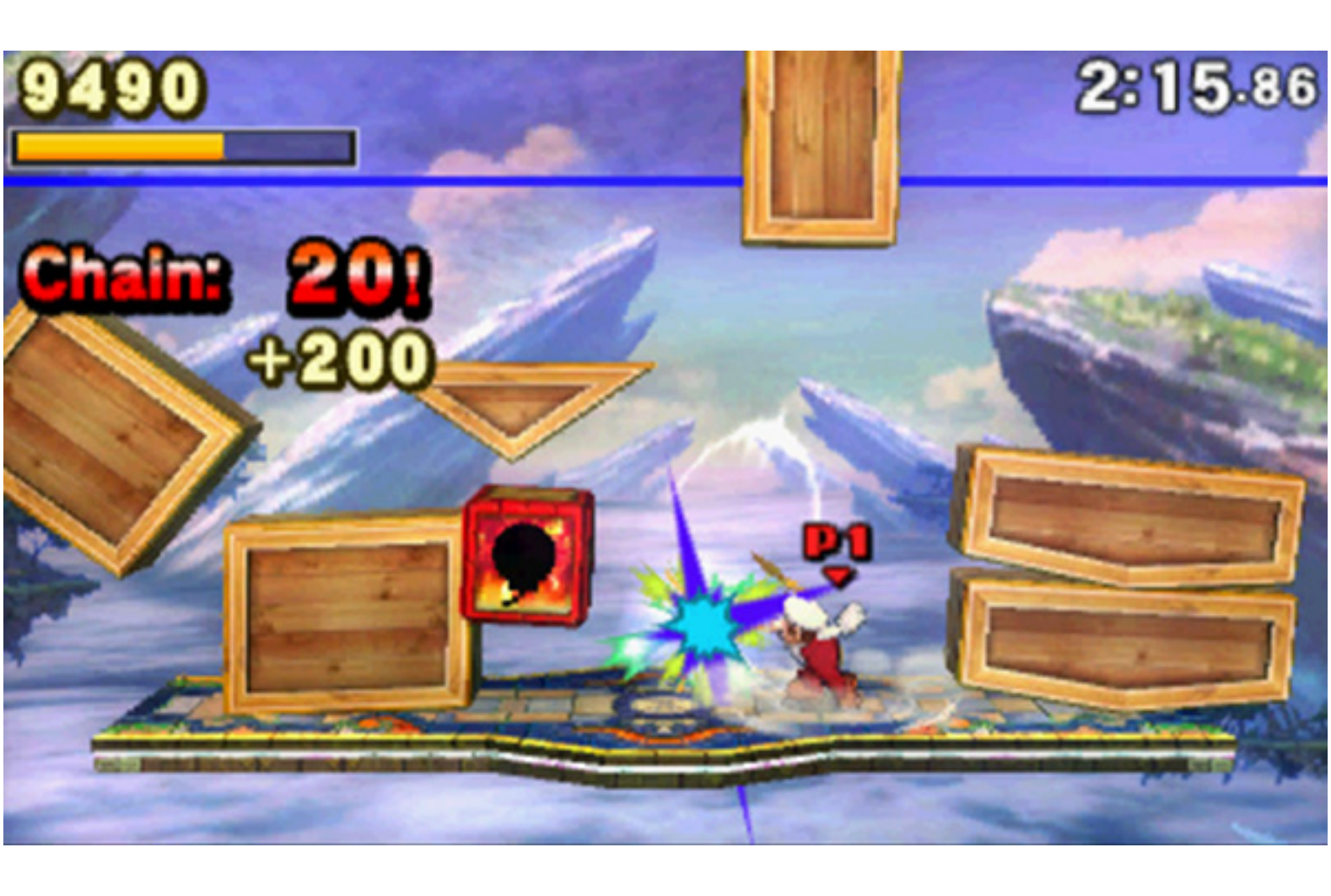
Caution

If one of the Shop's offers includes a "Got it!" checkmark, it means that trophy is already in your collection. Buyer beware!

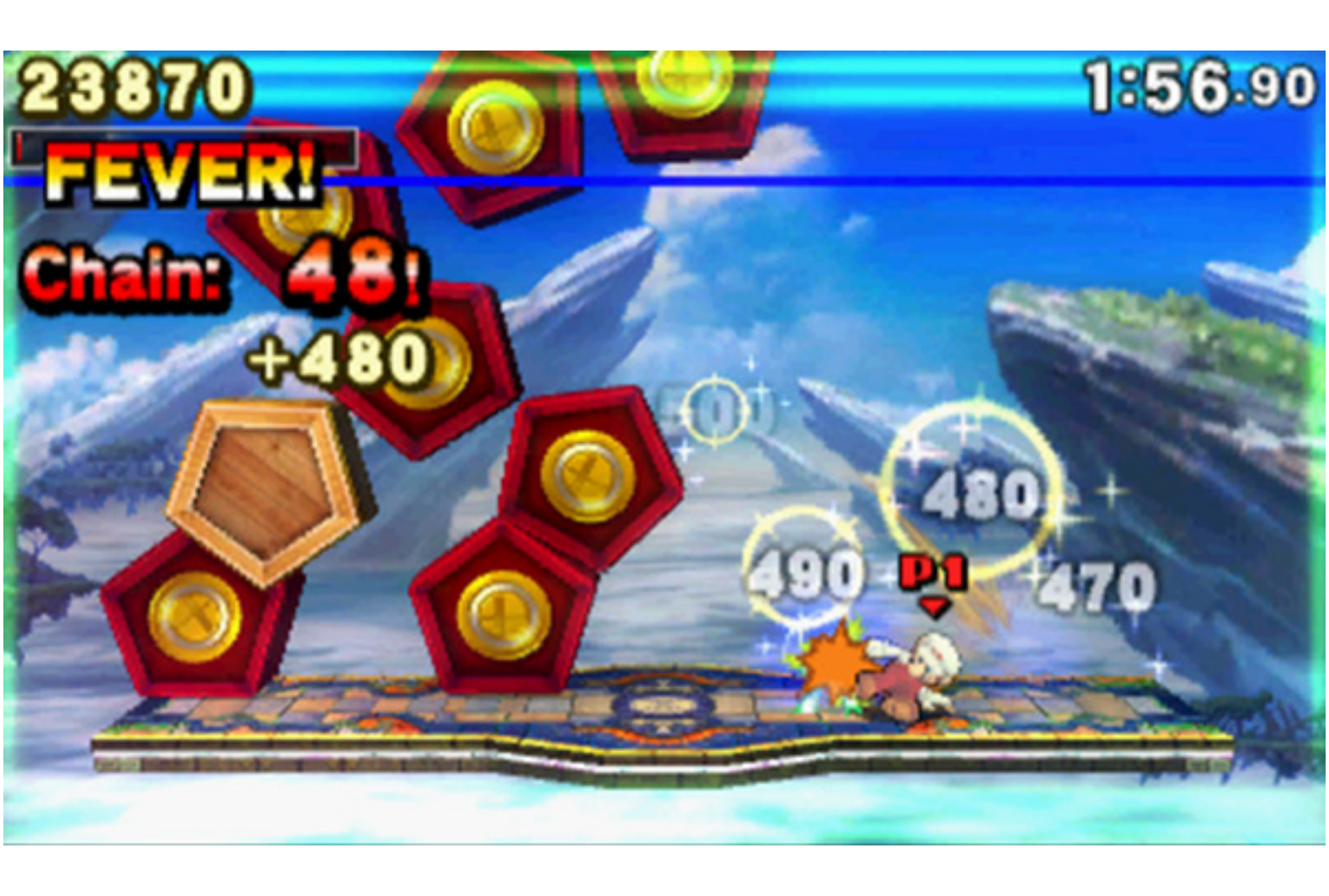
Trophy Rush


Current Gold
44220G
0:30
180G
OK
START

In Trophy Rush, you have a limited time to smash blocks for trophies and other prizes—the more gold you invest, the more time you get! Each second costs six gold. You can purchase a minimum of 30 seconds (for 180 gold) up to a maximum of 2 minutes and 30 seconds (for 900 gold).

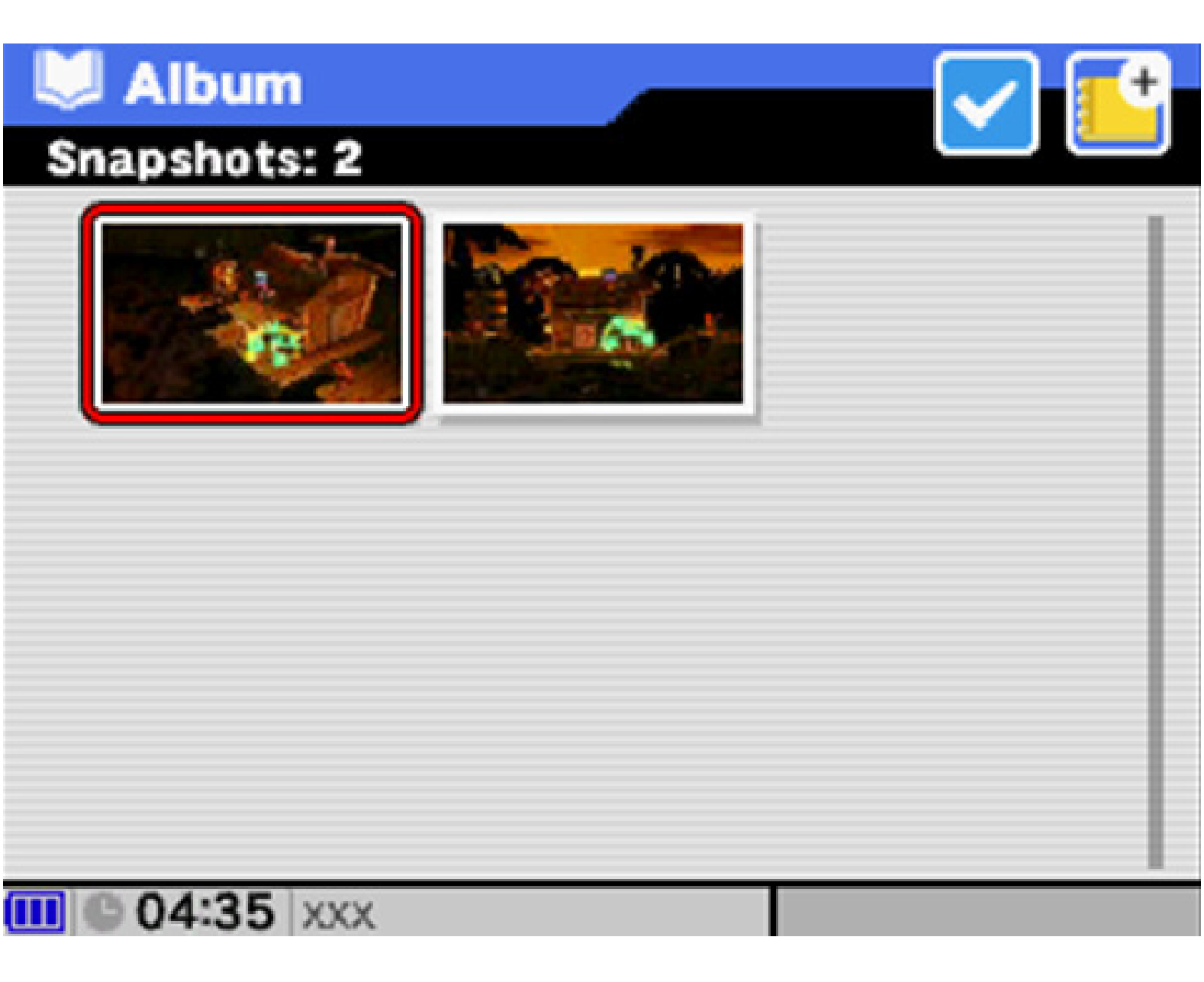

9490
2:15.86
Chain: 20!
+200
P1

Use your fighter's combat skills to shatter the blocks as they appear. Destroying blocks adds to your score—earn higher scores to earn more prizes. Many blocks contain trophies, gold, and customization items, so keep an eye out for any blocks marked with relevant icons. Some blocks explode shortly after they land. Destroy explosive blocks before they detonate, or keep your distance to avoid any impending explosions.


23870
1:56.90
FEVER!
Chain: 48!
+480
480
490
P1
470

Destroy blocks in quick succession to earn chain bonuses for even more points. Fill the gauge in the upper-left corner of the Main Display to enter Fever Rush. During Fever Rush, most of the available blocks contain additional prizes. If you remain in one spot for too long, a special hazard will drop down to your position. If you take too much damage, you'll be launched out of the stage—and each time this happens, your remaining time is reduced by 15 seconds. Additionally, allowing the blocks to stack too high will result in a KO! Watch the line near the top of the Main Display; shortly after a stack reaches that line, the entire platform vanishes. If this happens, the platform won't return until after you've fallen out of the stage.

Album

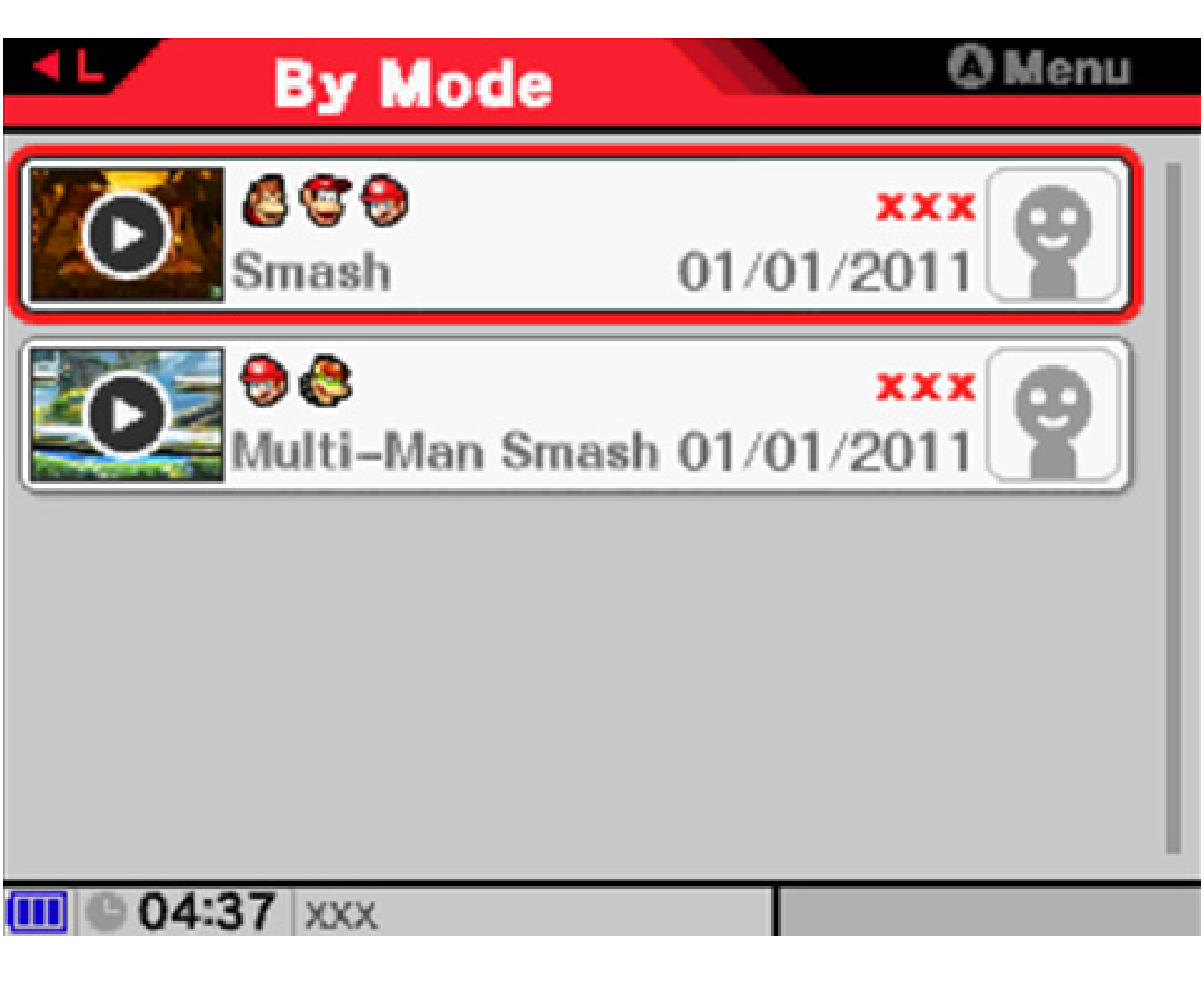

Album
Snapshots: 2
04:35 xxx

Album lets you review and manage all of the snapshots you've taken while playing the game. You can view individual images, add brief comments, and delete unwanted snapshots to save space on your SD card.

Note

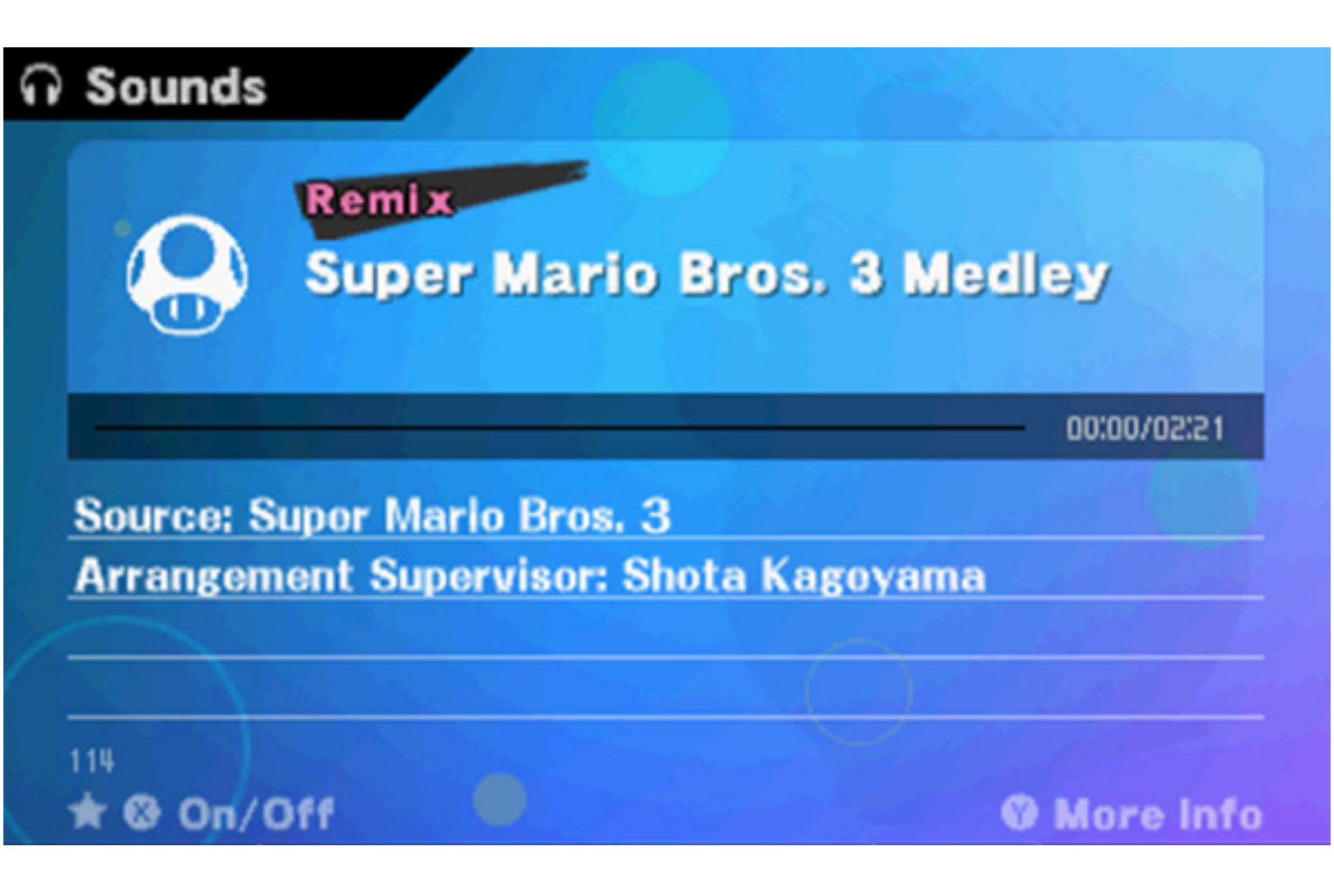
Press START during a battle to take a snapshot through the pause menu.

Replays


L
By Mode
Menu
xxx
Smash 01/01/2011
xxx
Multi-Man Smash 01/01/2011
04:37 xxx

View and manage your saved replays! Replays can be organized by the order in which they were saved, by stage, by creator, or by game mode. Use L and R to cycle through these options. Select a replay to view it, add a brief comment, or delete it from your SD card.

Sounds

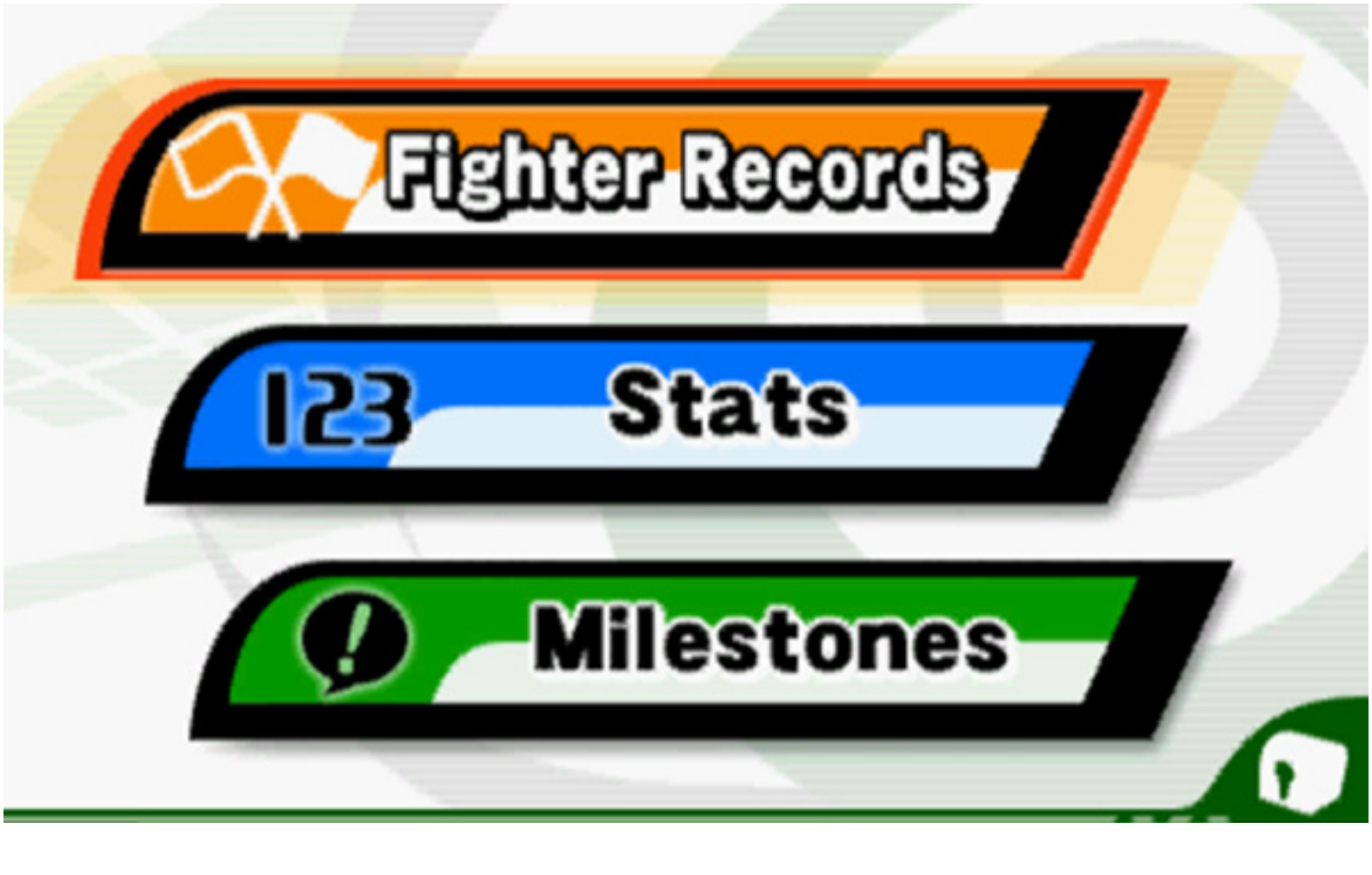

Sounds
Remix
Super Mario Bros. 3 Medley
00:00/02:21
Source: Super Mario Bros. 3
Arrangement Supervisor: Shota Kageyama
114
On/Off
More Info

Sounds allows you to listen to all of the music and voice samples you've unlocked. Use the Touch Screen to select tracks, toggle between music and voices, mark your favorite songs, or activate the Play in Sleep Mode option (found in the Touch Screen's upper-right corner).

Tip

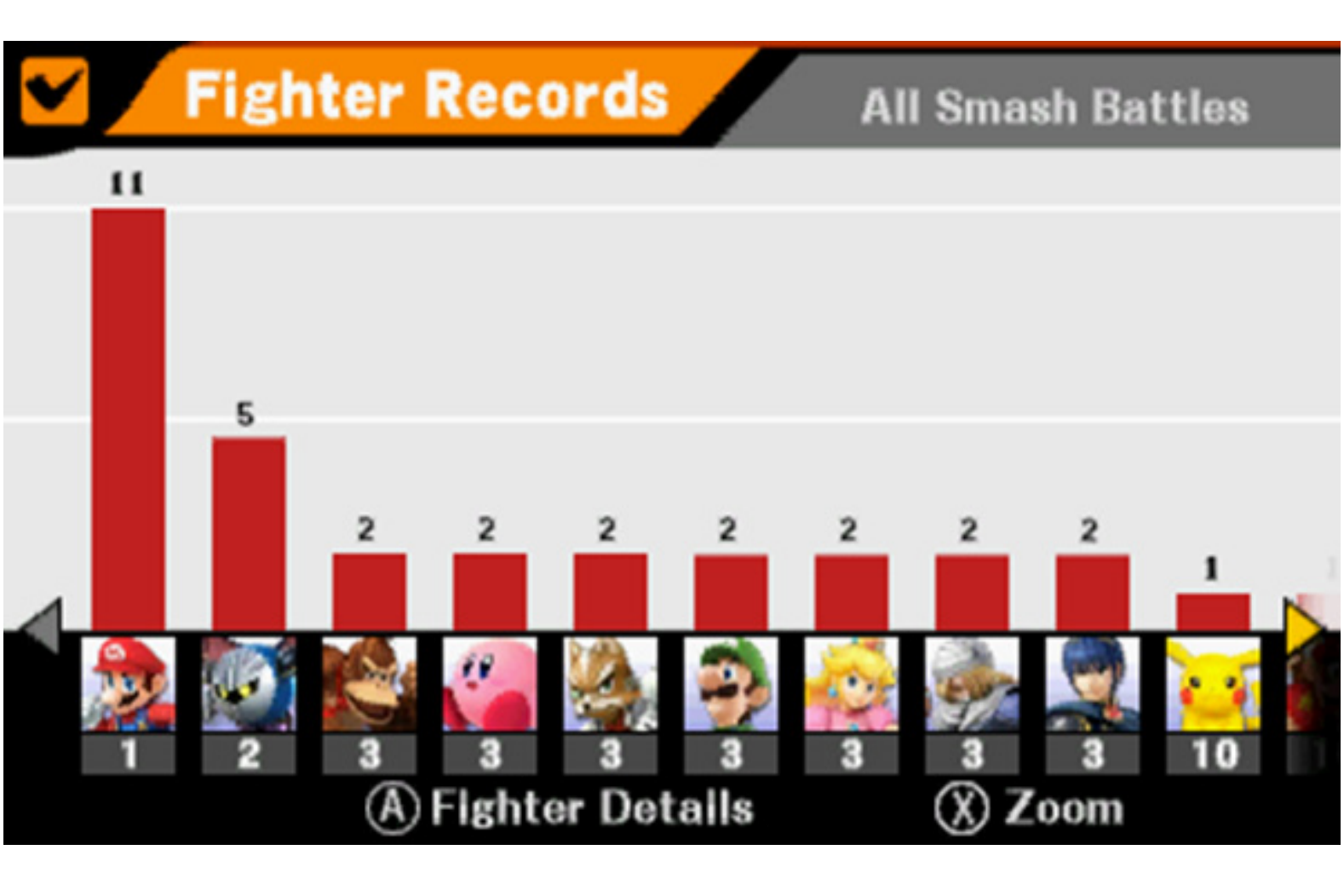
When Play in Sleep Mode is active, you can use headphones to listen to music while your system is in Sleep Mode. You can then use L to skip to the previous song and R to skip to the next song.

Records


Fighter Records
123
Stats
Milestones

Records contains information about how you've been playing the game. Review your fighter records, current stats, and all of the milestones you've earned.

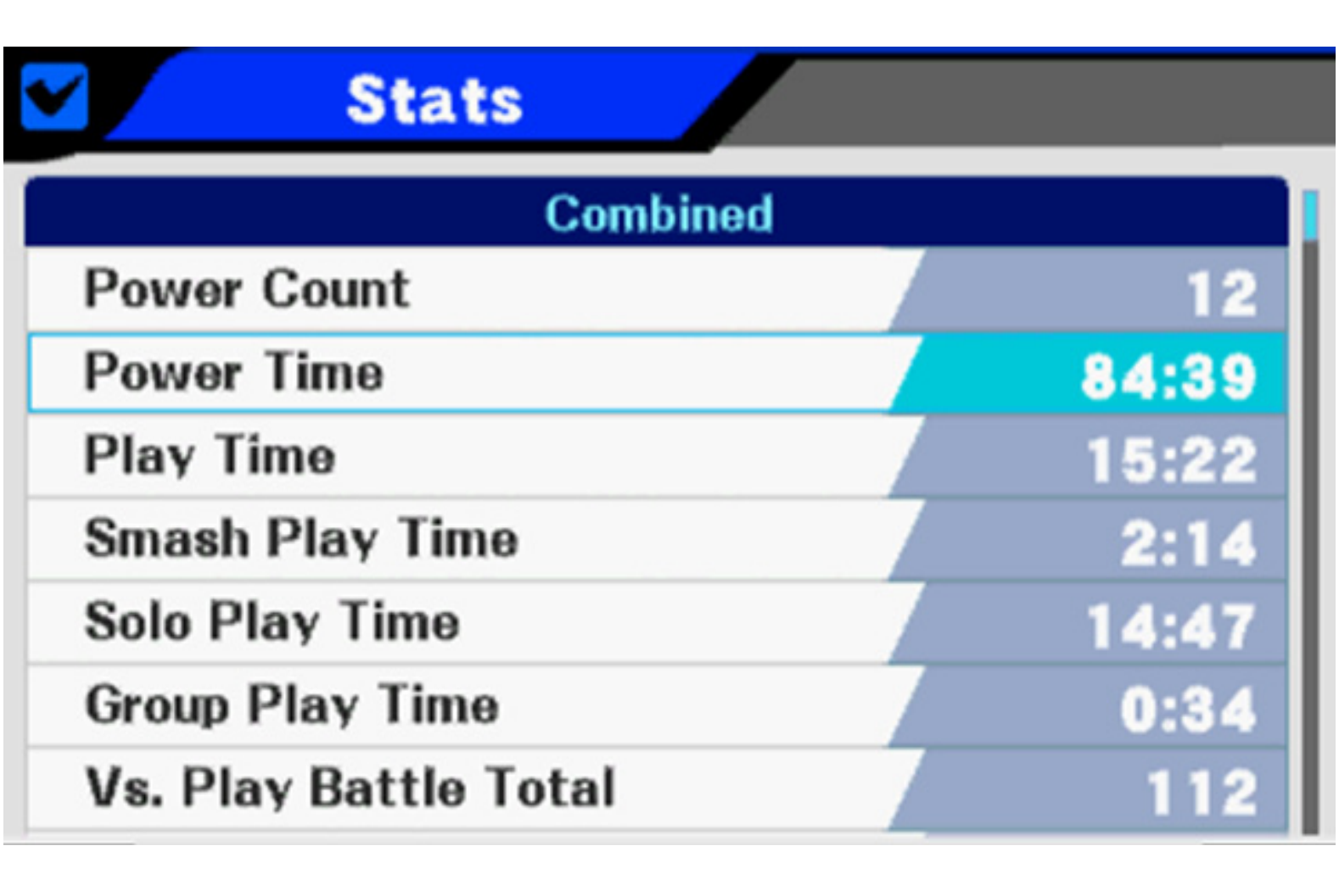
Fighter Records


Fighter Records
All Smash Battles
11
5
2
2
2
2
2
2
2
1
1
2
3
3
3
3
3
3
3
10
Fighter Details
Zoom

Review extensive records for each of the fighters on your roster! Use the Touch Screen to select specific records, then check the Main Display for each fighter's current rank. The game tracks virtually everything each fighter does—from the KOs a character has scored to how many items he or she has collected. You'll have all of the information you need to determine just how effective you've been with each fighter.

Fighter records are arranged by game mode; use the Touch Screen to select one of the available options.

Stats

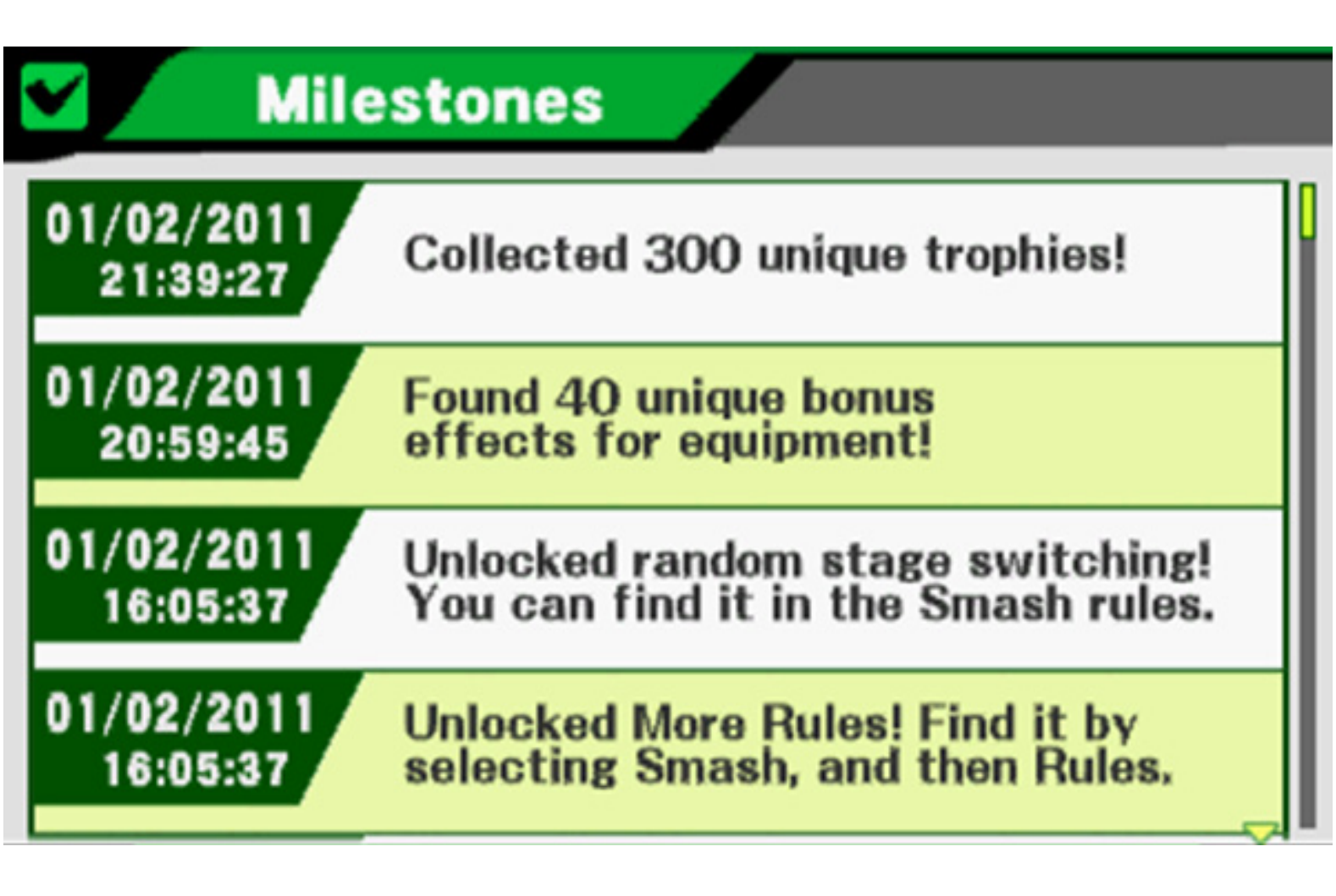


Stats

Combined	
Power Count	12
Power Time	84:39
Play Time	15:22
Smash Play Time	2:14
Solo Play Time	14:47
Group Play Time	0:34
Vs. Play Battle Total	112

Stats tracks virtually every detail of how you've been playing the game. How many times have you turned on the game? How many total KOs have you scored? How much gold have you spent on trophies? If you're curious about how you've spent your time in-game, this is the section for you! Select an item on the Main Display, then refer to the Touch Screen for a more detailed description of the statistic.

Milestones



Milestones

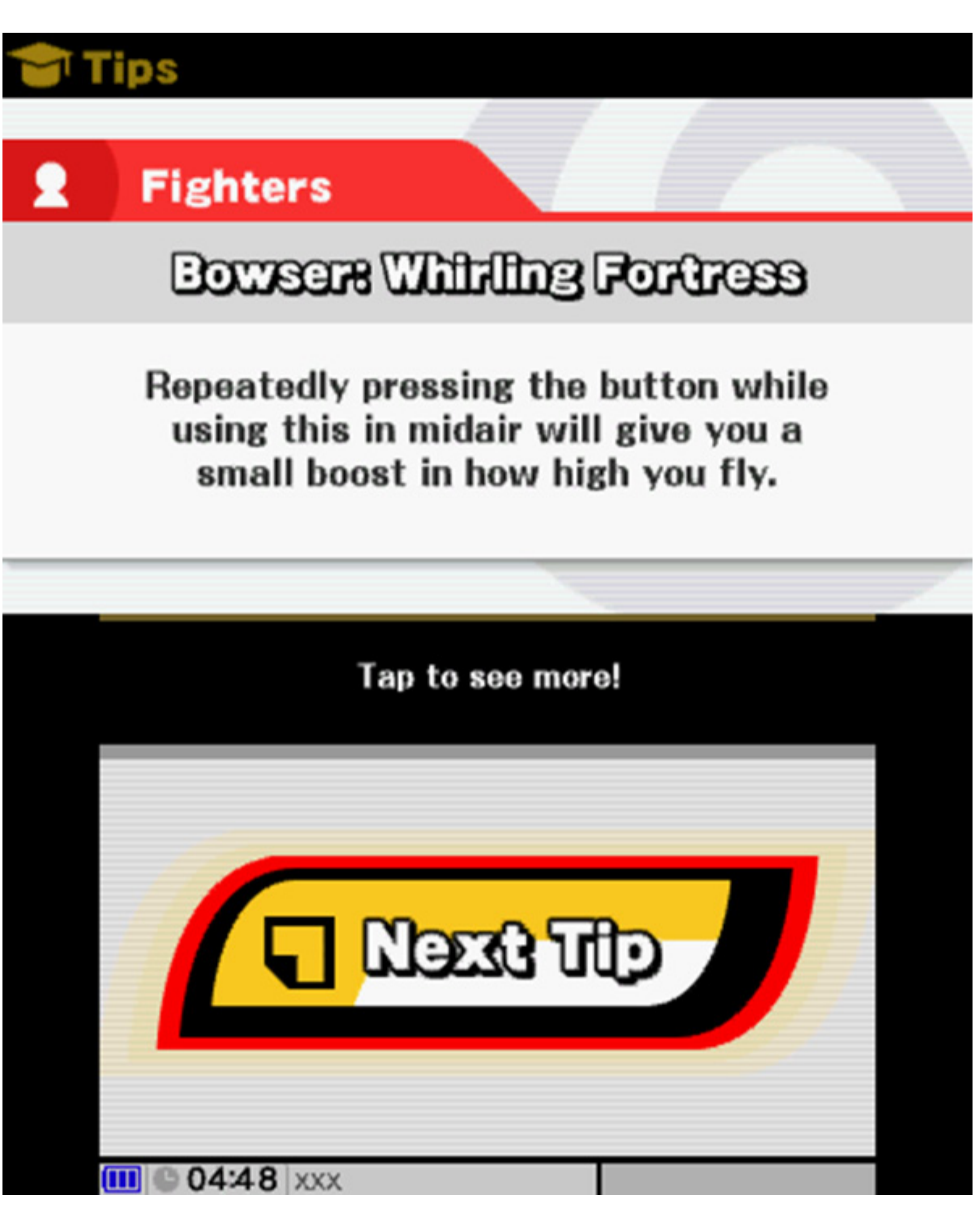
01/02/2011 21:39:27	Collected 300 unique trophies!
01/02/2011 20:59:45	Found 40 unique bonus effects for equipment!
01/02/2011 16:05:37	Unlocked random stage switching! You can find it in the Smash rules.
01/02/2011 16:05:37	Unlocked More Rules! Find it by selecting Smash, and then Rules.

Check all of the milestones you've reached in the game and when you reached them. Use the Circle Pad to scroll through your milestones on the Main Display and see just how far you've come!

Note

Please refer to the guide's checklists for complete lists of milestones.

Tips

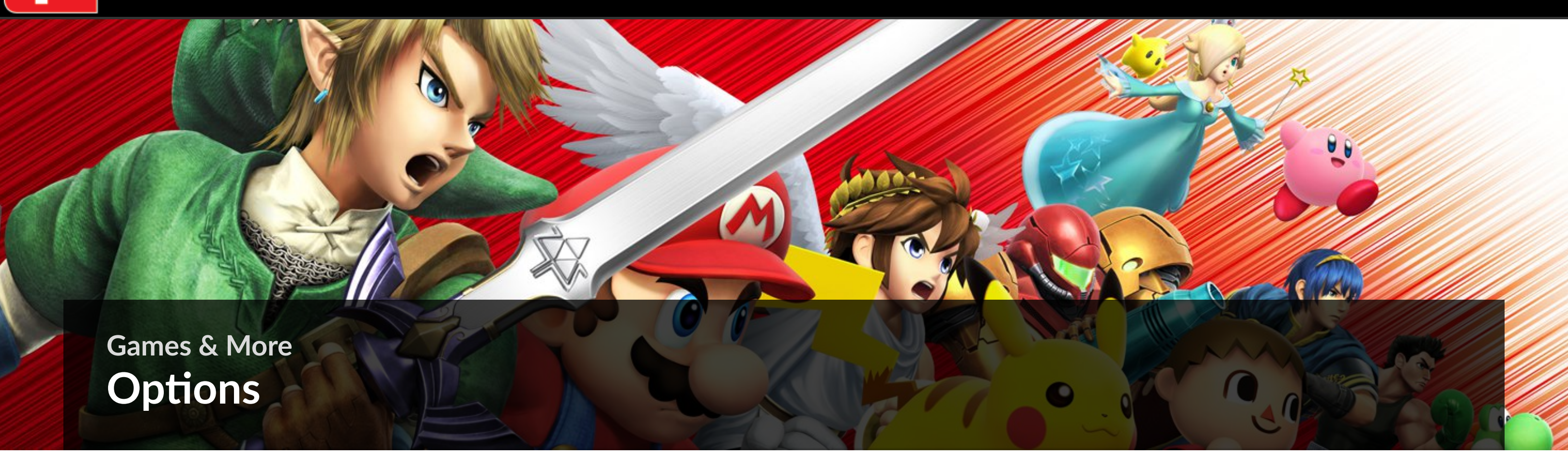

Tips
Fighters
Next Tip
04:48 xxx

Bowser: Whirling Fortress

Repeatedly pressing the button while using this in midair will give you a small boost in how high you fly.

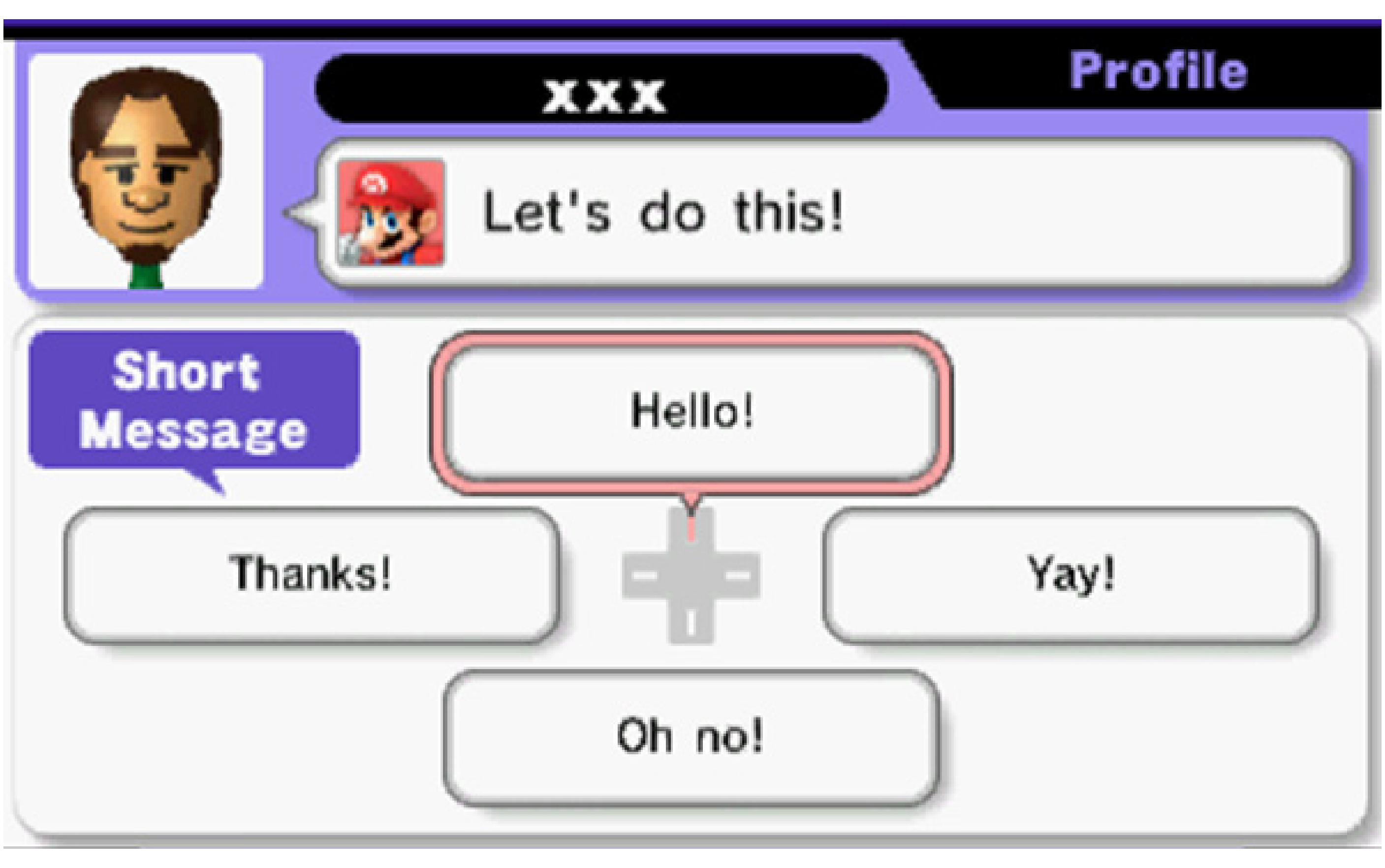
Tap to see more!

Review this handy collection of helpful tips. Tap the icon on the Touch screen to load a randomly selected tip about fighters, stages, items, game modes, and more!



Options

Options Overview


xxx
Profile
Short Message

Let's do this!

Hello!

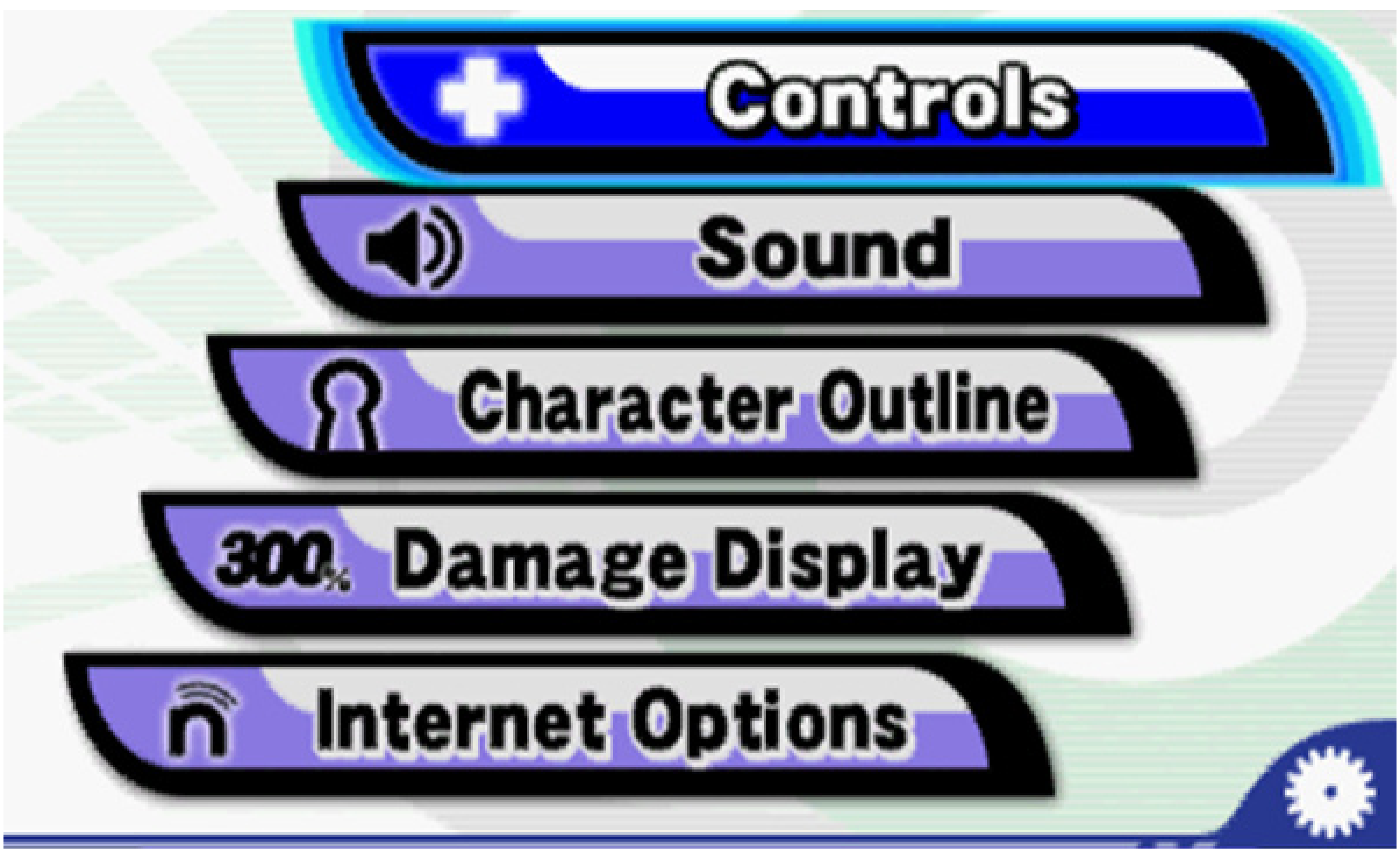
Thanks!

Yay!

Oh no!

Customize your experience by adjusting the game's default settings. The choices you make here affect nearly every mode in the game, so return to here anytime you need to make a change.

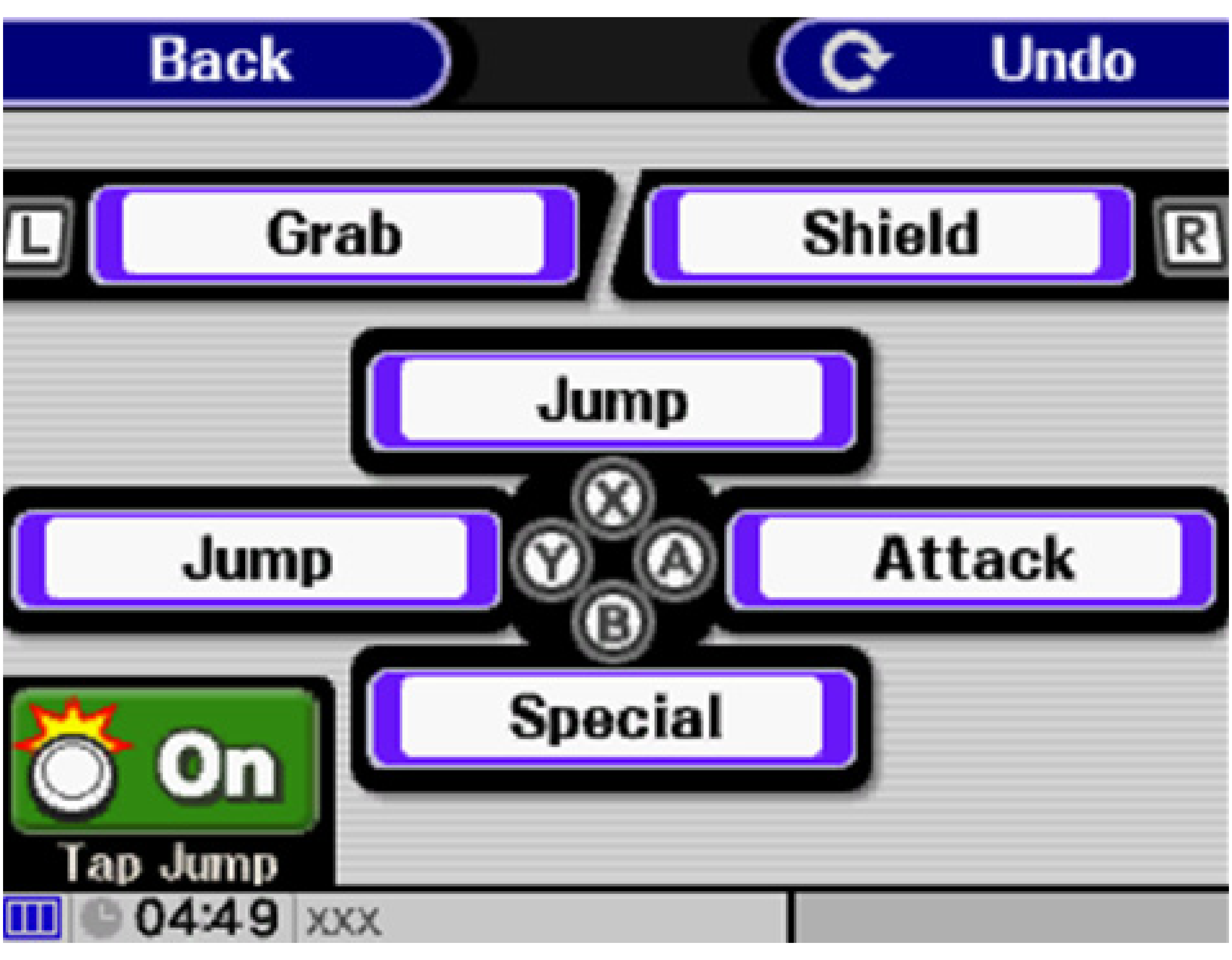
Options Menu


Controls
Sound
Character Outline
300% Damage Display
Internet Options

The "Options" menu is divided into five categories:

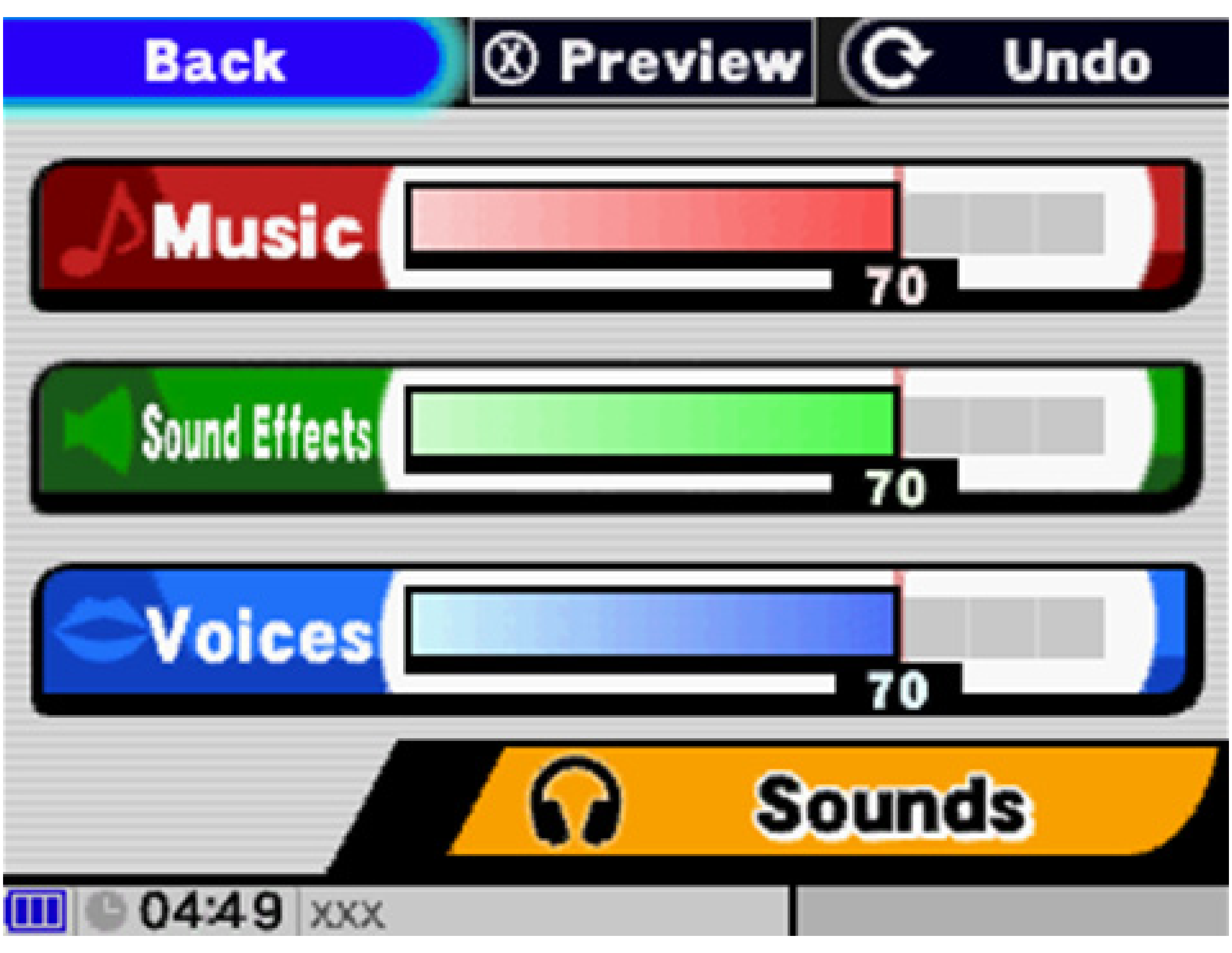
- Controls: Change the button configuration.
- Sound: Adjust the volume of music, sound effects, and voices.
- Character Outline: Change the thickness of the outlines surrounding the fighters.
- Damage Display: Change the location of the damage percentages displayed on the Touch Screen.
- Internet Options: Change your online settings and edit your profile.

Controls


Back
Undo
L
Grab
Shield
R
Jump
X
Jump
Y
A
Attack
B
Special
On
Tap Jump
04:49
xxx

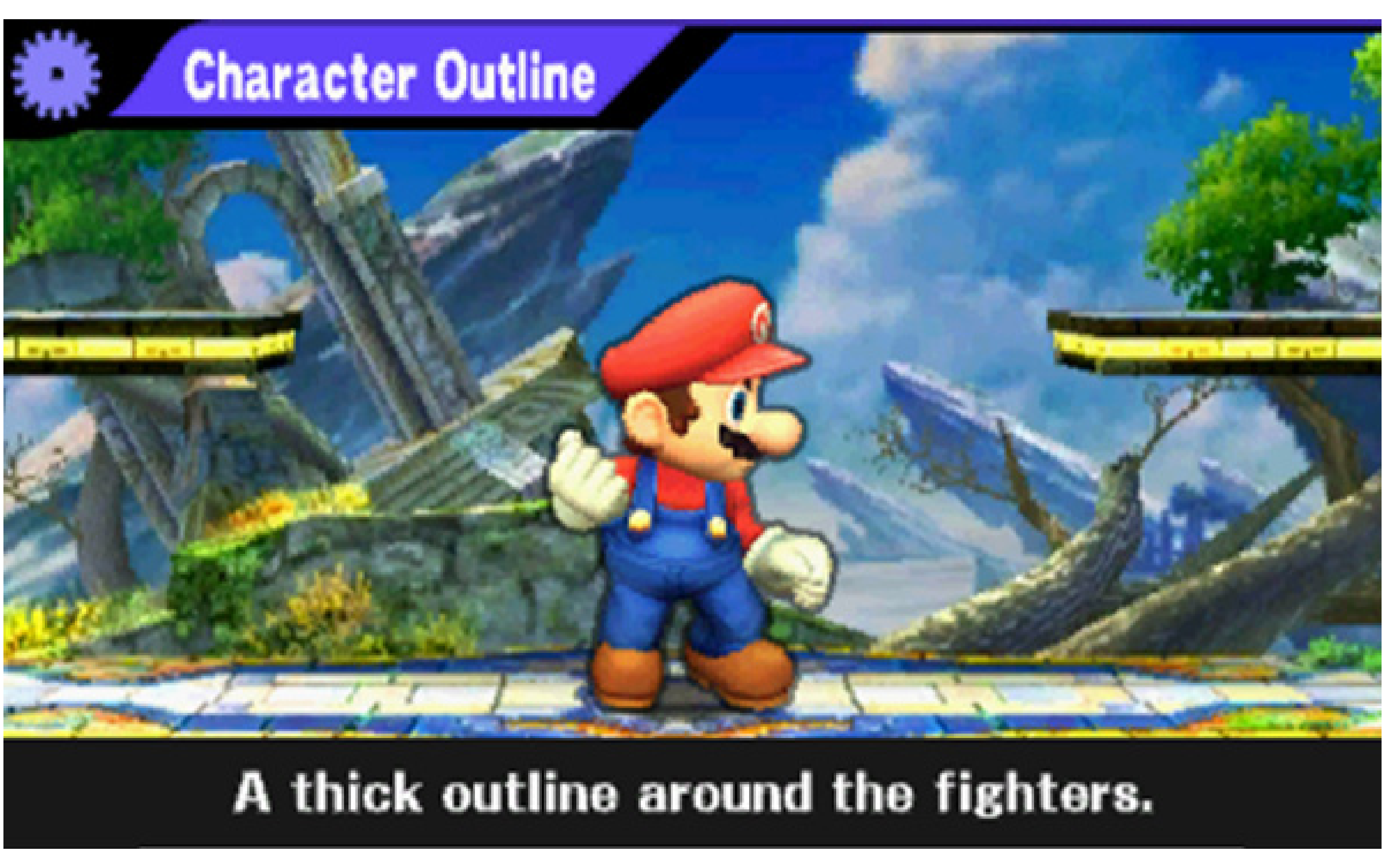
Your current control scheme is displayed on the Touch Screen. To adjust the controls, touch one of the available functions and slide it to the desired button.

Sound


Back
Ⓧ Preview
Undo
Music
70
Sound Effects
70
Voices
70
Sounds
04:49
xxx

The current sound levels are displayed on the Touch Screen. Adjust the volume of the game's music, sound effects, and voices to match your tastes. You can preview your settings before you exit, or use the tab near the bottom of the Touch Screen to access all of the music and voices you've managed to collect.

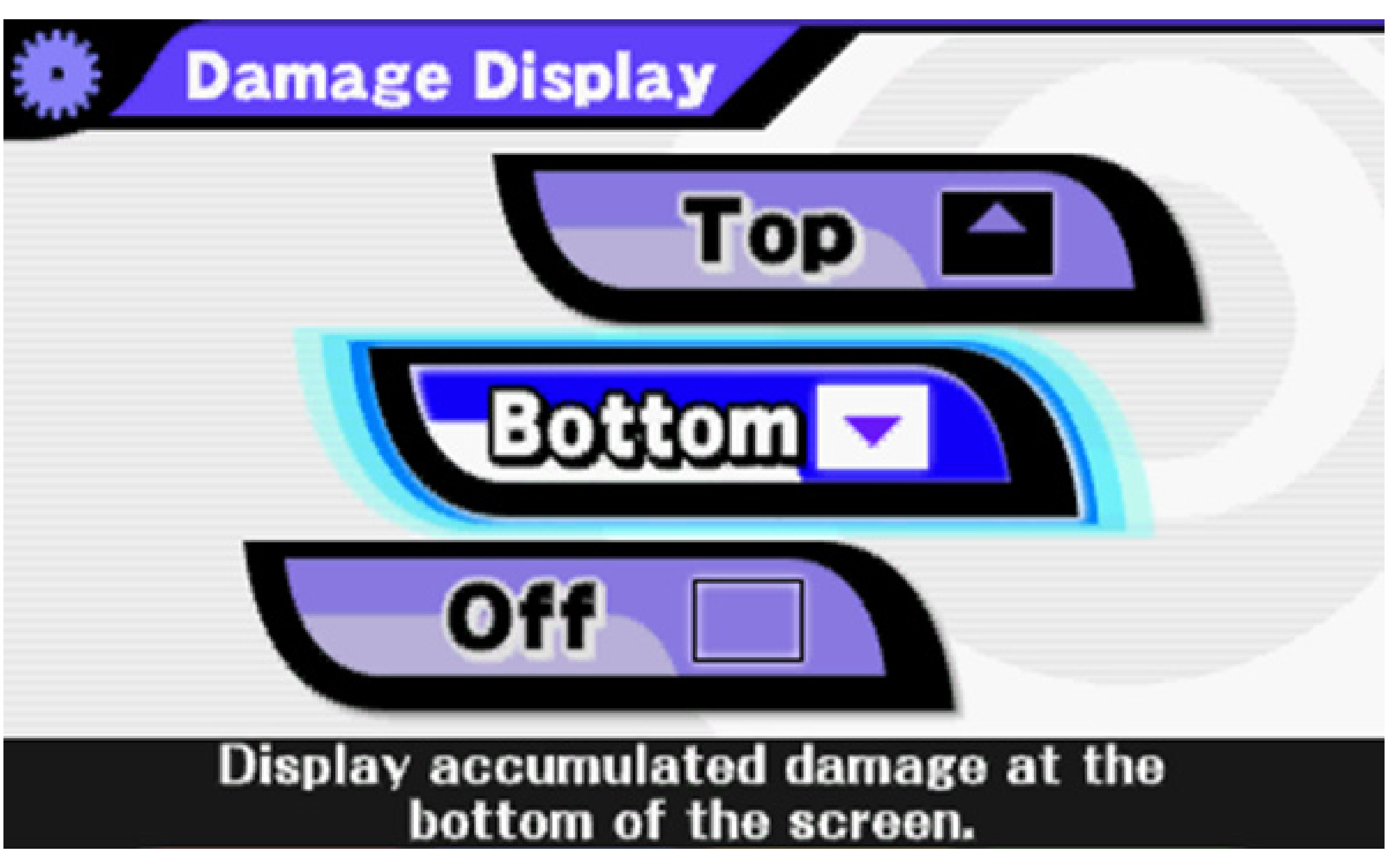
Character Outline


Character Outline

A thick outline around the fighters.

Adjust the outline that appears around the fighters. You can choose between a thick outline and a thin outline, or you can eliminate the outline altogether.

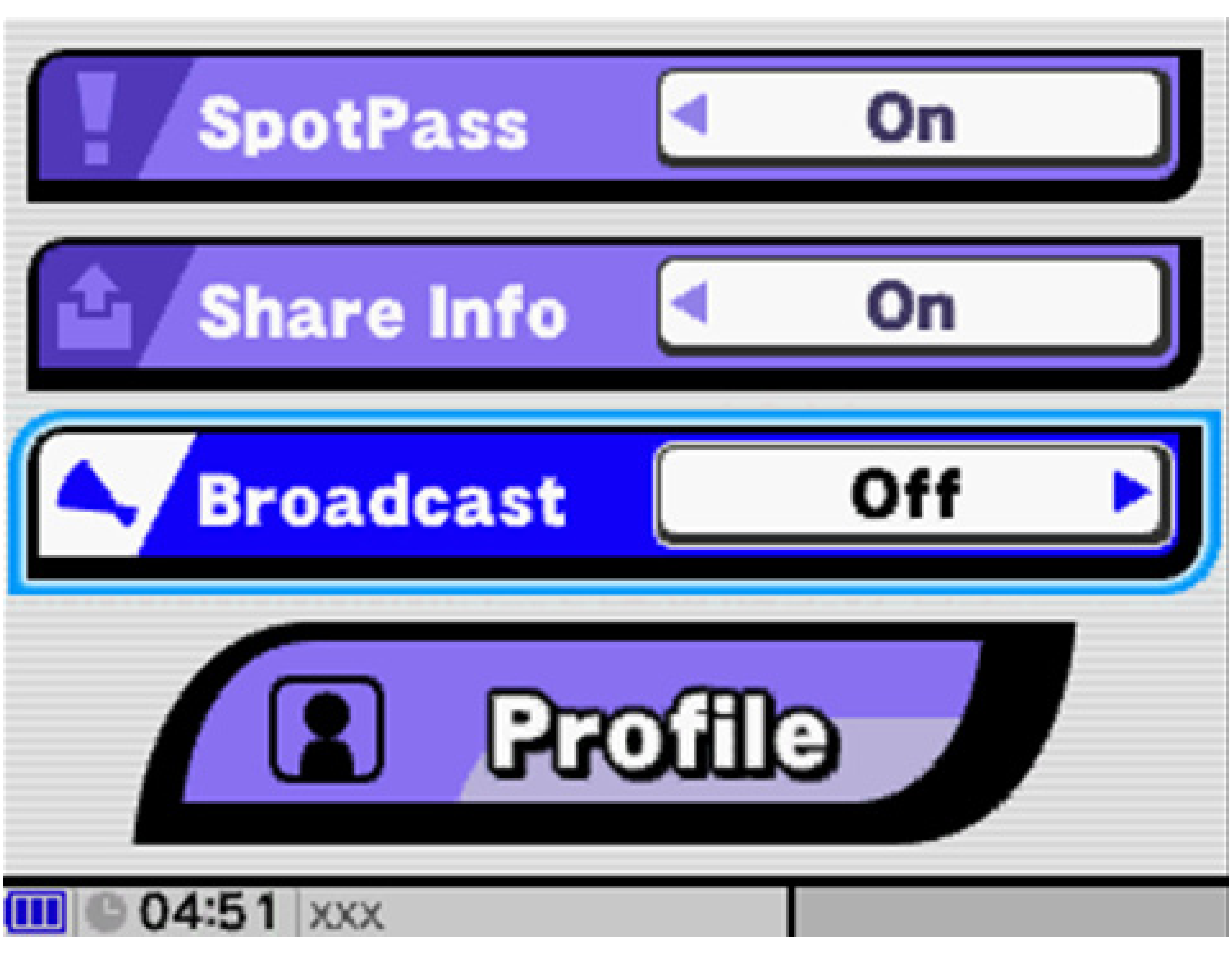
Damage Display


Damage Display
Top
Bottom
Off

Display accumulated damage at the bottom of the screen.

Use this setting to determine where damage percentages will be displayed during battle. You can display this information at the top or bottom of each fighter's portrait, or you can prevent this information from being displayed at all.

Internet Options



SpotPass: On

Share Info: On

Broadcast: Off

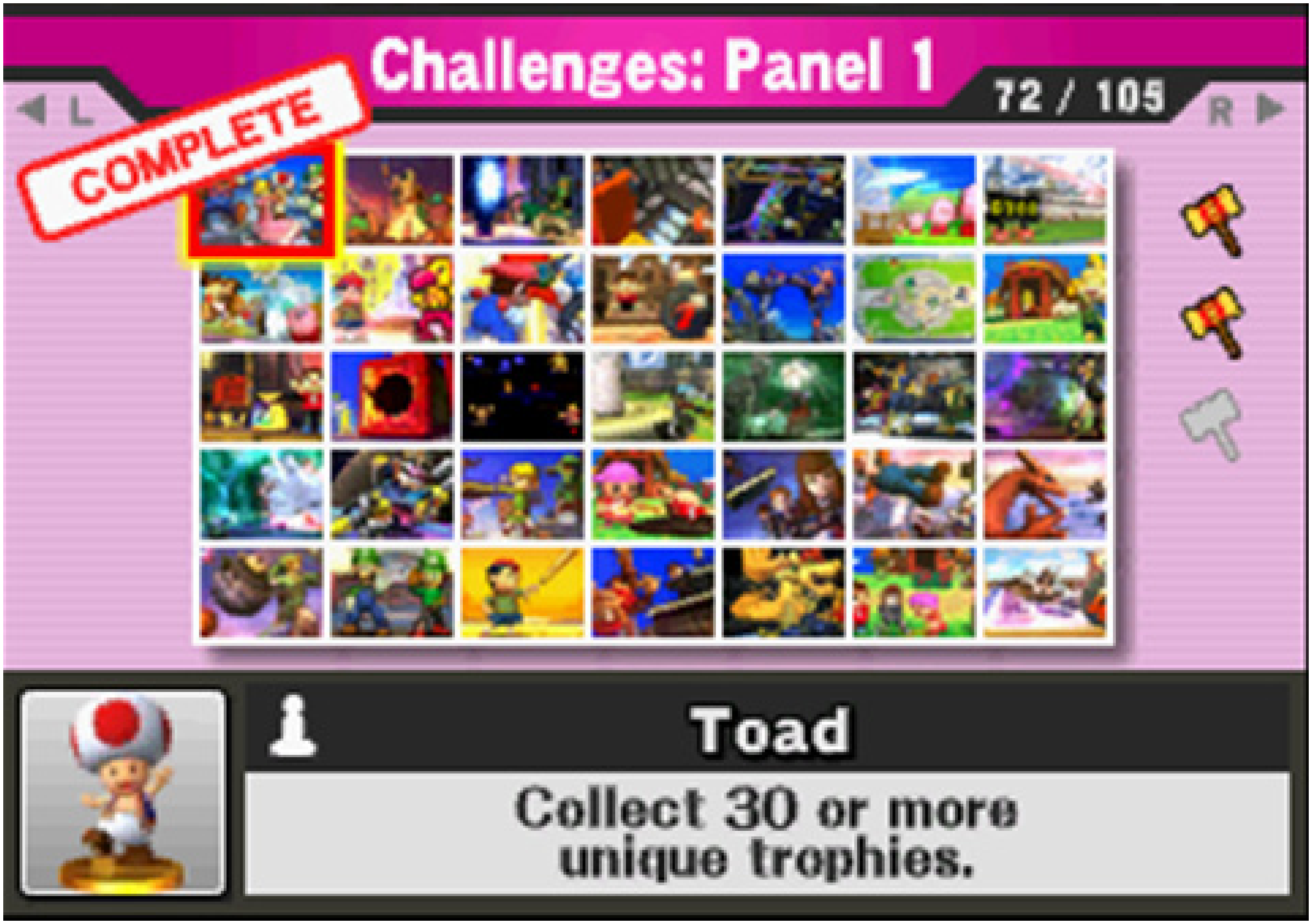
Profile

This menu allows you to change your online settings and edit your personal profile:

- SpotPass: This setting determines whether or not you receive SpotPass notifications about the game.
- Share Info: This setting determines whether or not Nintendo will receive information about how you play the game.
- Broadcast: This setting determines whether or not other players will be able to watch your battles in Spectator mode.
- Profile: Select this option to select your profile icon, change your greeting, or edit the short messages assigned to the +Control Pad.

Challenge

Challenge Overview

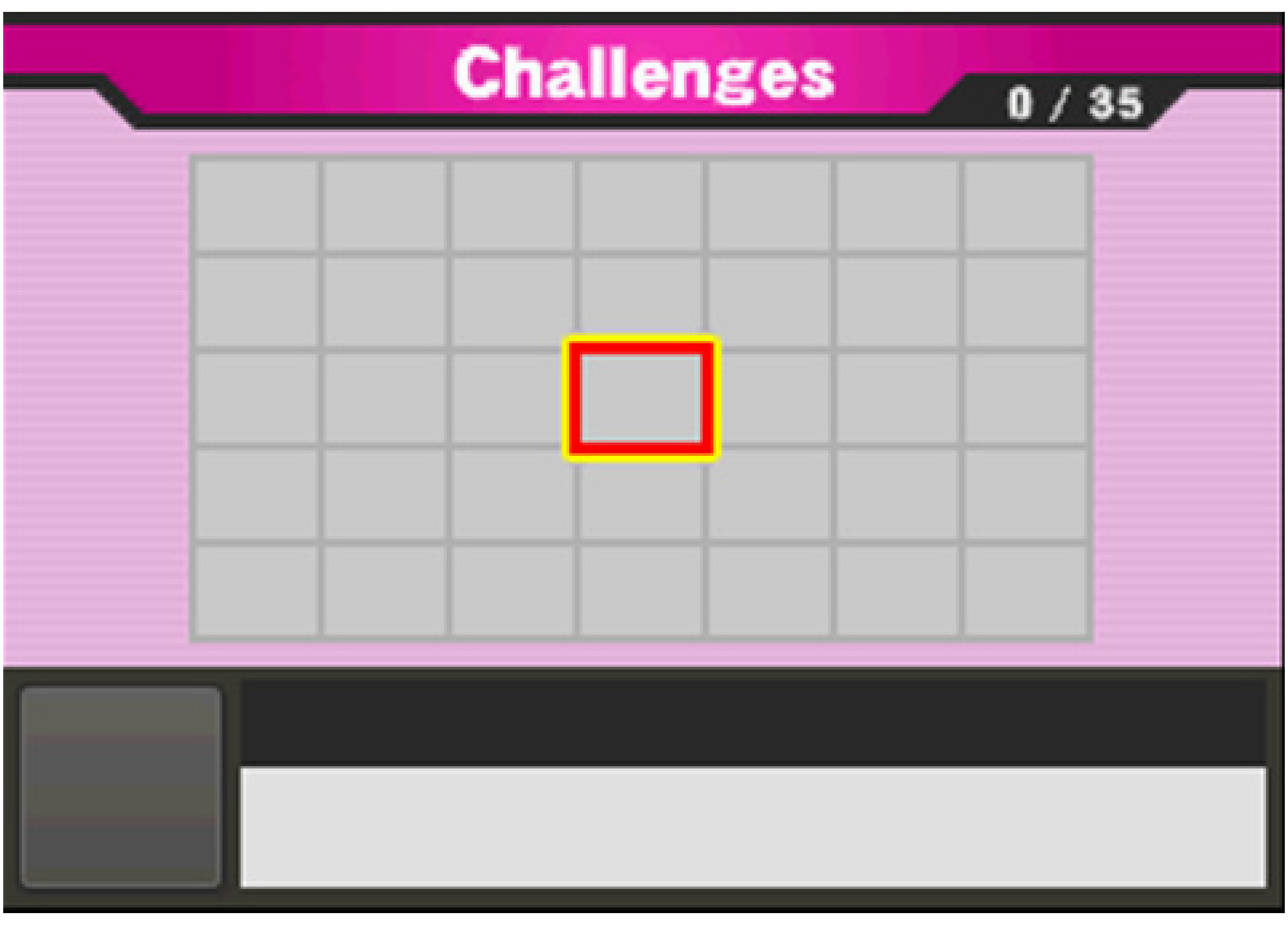


Toad

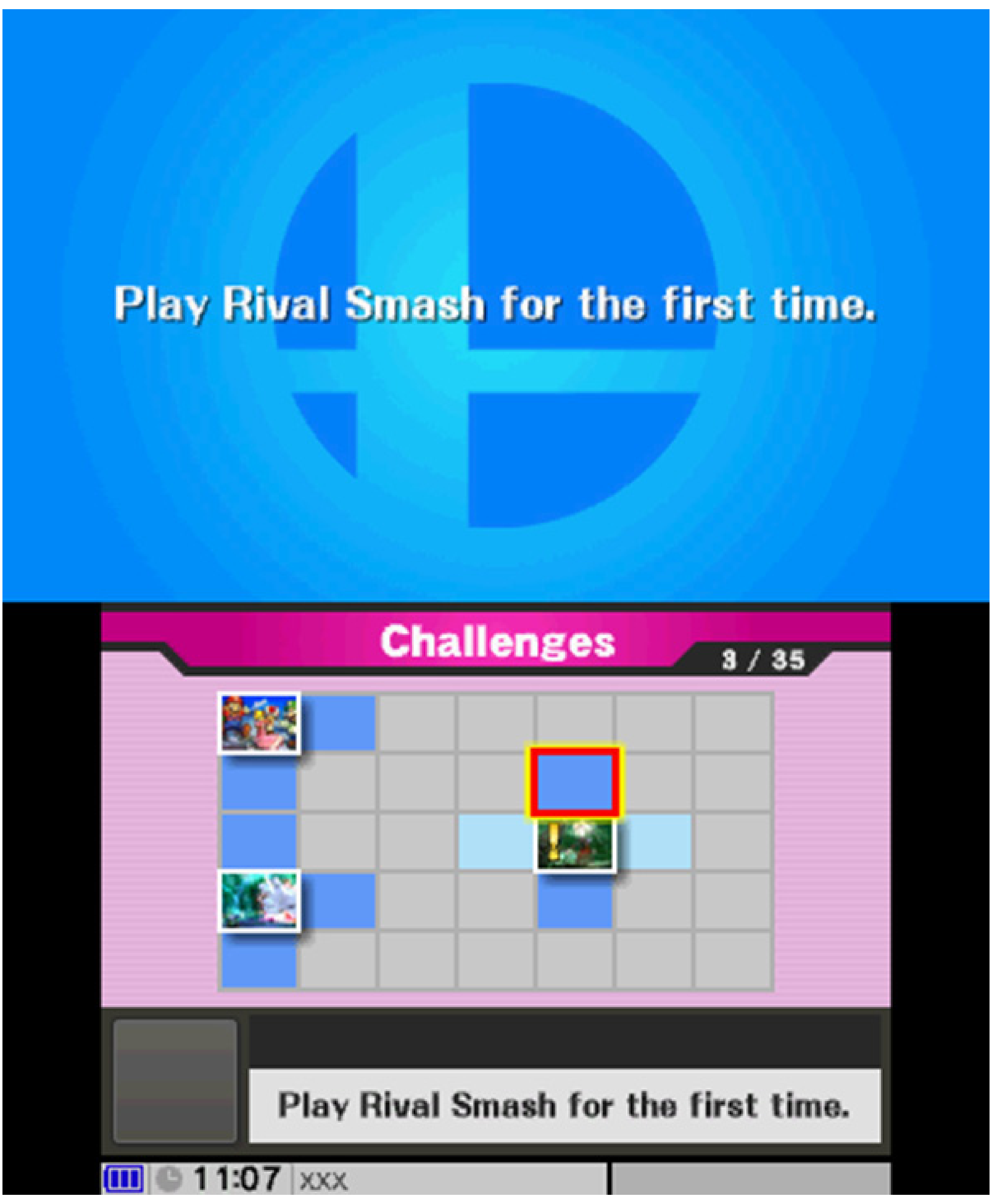
Collect 30 or more unique trophies.

The game offers a total of 105 Challenges. Complete these tasks to add them to your Challenge panels and unlock the corresponding rewards. You'll unlock many of these Challenges by simply exploring the game's many modes and features. Some of these tasks, however, require a fair amount of time, skill, and determination.

Revealing Challenges

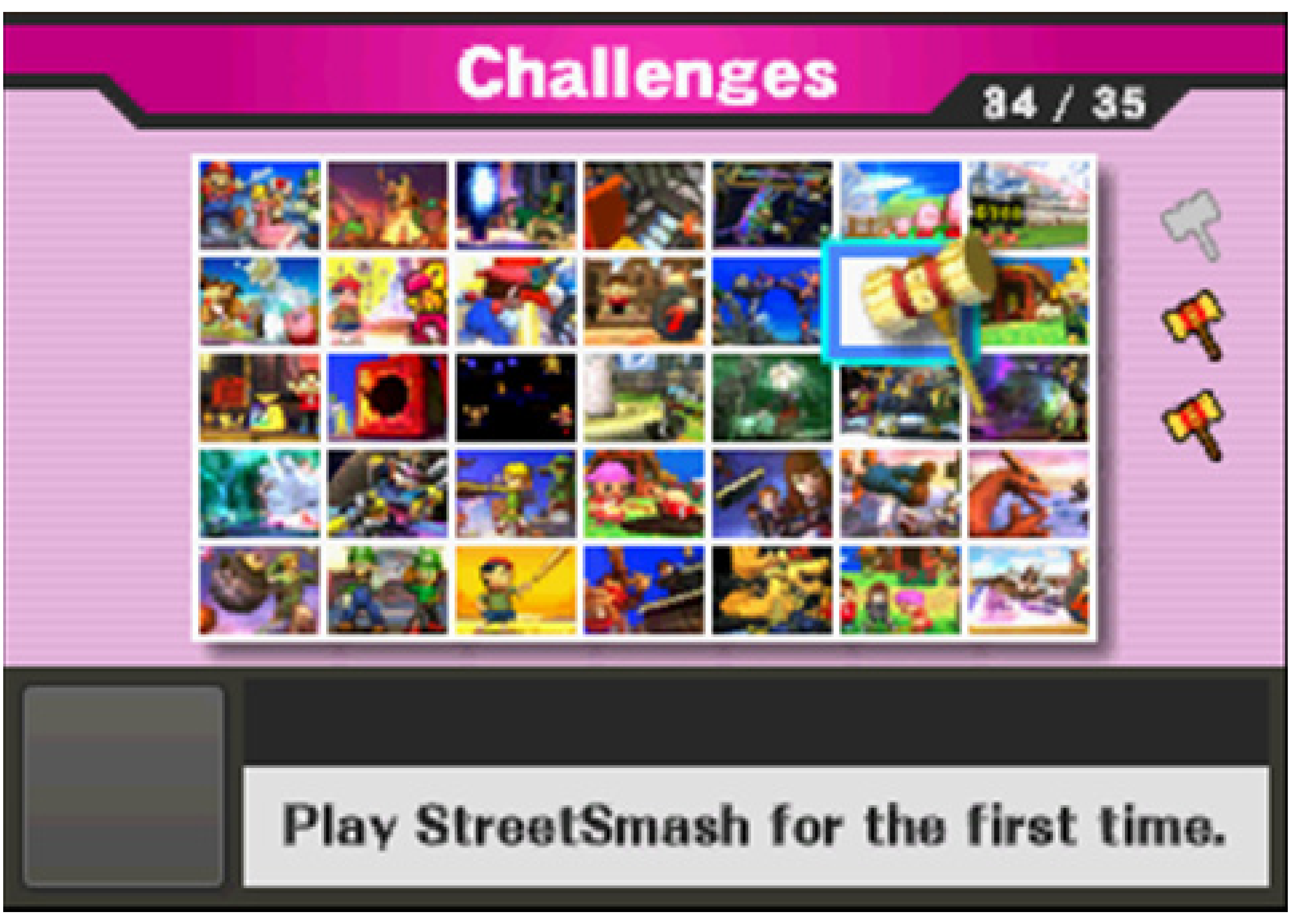


You start the game with a single panel containing 35 gray tiles, each of which holds a hidden Challenge. You must complete at least one of these secret tasks before you are provided any additional details.


Play Rival Smash for the first time.

Play Rival Smash for the first time.

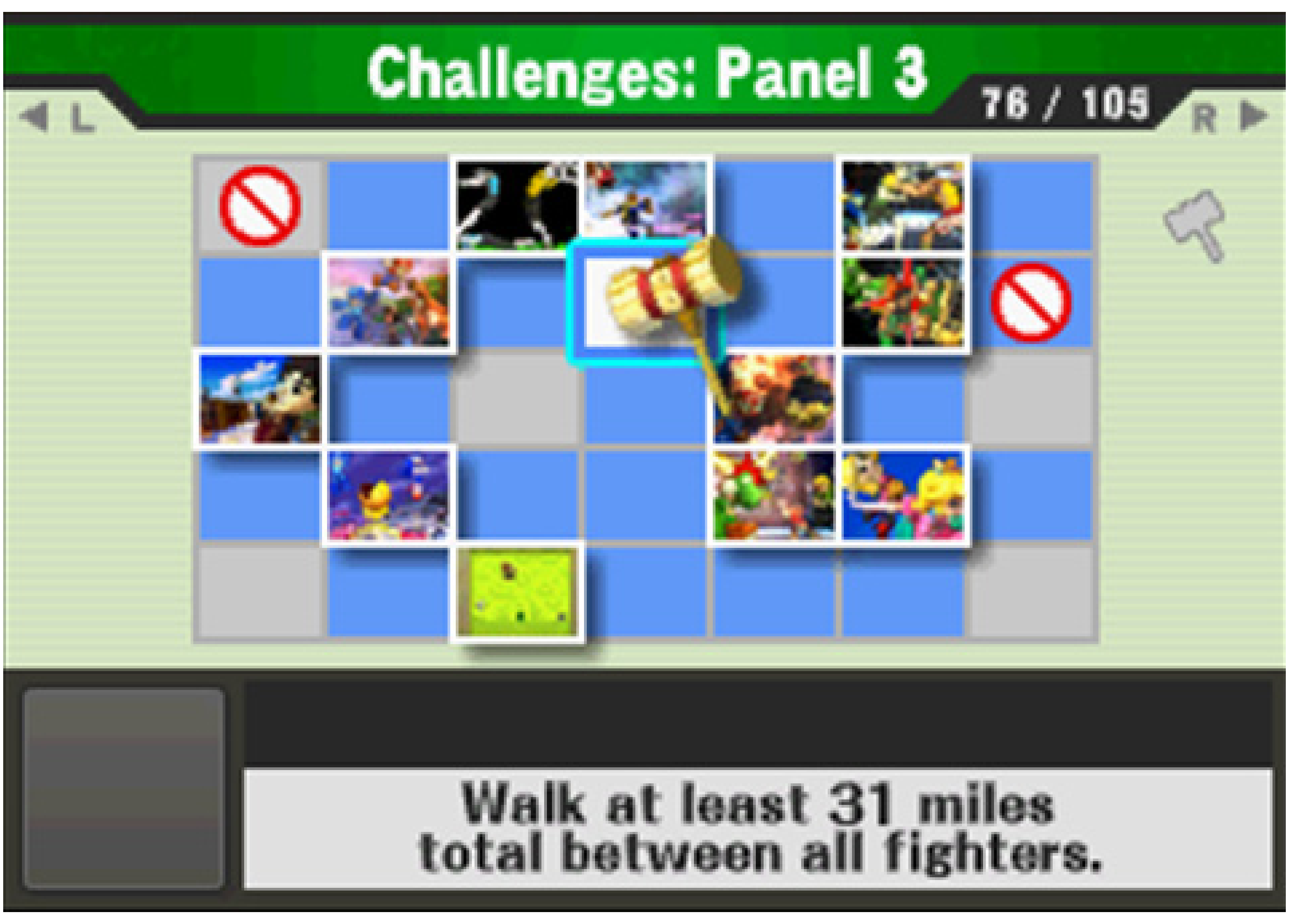
When you successfully complete a Challenge, an image appears on the corresponding tile. Select this image on the Touch Screen to review the task you've completed and the resulting reward. Additionally, completing a Challenge causes any adjacent tiles to change color. Blue tiles represent revealed (but incomplete) Challenges. If a tile turns light blue, it means that completing the revealed Challenge will grant you a hammer in addition to the standard reward.



Play StreetSmash for the first time.

There are three hammers hidden within each Challenge panel. When you complete an appropriate Challenge, a single-use hammer appears near the Touch Screen's right edge. Hammers can be used to unlock Challenges without performing the corresponding tasks.

Using Hammers

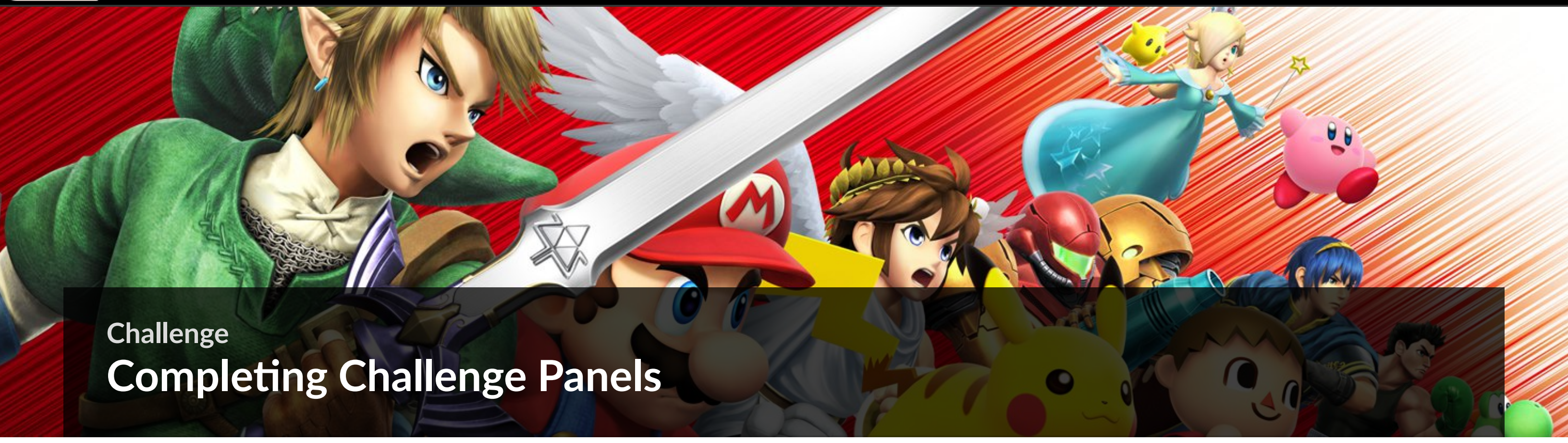


Walk at least 31 miles total between all fighters.

When you use a hammer to open a tile, you gain all the benefits of having completed the corresponding Challenge—you'll gain any rewards or hammers your selected tile contains and reveal the Challenges on any adjacent tiles. This allows you to bypass particularly difficult Challenges or to gain useful rewards fairly early in the game.

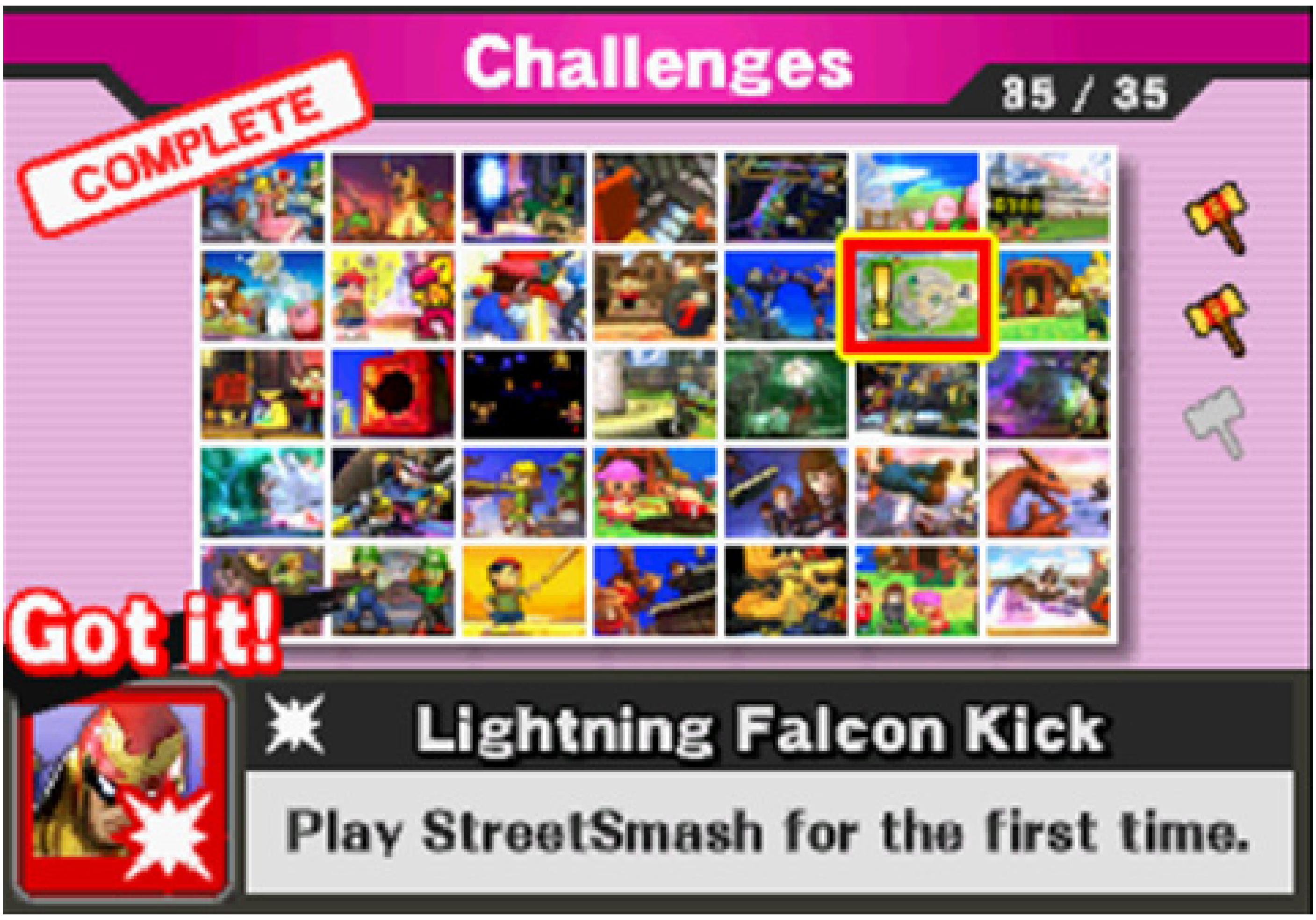
It's important to note, however, that not all Challenges can be cracked. When you select a hammer, look for any "no symbols" that appear on the Challenge panel. These tiles are impervious to hammers and can only be unlocked by completing the stated Challenges through gameplay.

Each hammer can only be used within its panel of origin. You can't, for example, use a hammer earned from the first Challenge panel to crack a tile on one of the subsequent panels. This means when you complete a Challenge panel, any unused hammers will go to waste. So, plan accordingly!



Challenge

Completing Challenge Panels



Challenges

35 / 35

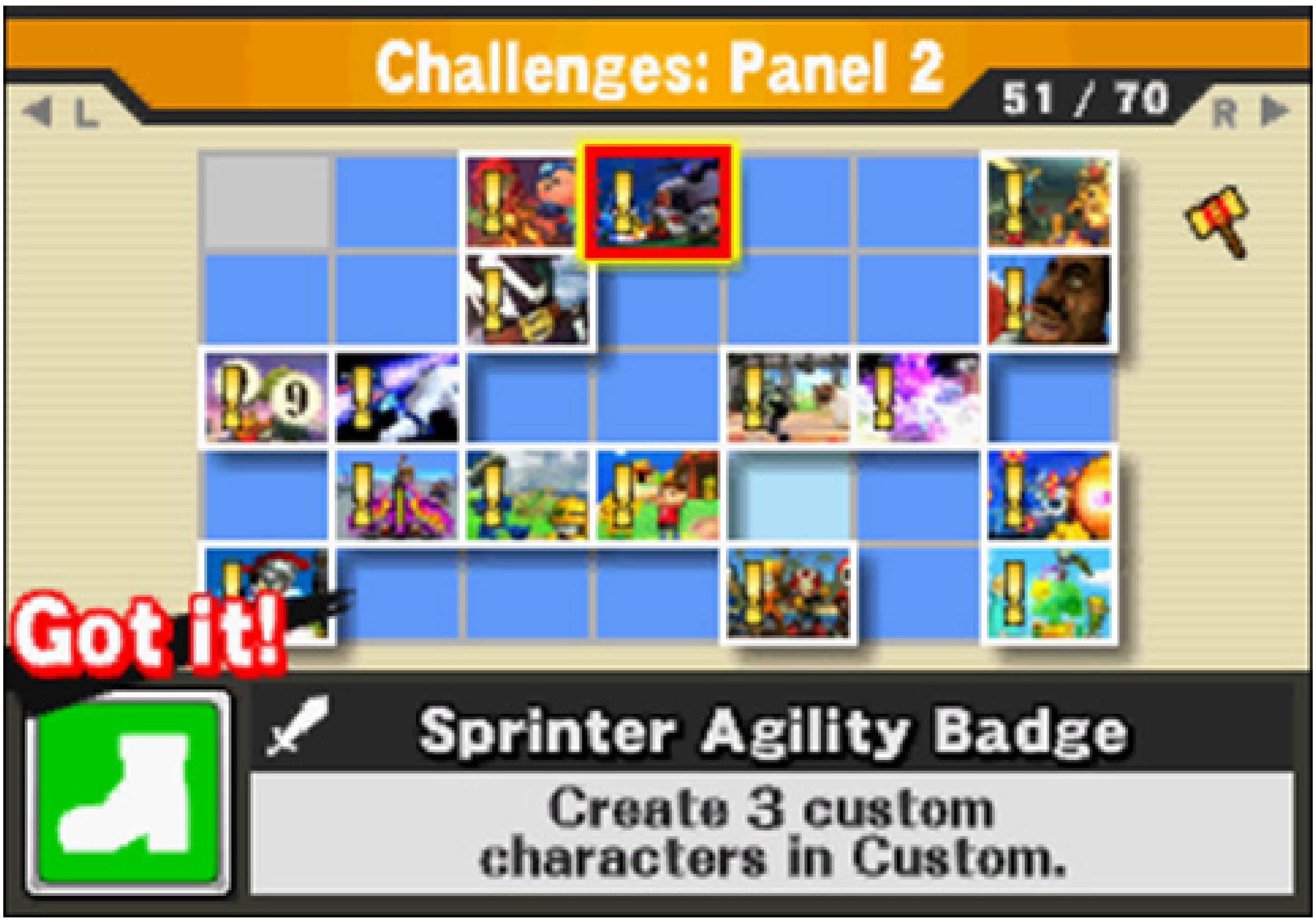
COMPLETE

Got it!

Lightning Falcon Kick

Play StreetSmash for the first time.

To complete a Challenge panel, you must open all 35 of its tiles. The second Challenge panel only becomes available once you've completed the first. The third Challenge panel becomes available once you've unlocked all available characters and stages.



Challenges: Panel 2

L

51 / 70

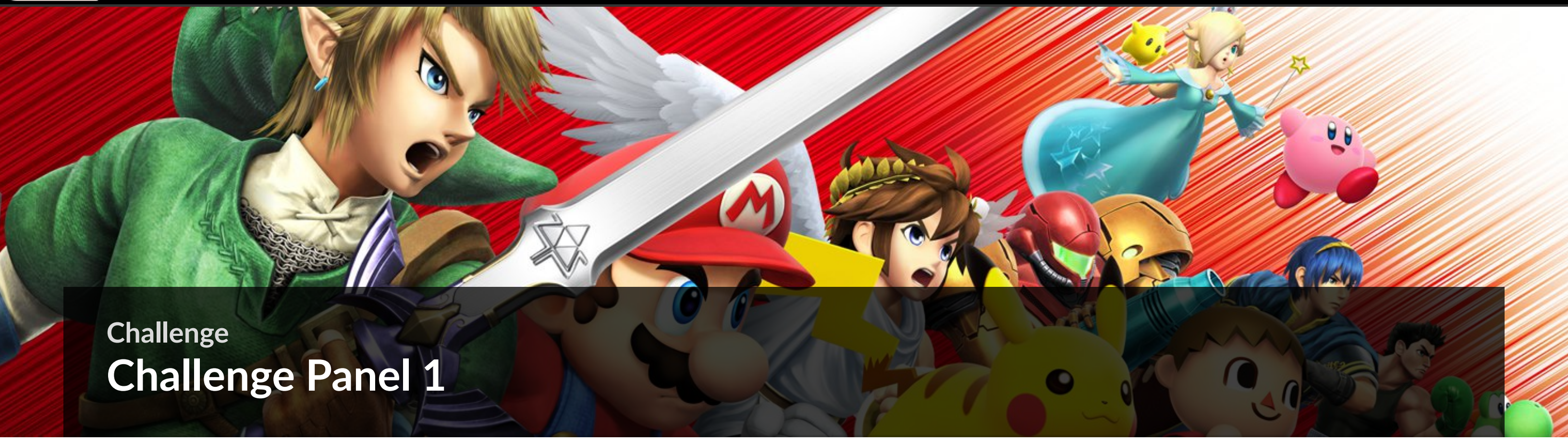
R

Got it!

Sprinter Agility Badge

Create 3 custom characters in Custom.

If you completed any of the new Challenges before they became available, your progress will be applied to the panel as soon as it's unlocked. Completing each Challenge panel also unlocks a special reward.



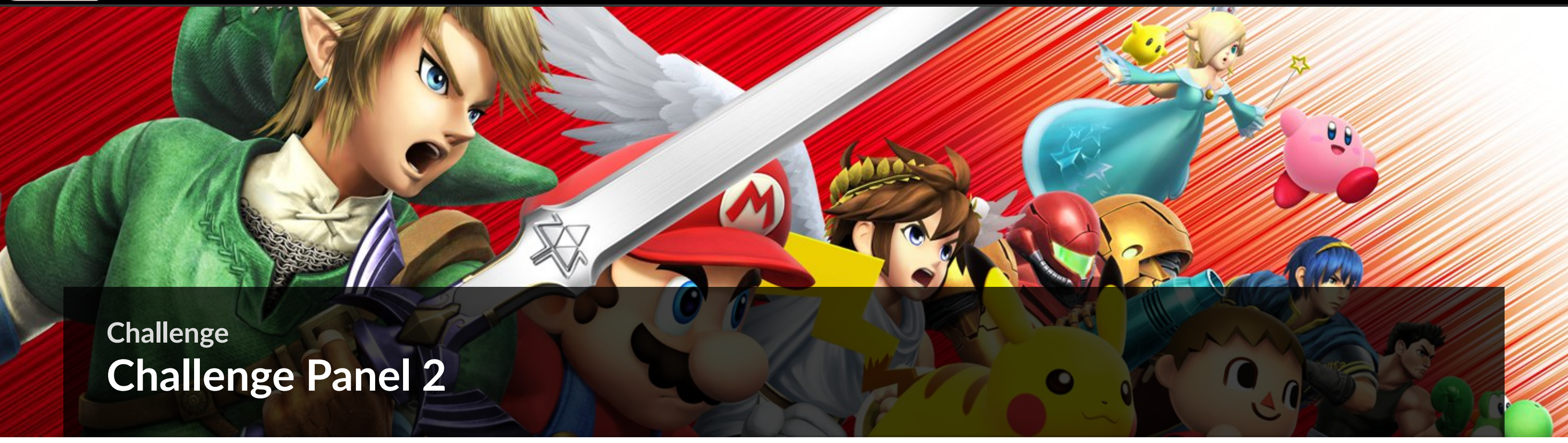
Challenge

Challenge Panel 1

The first Challenge panel is always available.

CHALLENGE	REWARD
Collect 30 or more unique trophies.	Trophy: Toad
Place first in 1 or more Smash Run final battles.	Power: Lv. 1 Horizon Beam
Clear All-Star on Easy.	Trophy: Epona
Create 1 or more Mii Fighters in Custom.	Headgear: Football Helmet
Battle 3 or more times on the Rainbow Road stage in Smash.	Trophy: Peach + Birthday Girl
Use a Final Smash while playing as Kirby.	Stage: Dream Land
Hit Sandbag 984 ft. or more in Home-Run Contest.	Trophy: Bonkers
Get a max combo of 10 or more in Training.	Special: Huge Header (Wii Fit Trainer)
Unlock the hidden character Ness.	Stage: Magicant
Collect 5 unique custom headgear items	Power: Lv. 1 Strong Head
Play Target Blast for the first time.	Pokémon: Xerneas
Play Rival Smash for the first time.	Headgear: Super Mushroom Hat
Play StreetSmash for the first time.t	Special: Lightning Falcon Kick(Captain Falcon)
Battle 2 or more times on the Tortimer Island stage in Smash.	Special: Liftoff Lloid (Villager)
Obtain 10 types of Smash Run Powers.	Power: Lv. 2 Reflector
🔨 Play Trophy Rush for the first time.	Trophy: Timmy & Tommy
Use a Final Smash while playing as PAC-MAN.	Stage: PAC-MAZE
🔨 Play Home-Run Contest for the first time.	Trophy: Home-Run Bat
Battle 3 or more times on the Reset Bomb Forest stage in Smash.	Trophy: Cragalanche the Mighty
🔨 Win 3 Smash Battles with Captain Falcon.	Stage: Mute City
Unlock the hidden character Dark Pit.	Trophy: Dark Pit Staff
Clear Classic on intensity 3.0 or higher.	Music: Master Handt
Unlock the hidden character Wario.	Stage: WarioWare, Inc.
Play 100-Man Smash for the first time.	Pokémon: Victini
Use Villager 3 or more times in Smash.	Stage: Balloon Fight
Play Endless Smash for the first time.	Pokémon: Genesect
Clear 10-Man Smash.	Pokémon: Zoroark
Get at least 20 KOs in 3-Minute Smash.	Trophy: Karate Joe
Destroy 300 blocks in Trophy Rush.	Special: Giant Bomb (Link)
Win 3 Smash battles with Luigi.	Headgear: Luigi's Cap
Win 2 Smash battles with Ness.	Trophy: Mr. Saturn
Play Cruel Smash for the first time.	Headgear: Spiny Hat
Collect 3 unique custom outfits.	Power: Lv. 1 Strong Body
Win 2 Smash battles with Zelda.	Headgear: Princess Zelda Wig
Score 100,000 or more in Target Blast.	Trophy: Blast Box

Open all 35 of the first Challenge panel's tiles to earn the Super Star trophy and unlock the second Challenge panel.



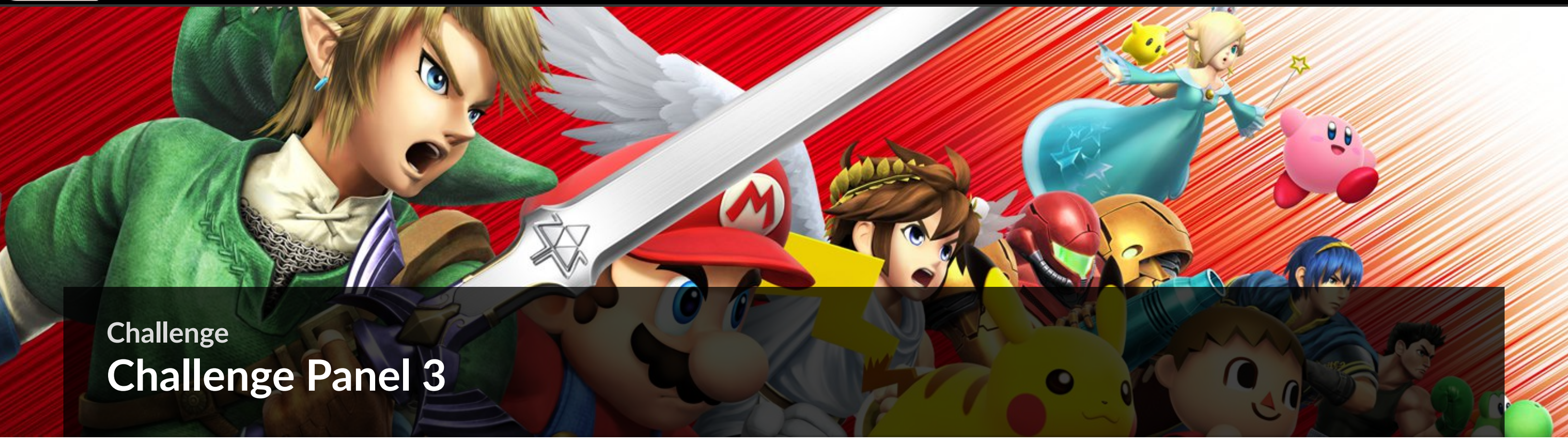
Challenge

Challenge Panel 2

The second Challenge panel becomes available only when the first Challenge panel is complete.

CHALLENGE	REWARD
🔨 Place first in Smash Run final battles with 5 different characters.	Power: Lv. 2 Spinning Blades
Get a max combo of 40 or more in Training.	Equipment: Beam Sword Agility Badge
🚫 Unlock all playable fighters.	Music: Menu 2 (Melee)
🔨 Create 3 custom characters in Custom	Equipment: Sprinter Agility Badge
Destroy 1,000 blocks in Trophy Rush.	Special: Close Combat (Ike)
Get 100 KOs in Smash.	Equipment: Hyper Smasher Brawn Badge
Collect 150 or more unique trophies.	Trophy: Redd
Have a total score of over 2,000,000 between all fighters in Target Blast.	Trophy: King Bob-omb
Get a total of 5 hits in StreetSmash.	Power: Lv. 2 Shinespark
Get 10 or more KOs in a single Rival Smash.	Equipment: KO Healer Protection Badge
Battle 3 or more times on the Living Room stage in Smash.	Trophy: Golden Retriever
Get 10 KOs by knocking foes into other foes in StreetSmash.	Trophy: Mugly
Obtain 25 types of Smash Run Powers.	Power: Obtain 25 types of Smash Run Powers.
Clear 100-Man Smash.	Equipment: Auto-Healer Brawn Badge
Reveal 99% of the wall during the staff credits.	Music: Credits
Clear Classic with five fighters.	Trophy: Master Hand
Battle 3 or more times on the Find Mii stage in Smash.	Trophy: Dark Emperor
Win 5 Smash battles with Meta Knight.	Special: High-Speed Drill (Meta Knight)
Unlock the hidden character Mr. Game & Watch.	Stage: Flat Zone 2
🚫 Defeat Master Core.	Music: Master Core
Get 20 or more in KOs by countering in StreetSmash.	Equipment: First Striker Agility Badge
Hit Sandbag 1,968 ft. or more in Home-Run Contest.	Equipment: Home-Run Bat Agility Badge
Get 30 or more KOs in Endless Smash.	Trophy: Fire Stingray
Play Smash Run 5 times.	Power: Lv. 2 Horizon Beam
Unlock every stage.	Trophy: Tortimer Island
🔨 Play 10 collective hours of Smash. (Total gameplay × participants.)	Trophy: Knuckle Joe
Win 10 Smash battles with Samus.	Headgear: Samus's Helmet
Collect 15 unique special moves.	Equipment: Smash Ball Attractor Agility Badge
Collect 5 unique custom outfits.	Headgear: Spartan Helmet
Get 300 KOs in Smash.	Equipment: Critical Hitter Brawn Badge
Play Home-Run Contest with 15 or more fighters.	Equipment: Quick Batter Brawn Badge
Create 8 or more Mii Fighters in Custom.	Headgear: Top Hat
Collect 10 unique custom headgear items.	Outfit: Plate Armor
Clear All-Star on Normal.	Trophy: Medusa, Queen of the Underworld
🚫 Have the game on for more than 8 hours.	Pokémon: Meloetta

Open all 35 of the second Challenge panel's tiles to earn the Tutorial Pig trophy.



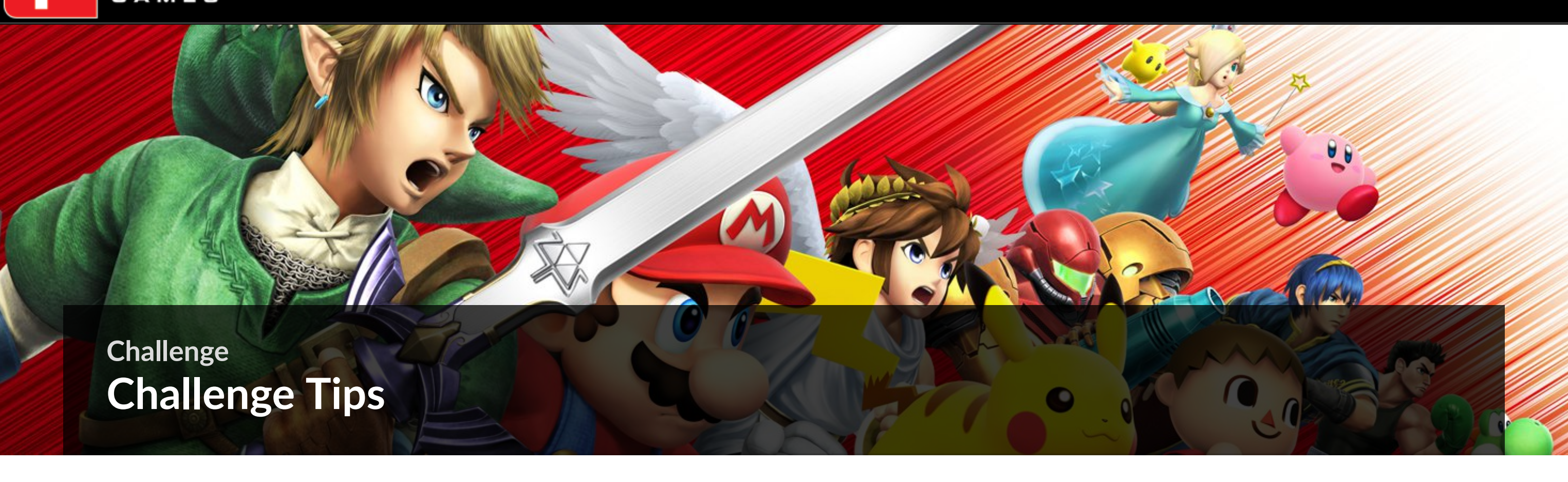
Challenge

Challenge Panel 3

The third and final Challenge panel becomes available once you've unlocked all available characters and stages.

CHALLENGE	REWARD
🚫 Clear Classic on intensity 9.0.	Trophy: Guardian
Hit Sandbag 3,280 ft. or more in Home-Run Contest.	Power: Lv. 3 Ore Club
🚫 Place first in 20 or more Smash Run final battles.	Power: Lv. 3 Dual Cyclone
Create 10 custom characters in Custom.	Equipment: Air Defender Protection Badget
Get 50 or more KOs in a single Rival Smash.	Power: Lv. 3 Health Recovery
Get at least 110 KOs in 3-Minute Smash.	Equipment: Crouch Healer Protection Badge
Obtain all custom outfits, headgear, and special moves.	Trophy: Michaela
Destroy 3,000 blocks in Trophy Rush.	Special: Exploding Popgun (Diddy Kong)
🚫 Clear Classic with all fighters.	Trophy: Crazy Hand
Clear 100-Man Smash within 3 minutes.	Special: Effortless Blade (Marth)
🔨 Walk at least 31 miles total between all fighters.	Equipment: Speed Walker Brawn Badget
Clear 10-Man Smash within 20 seconds.	Equipment: Quick Smasher Protection Badge
Get a max combo of 400 or more between all fighters in Training.	Equipment: Leaper Agility Badge
🚫 Clear All-Star with all fighters.	Headgear: Regal Crown
Destroy all targets in Target Blast.	Outfit: Steampunk Getup
Reach a total of 49,212 ft. in Home-Run Contest between all fighters.	Trophy: Sandbag
🔨 Collect over 500 unique trophies.	Trophy: Luigi (With Poltergust 3000)
Clear Solo 10-Man Smash with all fighters.	Trophy: Kat & Ana
Score 200,000 or more in Target Blast.	Special: Explosive Punch (Mario)
Clear Solo 100-Man Smash with all fighters.	Trophy: Shadow
Play 50 collective hours of Smash. (Total gameplay × participants.)	Trophy: Color TV-Game 15
Place first in Smash Run final battles with all fighters.	Power: Lv. 3 Shuffle
Jump at least 6 miles total between all fighters.	Power: Lv. 3 High Jump
Play Target Blast with all fighters.	Trophy: Dark Train
Get 20 KOs by knocking foes into other foes in StreetSmash.	Trophy: Koopa Troopa (Green)
Get a max combo of 100 or more in Training.	Outfit: Protective Gear
🔨 Have the game on for more than 20 hours.	Headgear: Princess's Crown
Get 4 or more KOs in Cruel Smash.	Headgear: Lion Hat
Clear All-Star on Hard.	Trophy: Nintendoji
Get 1,000 KOs in Smash.	Equipment: Moon Launcher Brawn Badge
Get 2 or more KOs in Cruel Smash.t	Equipment: Shield Exploder Protection Badge
Get 200 or more KOs in Endless Smash	Power: Lv. 3 Launch Ringt
Collect all Smash Run Powers	Headgear: Prince's Crown
Clear All-Star with 15 fighters.	Music: All-Star Rest Area
Collect over 600 unique trophies.	Trophy: Wentworth

Open all 35 of the third Challenge panel's tiles to earn the Gold Bone trophy.



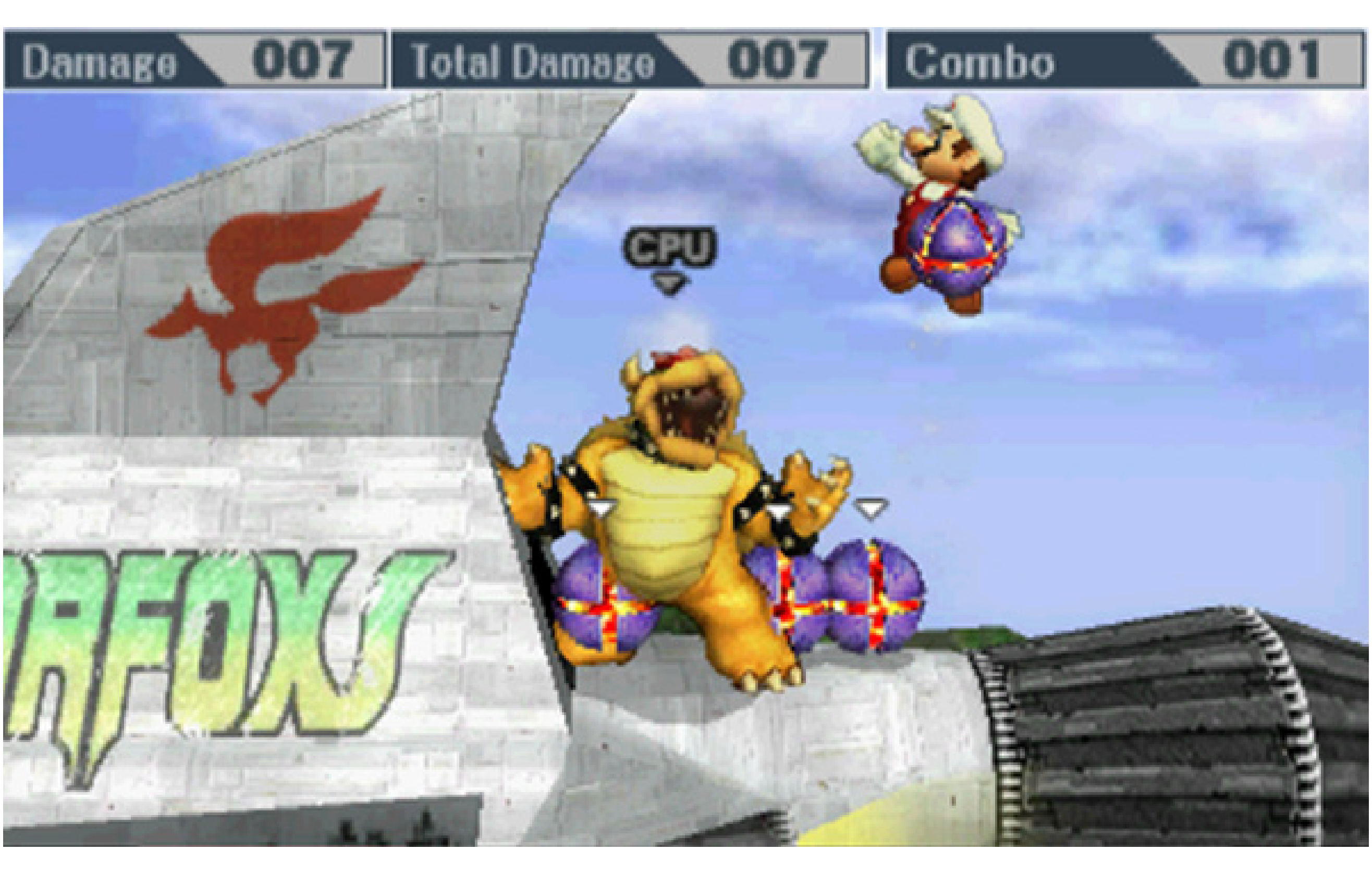
Challenge

Challenge Tips

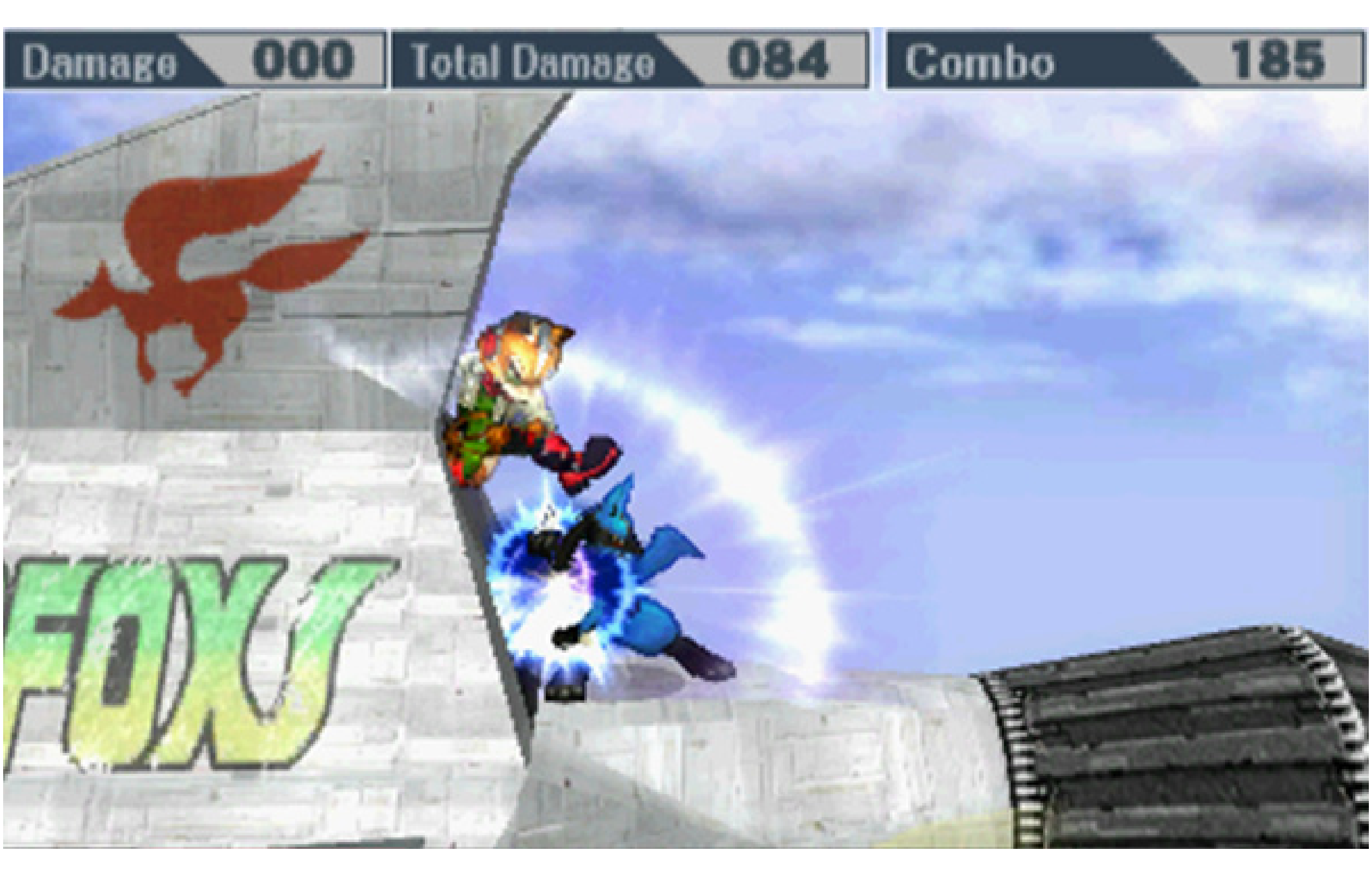
Most of the game's Challenges are straightforward, and many of them can be completed without any special techniques or knowledge. Some of them, however, call for a significant amount of skill and strategy. Here are some tips to help you complete the game's more difficult Challenges.

Combos

All of the combo Challenges must be performed in Training. This not only makes it easy to monitor the effectiveness of each attempt, but it allows you make each attempt under the ideal conditions.



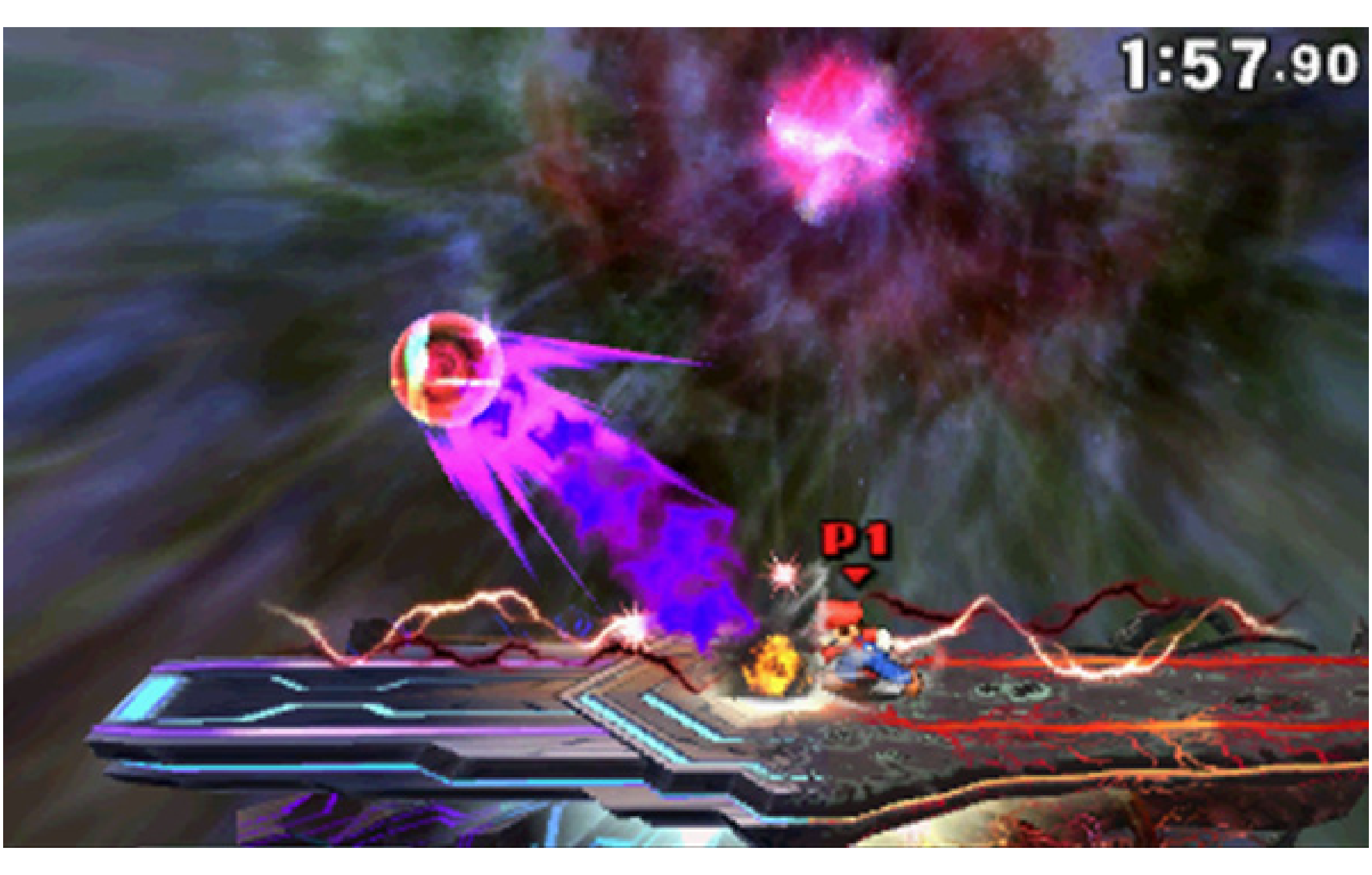
Many fighters can achieve 10-hit combos simply by performing a steady stream of jabs. By using the available items, however, any character should be able to perform combos of at least 50 hits. Stand near your opponent and summon four X Bombs. Grab one and toss it into the pile. Repeat the process with various characters to build up the max combos across your roster.



The easiest way to perform a 100-hit combo is to use Lucario's Aura Sphere. Select Fox as your opponent, and choose to face him on Corneria. Force Fox against the Great Fox's vertical stabilizer, then turn your back to him without moving away. Charge Lucario's Aura Sphere to begin building your combo. Fox's fall-speed should keep him within range of each pulse, making it easy to build your combo. Simply hold your attack until you've completed the Challenge or until Fox sustains enough damage to be launched out of range.

Classic

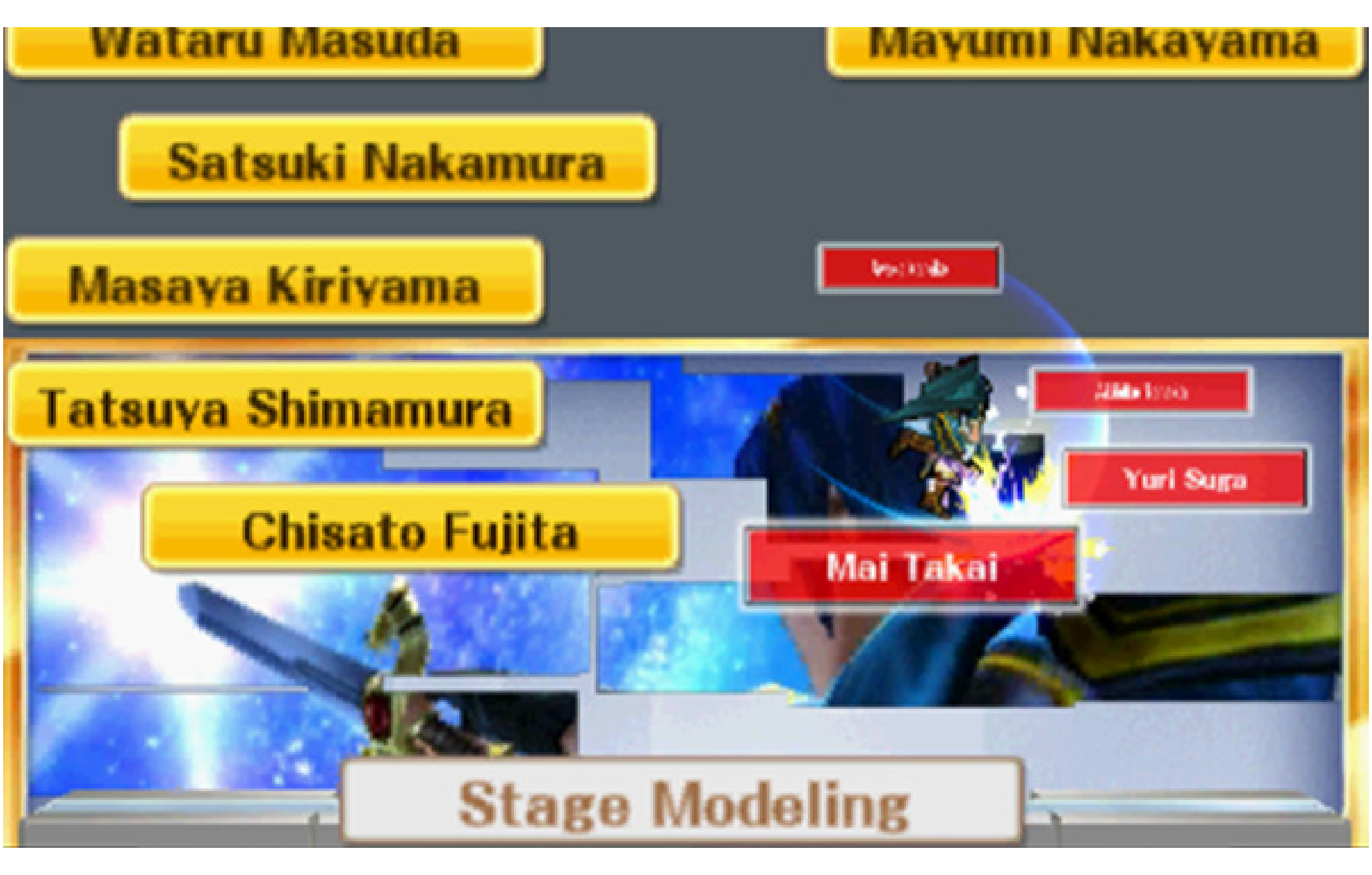
Several of the game's Challenges require clearing Classic at different intensity levels or with different fighters. Some of these tasks, however, are a bit easier to accomplish with a bit of preparation.



Master Core is only available in Classic when the intensity is set to 5.1 or above. Additionally, you must select the final battle that contains both Master Hand and Crazy Hand (indicated by the black path on the Classic map). The fight changes a great deal between an intensity of 5.1 and an intensity of 9.0, but the goal is always the same: damage each of your opponent's shadowy forms until Master Core is revealed, then defeat the orb to end the battle.

For most players, clearing Classic on an intensity of 9.0 is likely to be one of the more difficult Challenges. It's generally best to use whatever fighter best suits your skills, but Bowser's high defense allows him to survive at least a few attacks that would launch lighter characters. It can also be very helpful to customize your character with stat-altering equipment—particularly any items with an Auto-Heal effect. It's important to note, however, that during the Master Core battle, your shadowy doppelgänger will receive the same benefits your equipment grants you.

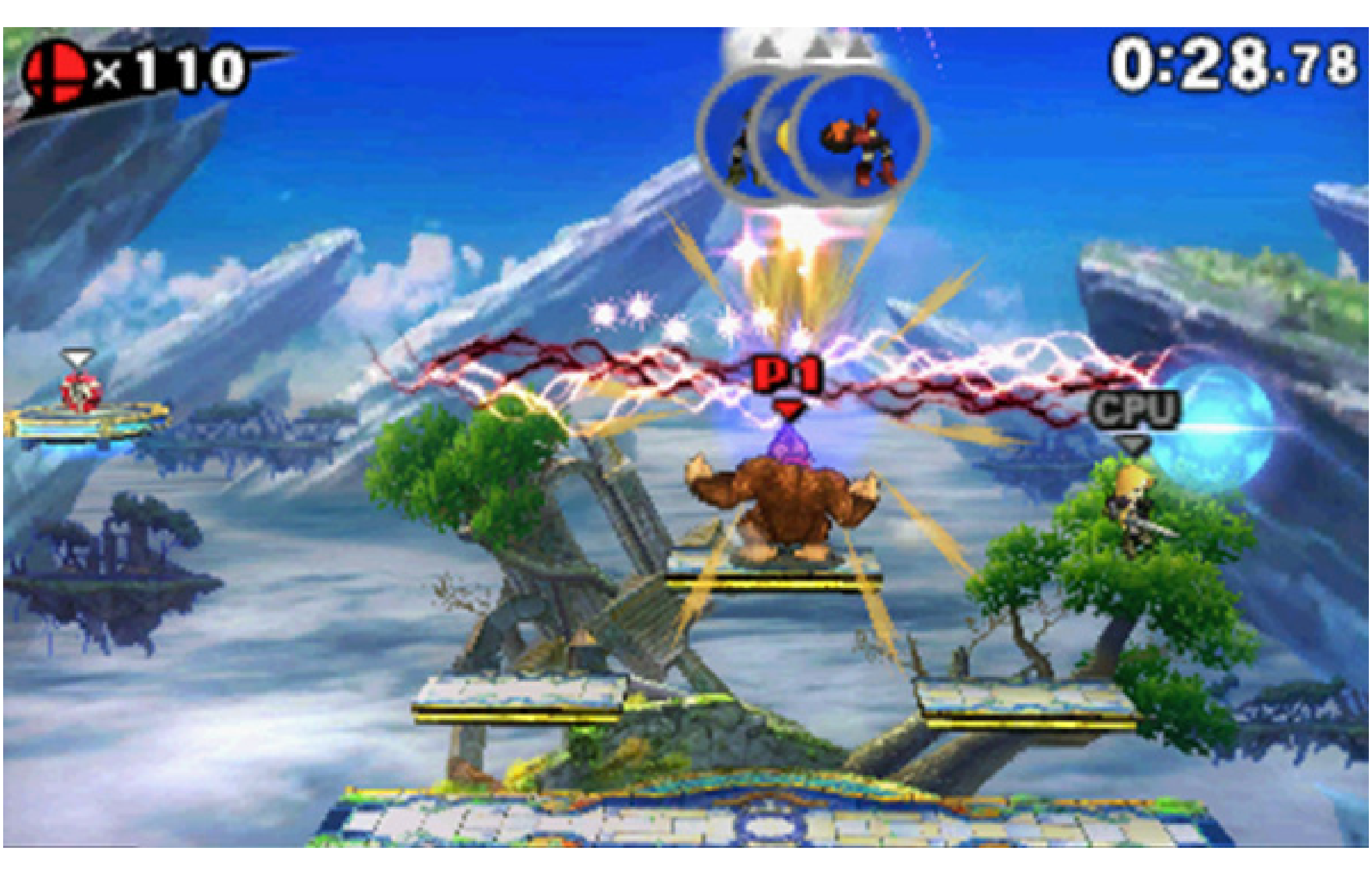
Staff Credits



When you complete a game of Classic or All-Star, you can use your fighter to attack the staff credits. When done properly, attacking individual names reveals a image on the back wall. For a name to contribute to the image, however, you must hit it at just the right time and in just the right spot. Jump up and use aerial attacks to reveal the top of the image as the names pass in front of any blank areas, then work your way down.

As you reveal more of the image, it becomes important to aim your shots. Look for the sparkles that help identify hidden sections, then strike a name as it passes through the area.

3-Minute Smash



To score 110 KOs within a single round of 3-Minute Smash, it's best to avoid chasing your opponents around the battlefield. Instead, hop onto the stage's highest platform—most of your opponents will spawn near you, and those that don't shouldn't take long to move into range.

It can be helpful to select a fighter with heavy attacks—Donkey Kong is a particularly good choice. Focus on using Up Smash and Up Tilt attacks, but don't shy away from any heavy attacks that have a chance to connect. You're bound to be knocked from your position every so often. When this happens, hurry back up to the platform and resume your attacks.

Cruel Smash

In Cruel Smash, it can be difficult to score even a single KO before you're eliminated. There are, however, a few things you can do to improve your chances. Some fighters—like Mario and Luigi—spin around while they perform Back Throws. This allows you to strike nearby opponents as you create a little breathing room.

×0
CPU
CPU
CPU

Characters equipped with a Counter special—like Ike, for example—can be very effective. Because your opponents are particularly aggressive, it's often possible to catch several of them with a single Counter. When this happens near the edge of the stage, you have an excellent chance of scoring multiple KOs.

Home-Run Contest

0.0ft.
0:08.31
SANDBAG 23%

With a little practice, you shouldn't have much trouble consistently hitting Sandbag more than 1,000 feet, and particularly good efforts should yield more than 2,000 feet. Launching Sandbag more than 3,280 feet, however, requires a solid strategy. The key to success is to play to the strengths of your chosen fighter. Little Mac, for example, can use Smash attacks to deal heavy damage as he follows Sandbag back and forth across the platform. Many fighters can simply stand in one spot and use Smash attacks to juggle Sandbag off of the invisible wall surrounding the platform. Choose attacks that deal heavy damage, but make sure you're in a position to land your next blow as quickly as possible.

0.0ft.
3
SANDBAG 123%

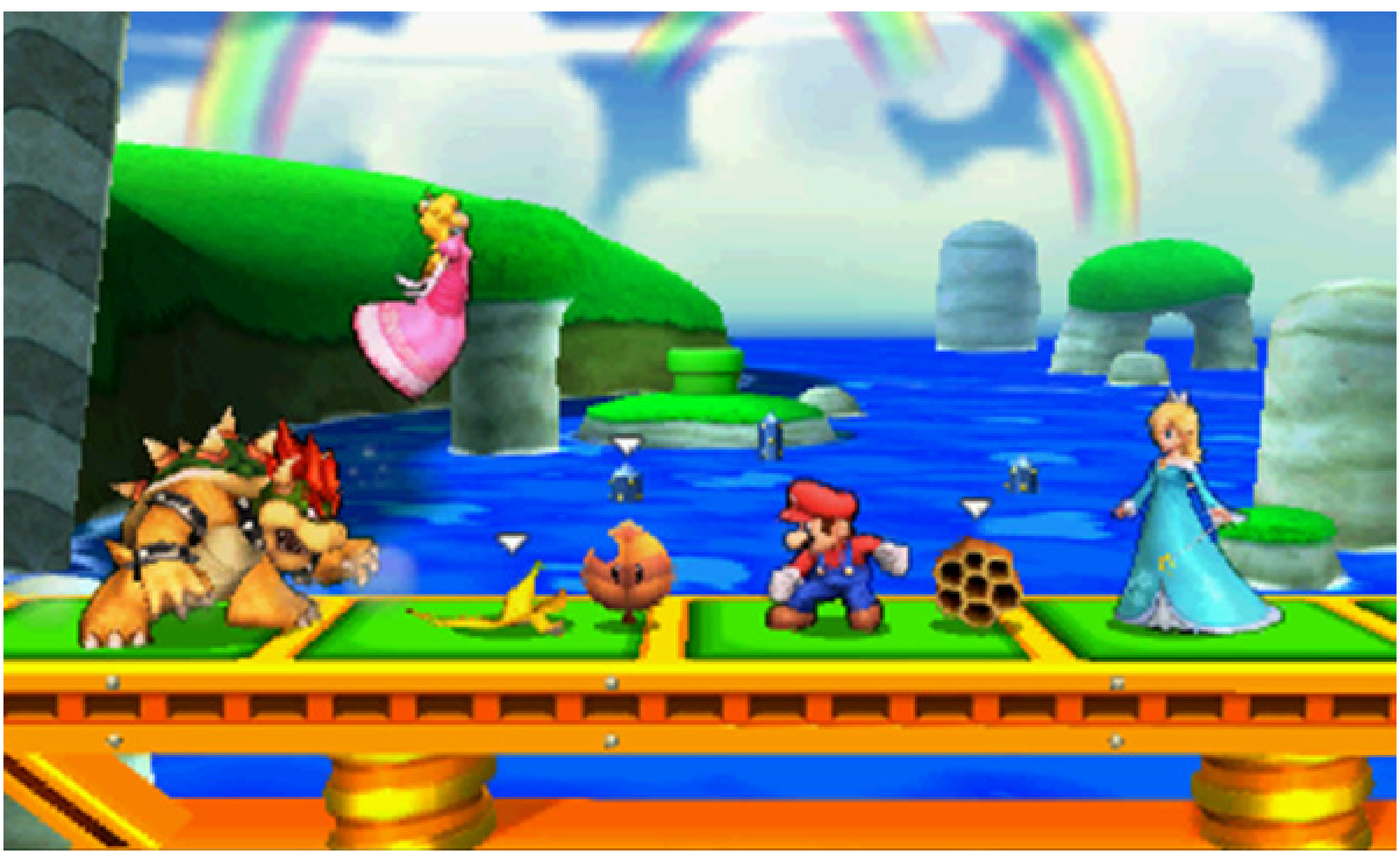
It's usually best to put off grabbing the Home-Run Bat until you're ready to use it. If you grab it a bit early, however, you can still use aerial attacks to juggle Sandbag for the remainder of the countdown. This strategy requires precision timing—and it isn't suitable for all fighters—but it can be very effective under the right circumstances. Choose the tactic that allows your fighter to deal the most damage to Sandbag, and remember to begin your swing just before the countdown ends!

Target Blast

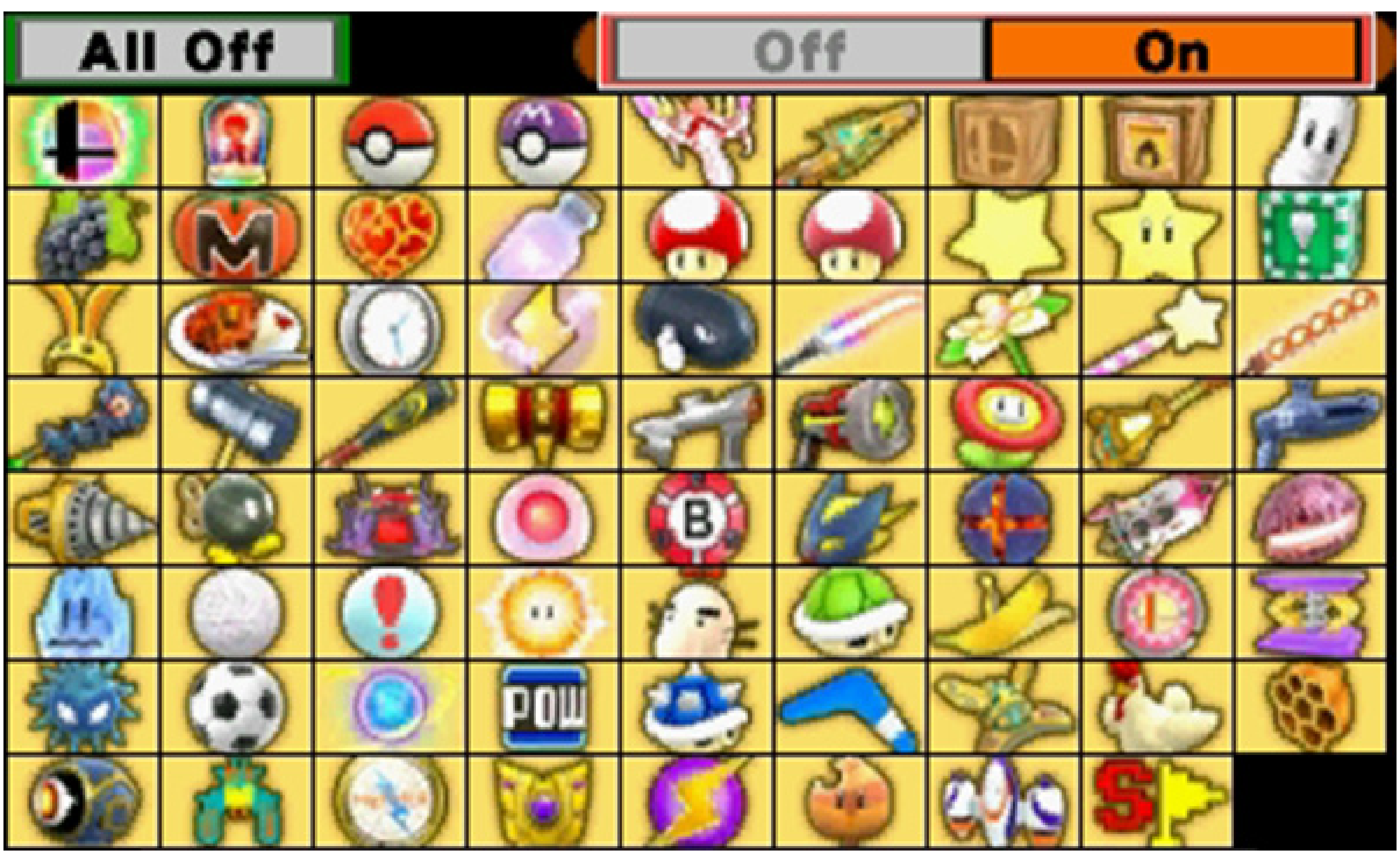
Total Score 142610
3
P1
BOMB 92%

Clearing all of the Target Blast targets is always a little tricky. You have to consider your fighter's attacks, the position on the platform, and exactly when to launch the bomb. For most characters, however, you'll find it's fairly easy to reach the higher targets when you launch the bomb off of the wall to the left. It's often best to do this during your first attempt, increasing the chance that at least a few of the lower targets will be destroyed by falling debris.

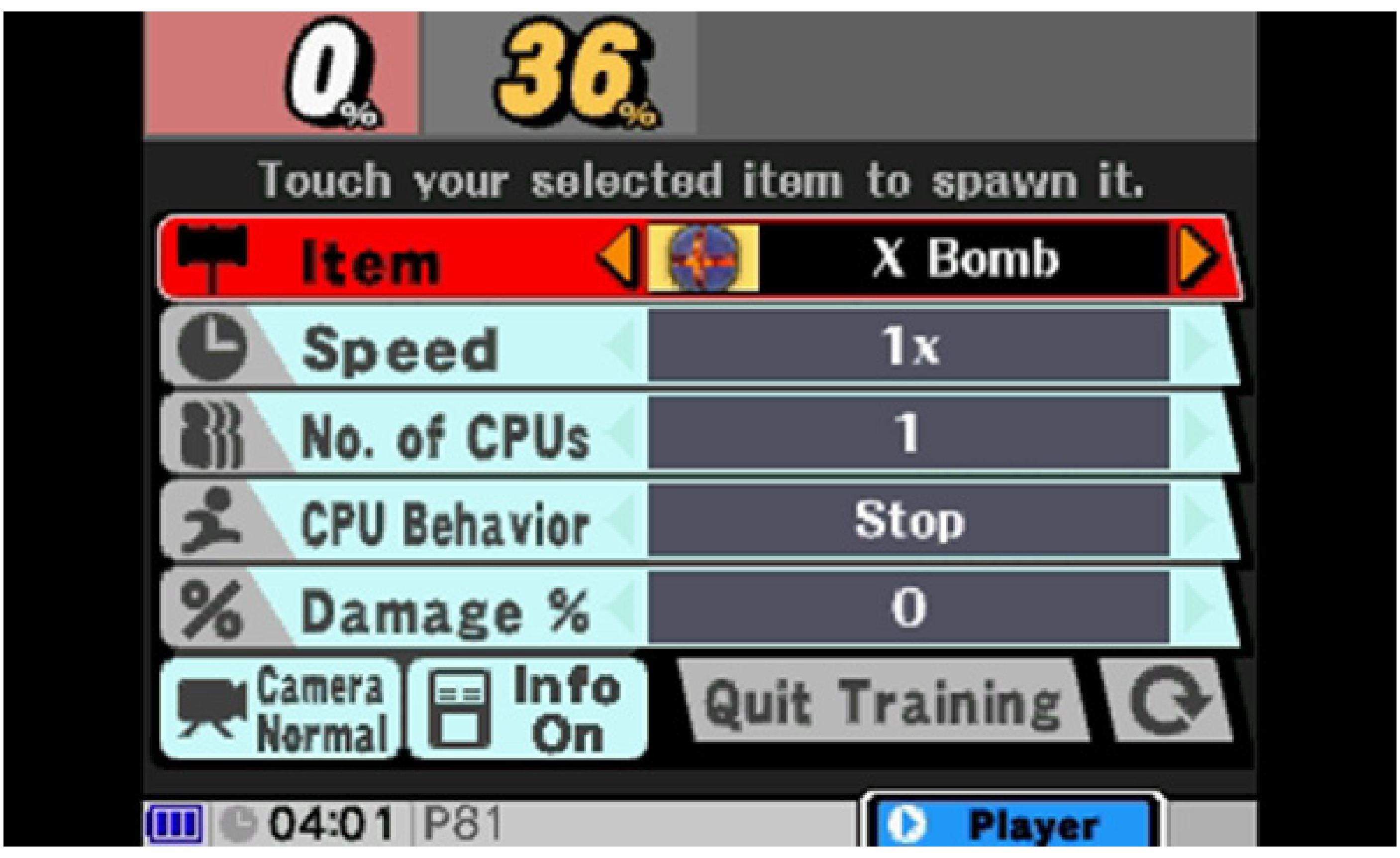
Items in Battle



During some game modes, items frequently appear on the battlefield. Fighters can use these items to summon allies, recover health, gain temporary abilities, and more. Some items are activated the moment they're collected or after they've absorbed a certain amount of damage. Most items, however, must be collected and activated manually. Approach such items and press the Attack button (Ⓐ) to grab them. When you're holding an item, press the Attack button to use it.



In the game's Smash mode, players have the option to switch off some or all of the items that might appear over the course of a battle. Use the Item Switch option in the "Rules" menu to determine which items have a chance to appear.



0%
36%

Touch your selected item to spawn it.

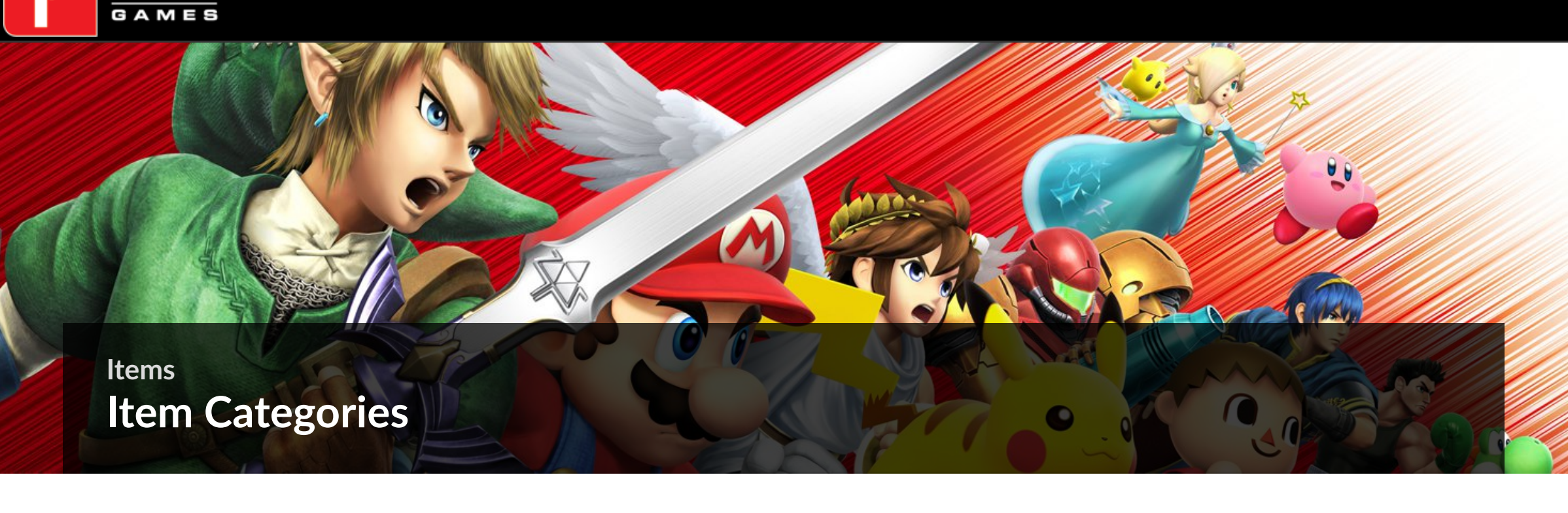
Item: X Bomb
Speed: 1x
No. of CPUs: 1
CPU Behavior: Stop
Damage %: 0
Camera: Normal
Info: On
Quit Training

04:01 P81
Player

During Training, you're free to practice with any of the game's selectable items; simply use the Touch Screen to cycle through the available items, then tap the item to instantly spawn it.

Some items are automatically consumed when they're collected, but many items will be carried until they're activated or depleted. In these cases, use the grab command (L or R + Ⓐ)to drop an unwanted item.

While discarding an item, you can quickly slide the Circle Pad to throw the item in the corresponding direction. Use this ability to clear items from the battlefield or to throw items at other fighters. Be careful, though! Fighters can catch thrown items by pressing Ⓐ at just the right time.



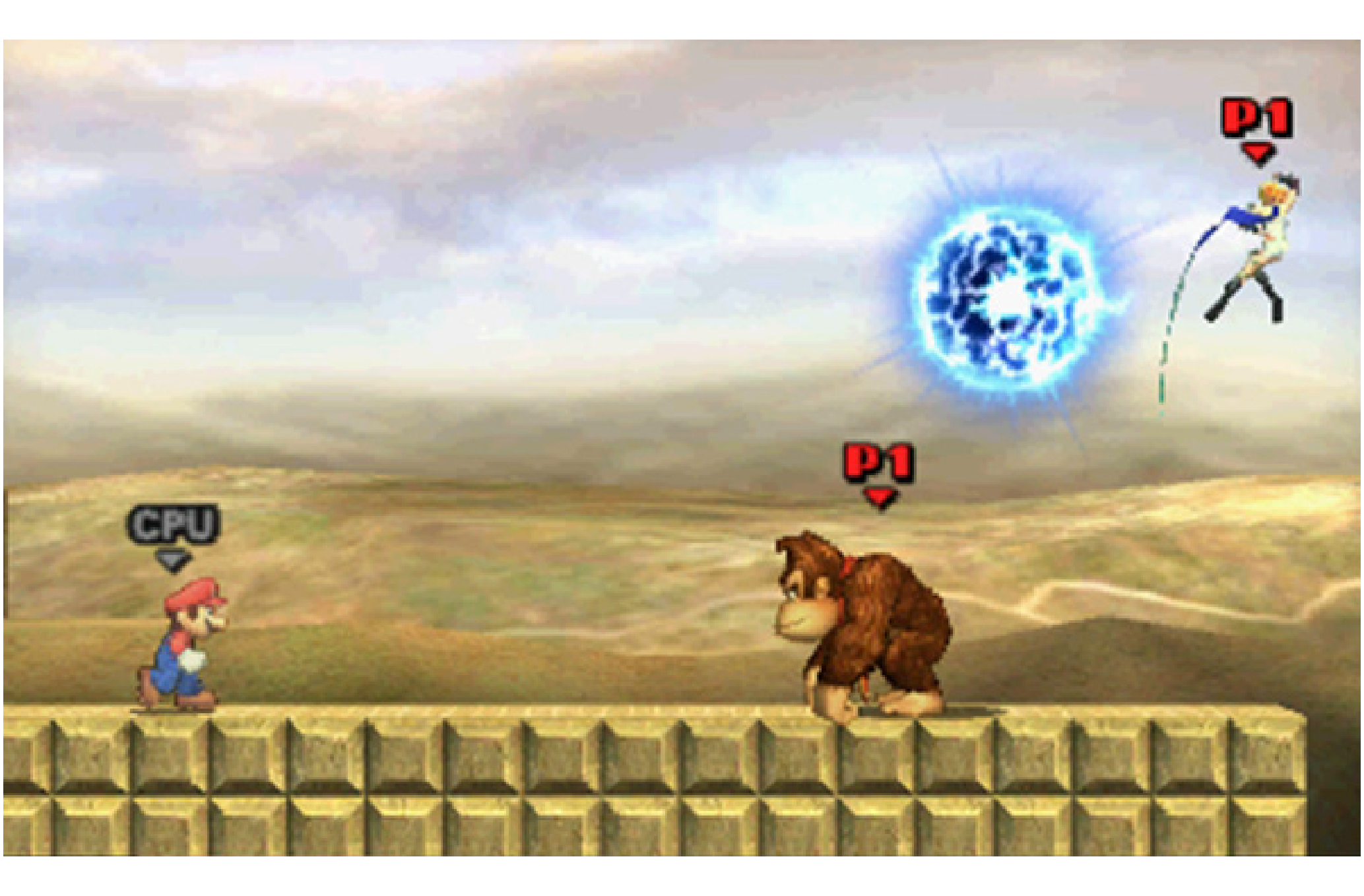
Items

Item Categories

Final Smash

The game contains only one item in this category: the Smash Ball. Destroying this item allows a fighter to perform a character-specific Final Smash move.

Helping



Helping items grant temporary allies to fight alongside the fighters who activate them. The game contains three helping items:

- Assist Trophy
- Poké Ball
- Master Ball

Some stages affect which allies these helping items can summon.

Combining

Combining items must be assembled before they're used, but the finished weapons are well worth the effort. The game contains two types of combining items:

- Dragoon Parts
- Daybreak

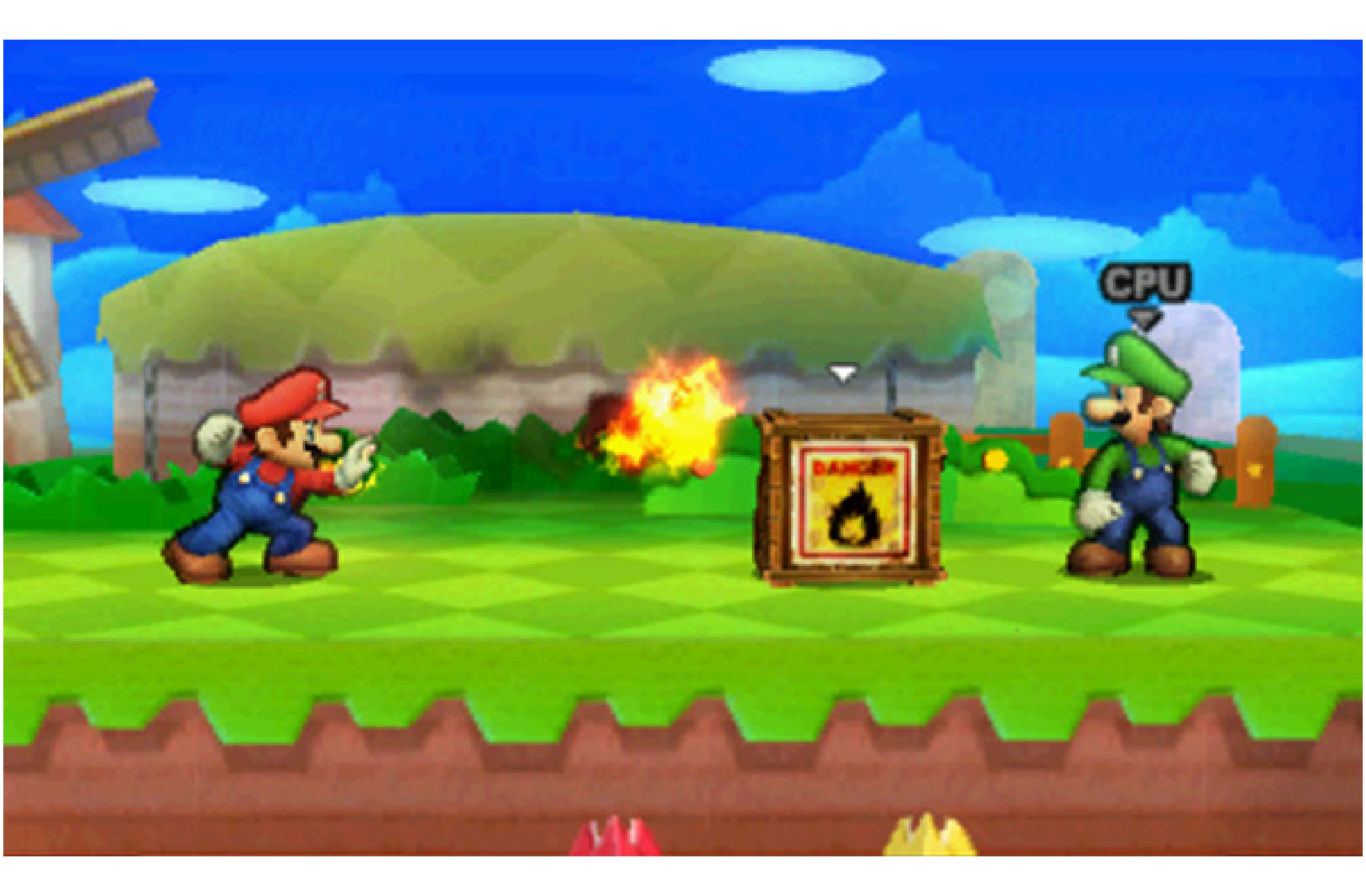
If a fighter manages to collect all three Dragoon Parts or Daybreak pieces, the corresponding weapon is automatically assembled. Until that time, however, attacking opponents will force the fighter to drop any combining items he or she is holding.

Carrying

This category applies to various Containers. These heavy items can be carried around the battlefield, but most fighters will struggle to do so. Attacking or throwing these Containers usually reveals additional items, but there's a small chance a Container will explode when it's destroyed.

The selected stage determines the look of available Containers.

Exploding



The game contains only one item in this category: the Blast Box. Blast Boxes explode after absorbing significant damage—this can be achieved with a series of standard attacks, but a fire attack can detonate a Blast Box in a single hit.

Note

Many of the available items can produce powerful explosions. Aside from the Blast Box, however, all of these volatile items belong to other categories.

Punching

The game contains only one item in this category: Sandbag. Hitting Sandbag forces it to drop items. As it takes damage, Sandbag becomes easier to launch off the ground.

Recovery

Items in this category can be collected to heal damage. The game contains four basic recovery items:

- Food
- Maxim Tomato
- Heart Container
- Fairy Bottle

The stage often affects the specific food items that can appear over the course of a battle.

Transforming

Fighters can collect transforming items to initiate unique attacks and temporary effects. The game contains a wide variety of transforming items:

- Super Mushroom
- Poison Mushroom
- Warp Star
- Super Star
- Metal Box
- Bunny Hood
- Superspicy Curry
- Timer
- Lightning
- Bullet Bill

Some transforming items have negative effects. Before you grab one of these items, weigh the potential benefits against any negative results.

Battering

Battering items are, for the most part, best used as short-range weapons. Some of them, however, offer longer range options or additional effects. The game contains a fair selection of battering items:

- Beam Sword
- Lip's Stick
- Star Rod
- Fire Bar
- Ore Club
- Hammer
- Home-Run Bat
- Golden Hammer

Most battering items degrade as they're used, vanishing once their power is depleted. Some battering items, however—like the Hammer—remain active for a set amount of time.

Shooting

Fighters can use shooting items to launch projectiles at their opponents. The game contains six basic shooting items:

- Super Scope
- Ray Gun
- Fire Flower
- Gust Bellows
- Steel Diver
- Drill

Shooting items have limited uses—once a shooting item is depleted, it vanishes from the battlefield.

Throwing

Fighters can hurl throwing items for a variety of effects. Some throwing items deal direct damage to fighters, while others can be used to create temporary hazards or to trigger unique effects. The game contains a wide variety of throwing items:

- Bob-omb
- Motion-Sensor Bomb
- Gooey Bomb
- Smart Bomb
- Bombchu
- X Bomb
- Hocotate Bomb
- Deku Nuts
- Freezie
- Smoke Ball
- Pitfall
- Hothead
- Mr. Saturn
- Green Shell
- Banana Peel
- Bumper
- Spring
- Unira
- Soccer Ball
- Team Healer
- POW Block
- Spiny Shell
- Boomerang
- Beetle
- Cucco
- Beehive
- Killer Eye
- Boss Galaga

Use the Circle Pad to determine the direction of a throw. When throwing an item, quickly slide the Circle Pad to cause the item to travel farther than usual.

Gear

When collected, gear items temporarily augment a fighter's natural abilities. There are five items belonging to this category:

- Franklin Badge
- Back Shield
- Screw Attack
- Super Leaf
- Rocket Belt

Some gear items significantly alter the way a fighter handles.

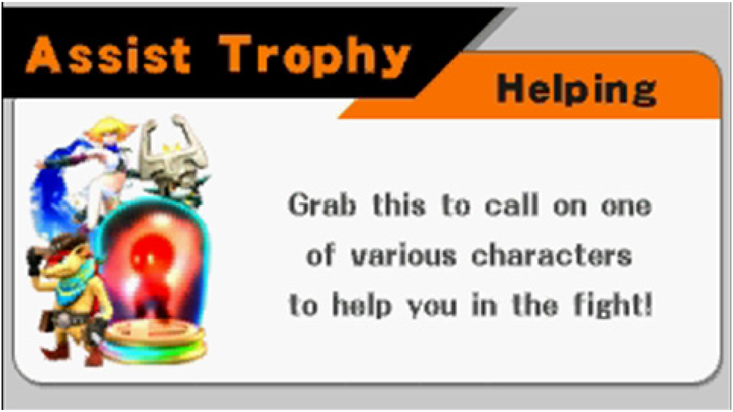
Effect

The game contains only one item in this category: the Special Flag. Holding a Special Flag in a timed battle eventually adds a KO to your tally; in a stock battle, holding a Special Flag eventually adds +1 to your stock count. Grabbing this item leaves you vulnerable until the effect triggers, however, so plan ahead!

Items

Item Descriptions

Assist Trophy



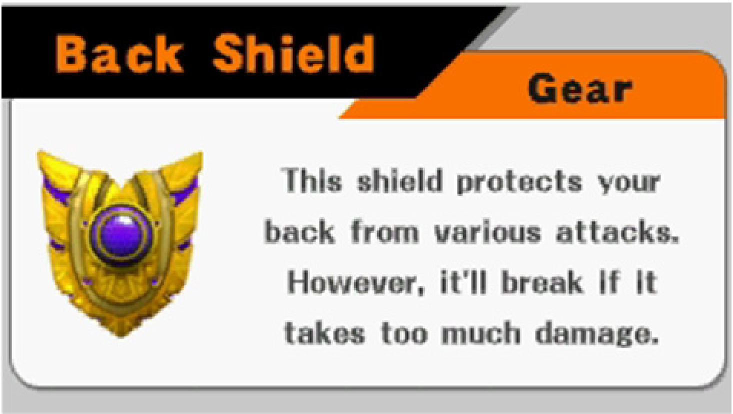
Assist Trophy

Helping

Grab this to call on one
of various characters
to help you in the fight!

- Category: Helping
- Origin: *Super Smash Bros. Brawl*
- Description: Grab this to call on one of various characters to help you in a fight!

Back Shield

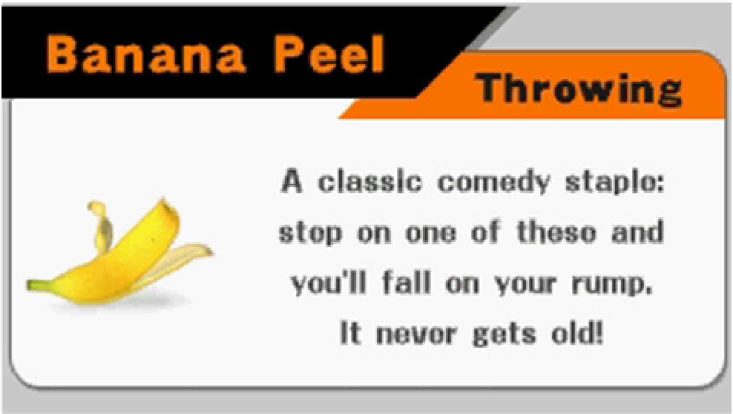

Back Shield

Gear

This shield protects your back from various attacks. However, it'll break if it takes too much damage.

- Category: Gear
- Origin: *Kid Icarus: Uprising*
- Description: This shield protects your back from various attacks. It'll break, however, if it takes too much damage.

Banana Peel

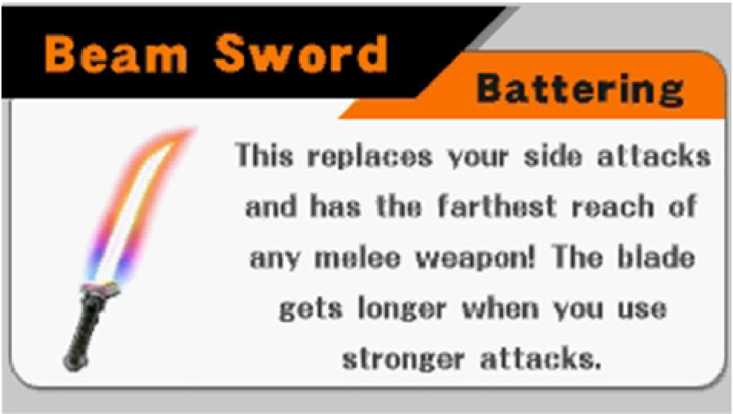

Banana Peel

Throwing

A classic comedy staple: step on one of these and you'll fall on your rump. It never gets old!

- Category: Throwing
- Origin: *Super Mario Kart*
- Description: A classic comedy staple: step on one of these, and you'll fall on your rump. It never gets old!

Beam Sword



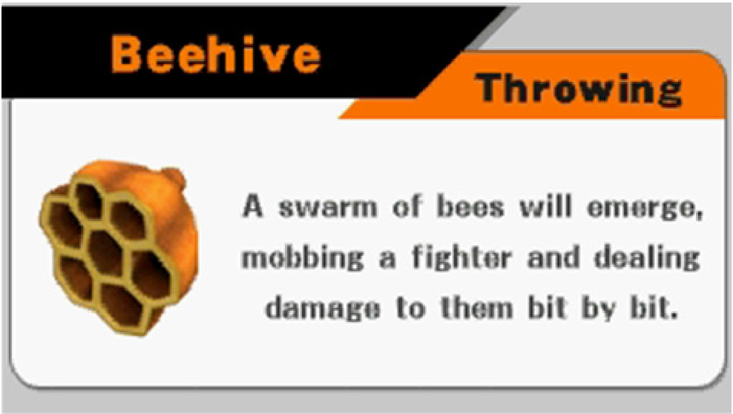
Beam Sword

Battering

This replaces your side attacks and has the farthest reach of any melee weapon! The blade gets longer when you use stronger attacks.

- Category: Battering
- Origin: *Super Smash Bros.*
- Description: This replaces your side attacks and has the farthest reach of any melee weapon! The blade gets longer when you use stronger attacks.

Beehive



Beehive

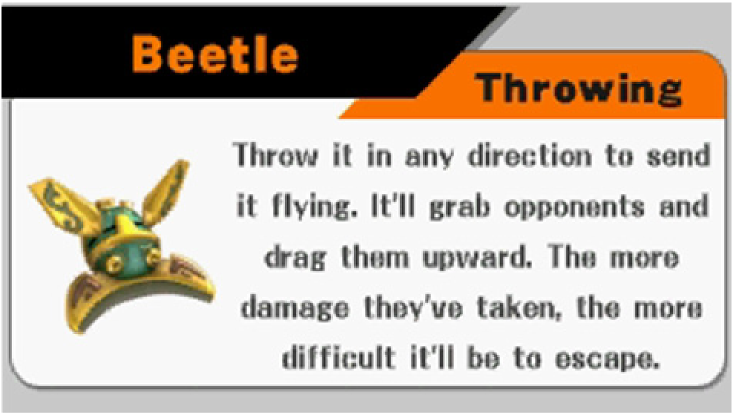
Throwing

A swarm of bees will emerge, mobbing a fighter and dealing damage to them bit by bit.

- Category: Throwing
- Origin: *Animal Crossing*

- Description: A swarm of bees emerges, mobbing a fighter and dealing damage to that fighter bit by bit.

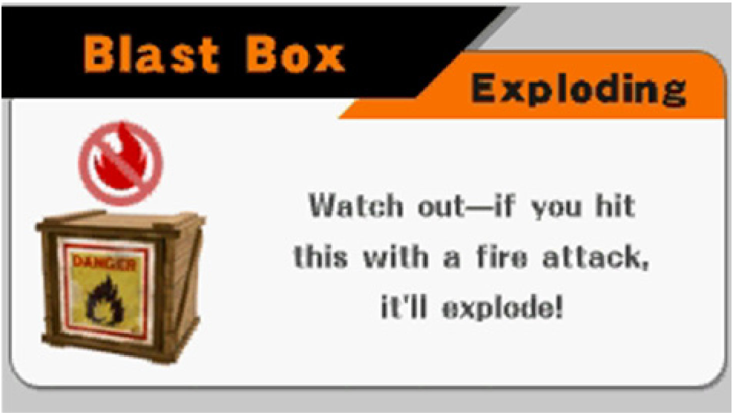
Beetle



Throw it in any direction to send it flying. It'll grab opponents and drag them upward. The more damage they've taken, the more difficult it'll be to escape.

- Category: Throwing
- Origin: *The Legend of Zelda: Skyward Sword*
- Description: Throw the beetle in any direction to send it flying. It'll grab opponents and drag them upward. The more damage they've taken, the more difficult it'll be to escape. You can also reflect a thrown beetle by attacking it before it hits you.

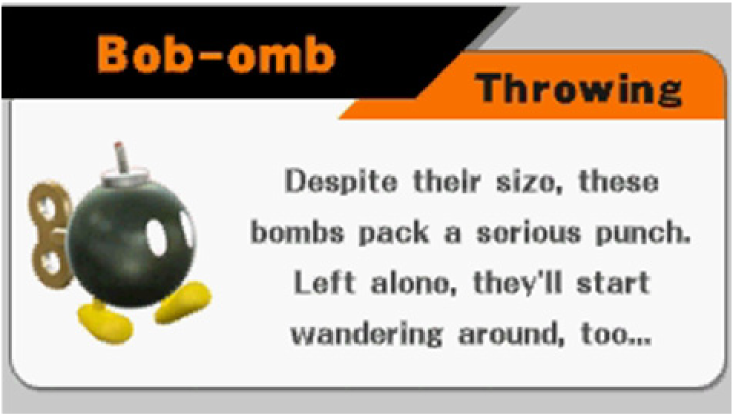
Blast Box



Watch out—if you hit this with a fire attack, it'll explode!

- Category: Exploding
- Origin: *Super Smash Bros. Brawl*
- Description: Watch out—if you hit this with a fire attack, it'll explode!

Bob-omb



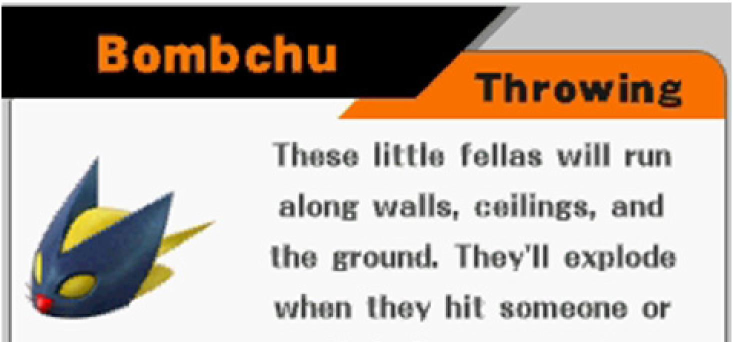
Bob-omb

Throwing

Despite their size, these bombs pack a serious punch. Left alone, they'll start wandering around, too...

- Category: Throwing
- Origin: *Super Mario Bros. 2*
- Description: Despite their size, these bombs pack a serious punch. Left alone, they'll start wandering around, too...

Bombchu



Bombchu

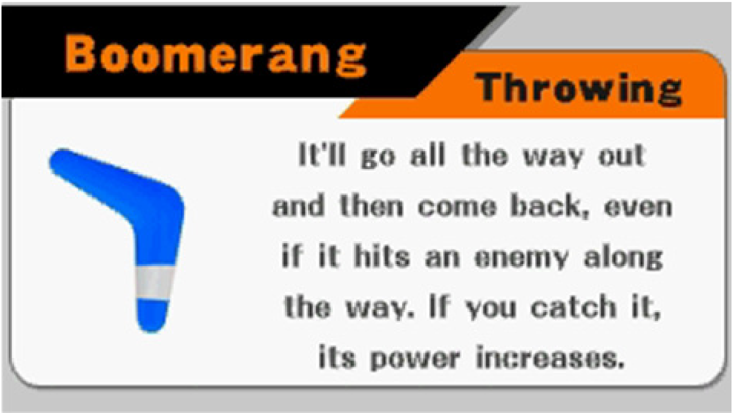
Throwing

These little fellas will run along walls, ceilings, and the ground. They'll explode when they hit someone or

their fuse runs out.

- Category: Throwing
- Origin: *The Legend of Zelda: Ocarina of Time*
- Description: These little fellas run along walls, ceilings, and the ground. They'll explode when they hit someone or when their fuse runs out.

Boomerang



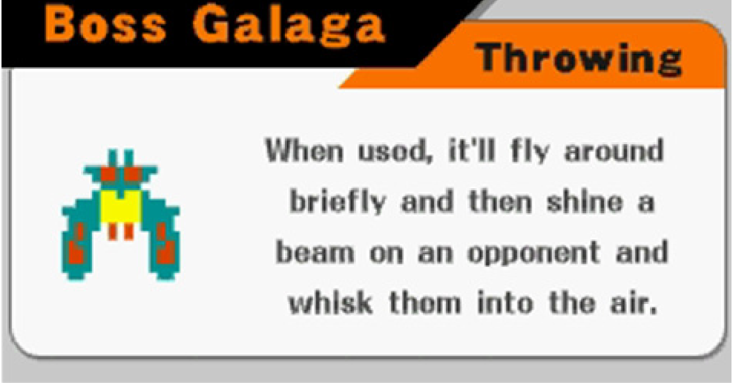
Boomerang

Throwing

It'll go all the way out and then come back, even if it hits an enemy along the way. If you catch it, its power increases.

- Category: Throwing
- Origin: *Super Mario Bros. 3*
- Description: It goes all the way out and then comes back, even if it hits an enemy along the way. If you catch it, its power increases.

Boss Galaga



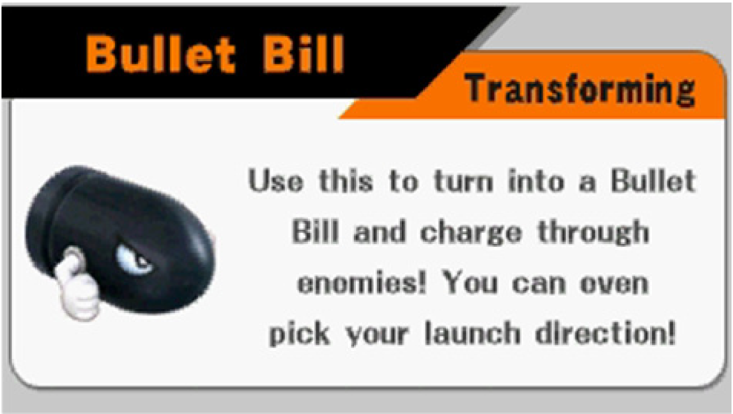
Boss Galaga

Throwing

When used, it'll fly around briefly and then shine a beam on an opponent and whisk them into the air.

- Category: Throwing Origin: *Galaga*
- Description: When used, it flies around briefly and then shines a beam on an opponent before whisking that opponent into the air.

Bullet Bill



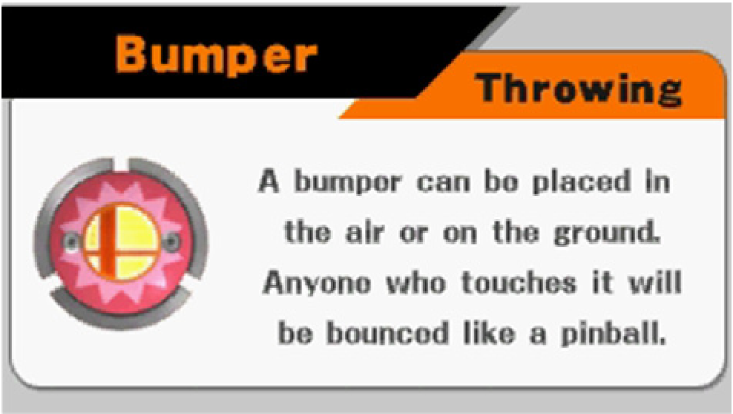
Bullet Bill

Transforming

Use this to turn into a Bullet Bill and charge through enemies! You can even pick your launch direction!

- Category: Transforming
- Origin: *Super Mario Bros.*
- Description: Use this to turn into a Bullet Bill and charge through enemies! You can even choose your launch direction!

Bumper



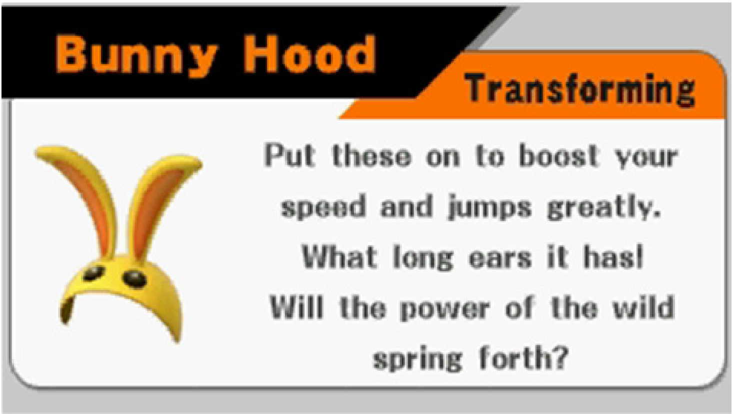
Bumper

Throwing

A bumper can be placed in the air or on the ground. Anyone who touches it will be bounced like a pinball.

- Category: Throwing
- Origin: *Super Smash Bros.*
- Description: A bumper can be placed in the air or on the ground. Anyone who touches it will be bounced like a pinball.

Bunny Hood



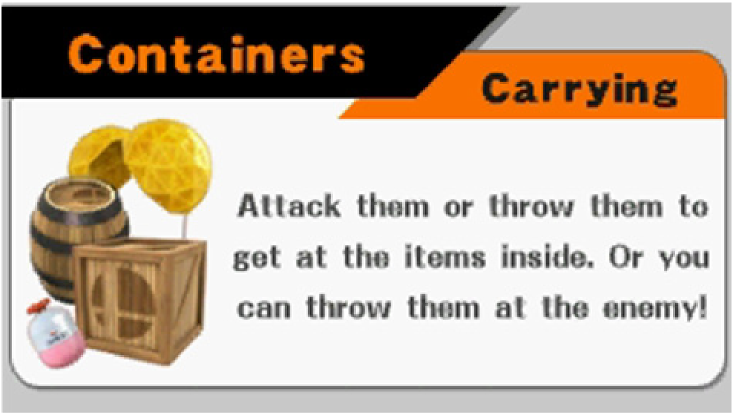
Bunny Hood

Transforming

Put these on to boost your speed and jumps greatly. What long ears it has! Will the power of the wild spring forth?

- Category: Transforming
- Origin: *The Legend of Zelda: Ocarina of Time*
- Description: Put this on to boost your speed and make great jumps. What long ears it has! Will the power of the wild spring forth?

Containers



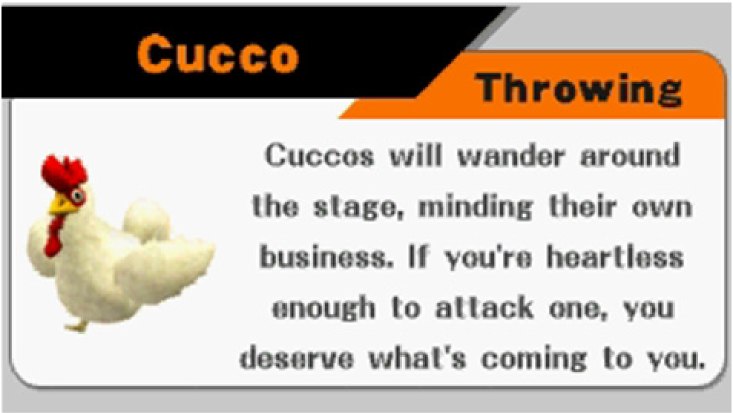
Containers

Carrying

Attack them or throw them to get at the items inside. Or you can throw them at the enemy!

- Category: Carrying
- Origin: Varies by item
- Description: Attack these or throw them to get at the items inside. Or you can throw them at the enemy!

Cucco



Cucco

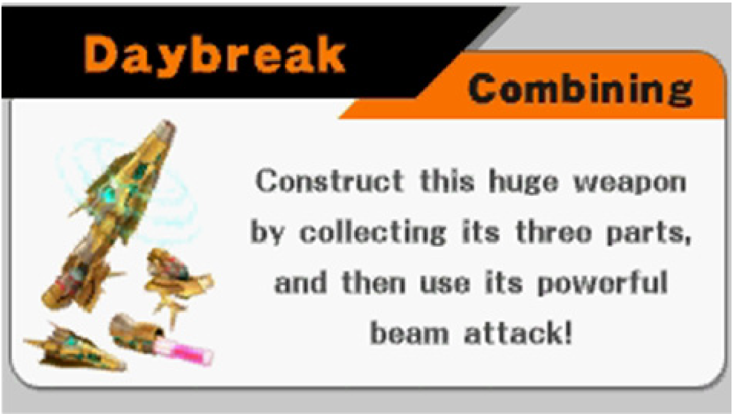
Throwing

Cuccos will wander around the stage, minding their own business. If you're heartless enough to attack one, you deserve what's coming to you.

- Category: Throwing
- Origin: *The Legend of Zelda: A Link to the Past*

- Description: Cuccos wander around the stage, minding their own business. If you’re heartless enough to attack one, you deserve what’s coming to you.

Daybreak



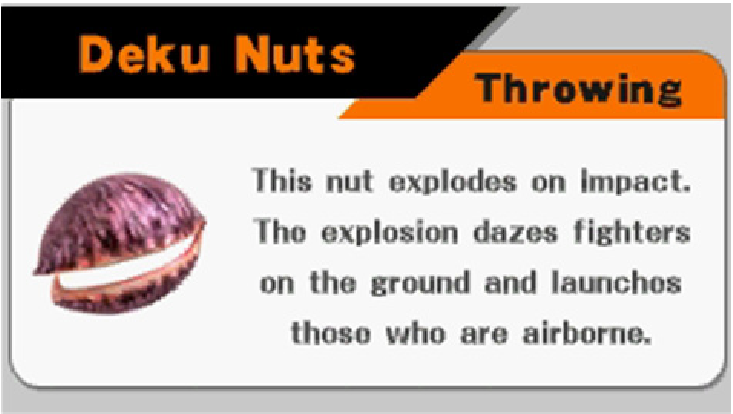
Daybreak

Combining

Construct this huge weapon by collecting its three parts, and then use its powerful beam attack!

- Category: Combining
- Origin: *Kid Icarus: Uprising*
- Description: Construct this huge weapon by collecting its three parts, and then use its powerful beam attack!

Deku Nuts



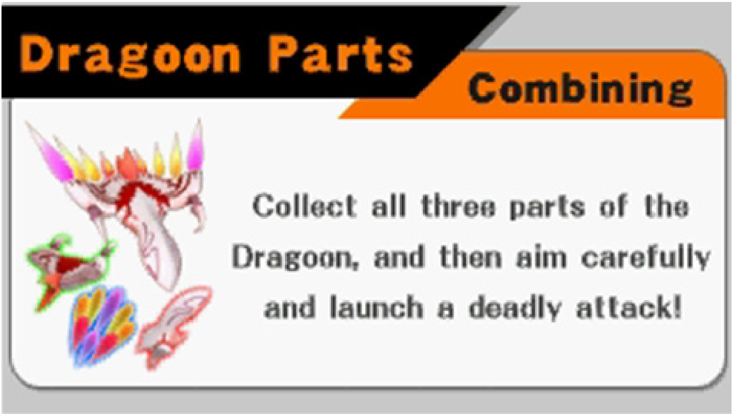
Deku Nuts

Throwing

This nut explodes on impact. The explosion dazes fighters on the ground and launches those who are airborne.

- Category Throwing
- Origin: *The Legend of Zelda: Ocarina of Time*
- Description: These nuts explode on impact. The explosion dazes fighters on the ground and launches those who are airborne.

Dragoon Parts

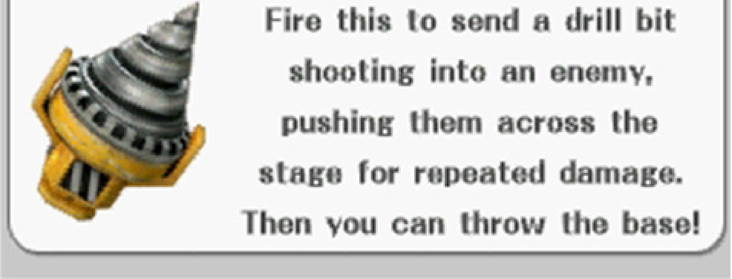


Collect all three parts of the Dragoon, and then aim carefully and launch a deadly attack!

- Category: Combining
- Origin: *Kirby Air Ride*
- Description: Collect all three parts of the Dragoon, and then aim carefully and launch a deadly attack!

Drill

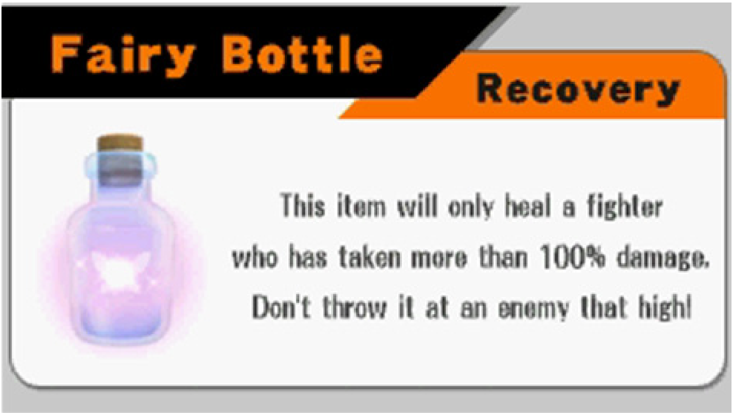
Drill
Shooting



Fire this to send a drill bit shooting into an enemy, pushing them across the stage for repeated damage. Then you can throw the base!

- Category: Shooting
- Origin: *Kid Icarus: Uprising*
- Description: Fire this to send a drill bit shooting into an enemy, pushing that enemy across the stage for repeated damage. Then you can throw the base!

Fairy Bottle



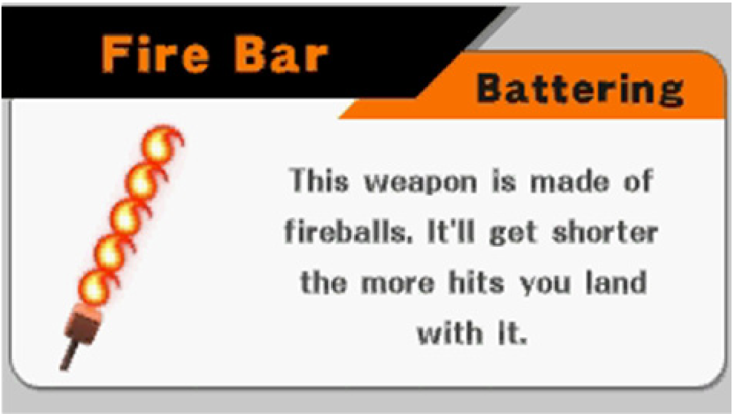
Fairy Bottle

Recovery

This item will only heal a fighter who has taken more than 100% damage. Don't throw it at an enemy that high!

- Category: Recovery
- Origin: *The Legend of Zelda: A Link to the Past*
- Description: This item will heal only a fighter who has taken more than 100% damage. Don't throw it at an enemy with damage that high!

Fire Bar



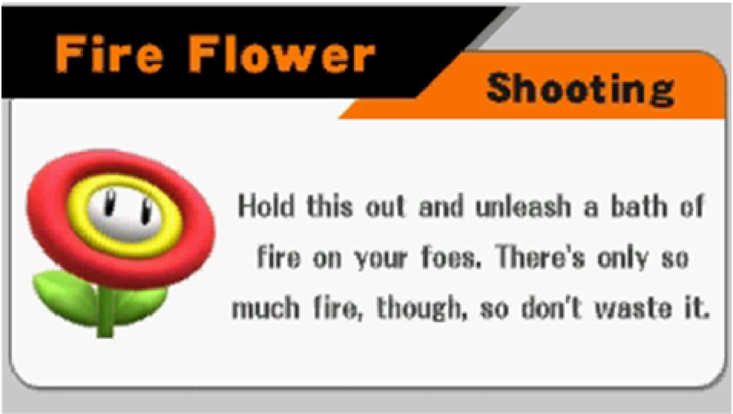
Fire Bar

Battering

This weapon is made of fireballs. It'll get shorter the more hits you land with it.

- Category: Battering
- Origin: *Super Mario Bros.*
- Description: This weapon is made of fireballs. It'll get shorter the more hits you land with it.

Fire Flower



Fire Flower

Shooting

Hold this out and unleash a bath of fire on your foes. There's only so much fire, though, so don't waste it.

- Category: Shooting
- Origin: *Super Mario Bros.*
- Description: Hold this out and unleash a bath of fire on your foes. There's only so much fire, though, so don't waste it.

Food

Food

Recovery

Eat it to heal some damage! The amount you recover depends on what kind of food you eat.

- Category: Recovery
- Origin: Varies by item
- Description: Eat to heal some damage! The amount you recover depends on what kind of food you eat.

Franklin Badge

Franklin Badge

Gear

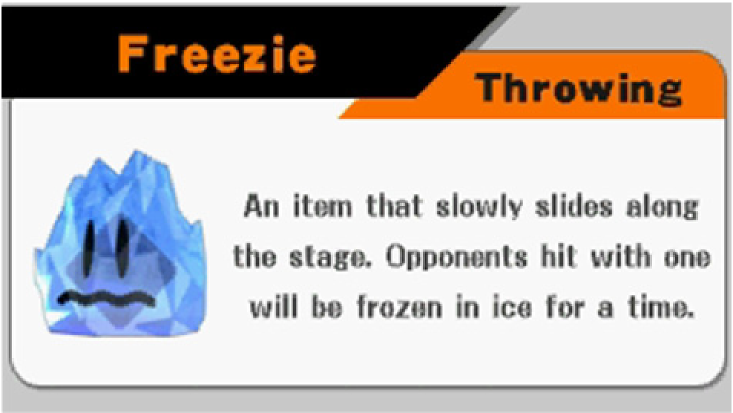
Pick this up and it'll attach itself to you, reflecting all projectile attacks from foes.

FRANKLIN BADGE
MOTHER

- Category: Gear
- Origin: *EarthBound*

- Description: Pick this up and it'll attach itself to you, reflecting all projectile attacks from foes.

Freezie



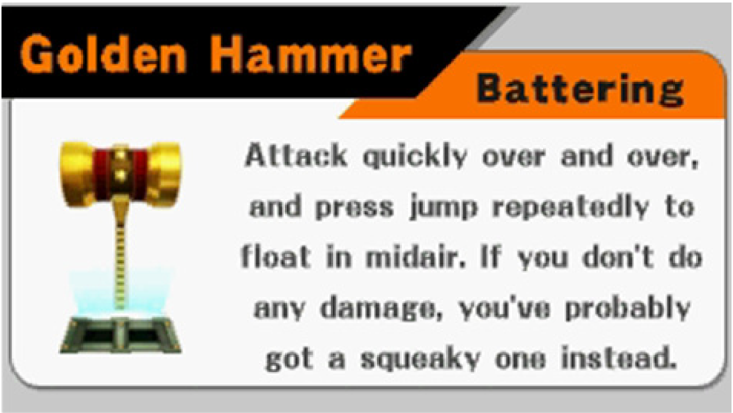
Freezie

Throwing

An item that slowly slides along the stage. Opponents hit with one will be frozen in ice for a time.

- Category: Throwing
- Origin: *Mario Bros.*
- Description: An item that slowly slides along the stage. Opponents hit with one will be frozen in ice for a time.

Golden Hammer



Golden Hammer

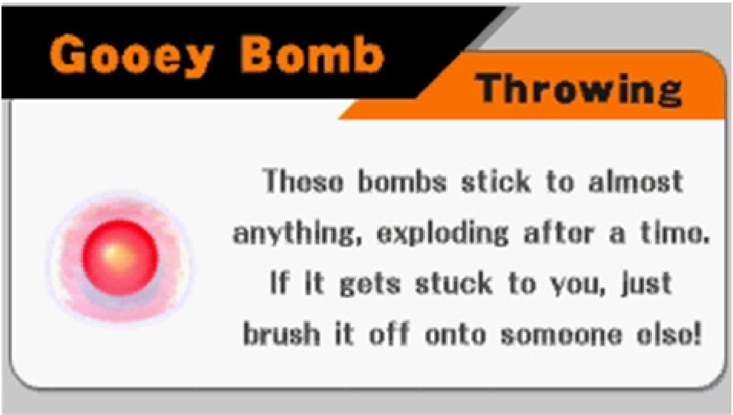
Battering

Attack quickly over and over, and press jump repeatedly to float in midair. If you don't do any damage, you've probably got a squeaky one instead.

- Category: Battering

- Origin: *Wrecking Crew*
- Description: Attack quickly over and over, and press Jump repeatedly to float in midair. If you don't do any damage, you probably have a squeaky one instead.

Gooey Bomb



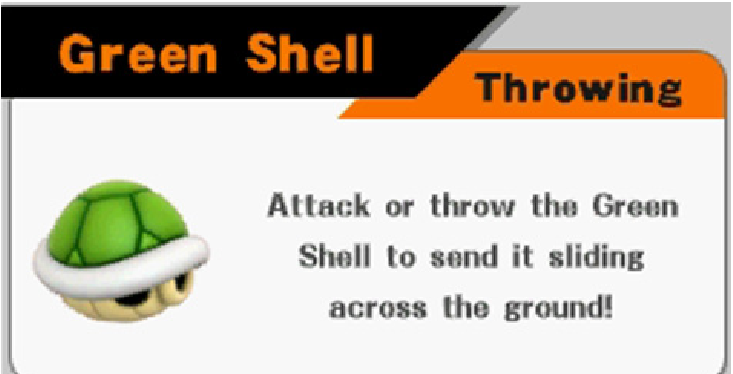
Gooey Bomb

Throwing

These bombs stick to almost anything, exploding after a time. If it gets stuck to you, just brush it off onto someone else!

- Category: Throwing
- Origin: *Super Smash Bros.*
- Description: These bombs stick to almost anything, exploding after a time. If it gets stuck to you, just brush it off onto someone else!

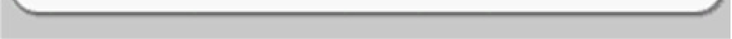
Green Shell



Green Shell

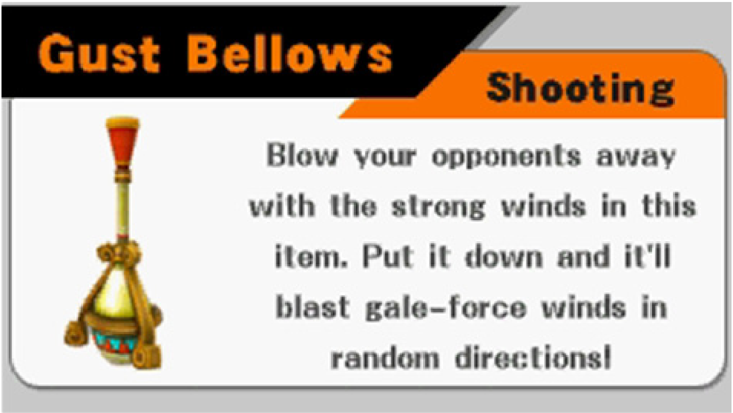
Throwing

Attack or throw the Green Shell to send it sliding across the ground!



- Category: Throwing
- Origin: *Super Mario Bros.*
- Description: Attack or throw the Green Shell to send it sliding across the ground!

Gust Bellows

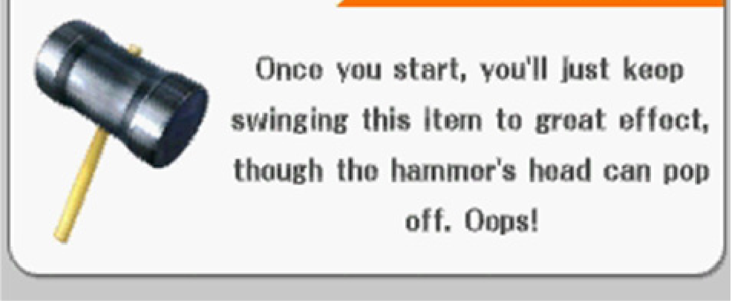


Blow your opponents away with the strong winds in this item. Put it down and it'll blast gale-force winds in random directions!

- Category: Shooting
- Origin: *The Legend of Zelda: Skyward Sword*
- Description: Blow your opponents away with the strong winds of this item. Put it down and it'll blast gale-force winds in random directions!

Hammer

Hammer
Battering



Once you start, you'll just keep swinging this item to great effect, though the hammer's head can pop off. Oops!

- Category: Battering
- Origin: *Donkey Kong*
- Description: Once you start, you'll just keep swinging this item to great effect, though the hammer's head can pop off. Oops!

Heart Container

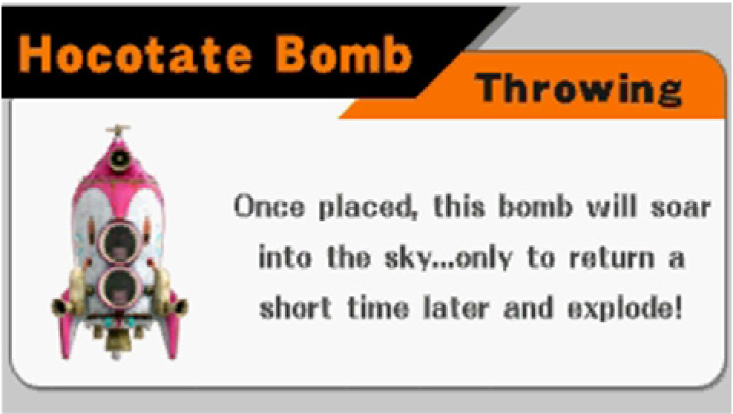
Heart Container

Recovery

This heals 100 of the damage you have taken so far! Grab it before your foes get to it!

- Category: Recovery
- Origin: *The Legend of Zelda*
- Description: This heals 100 of the damage you have taken so far! Grab it before your foes get to it!

Hocotate Bomb



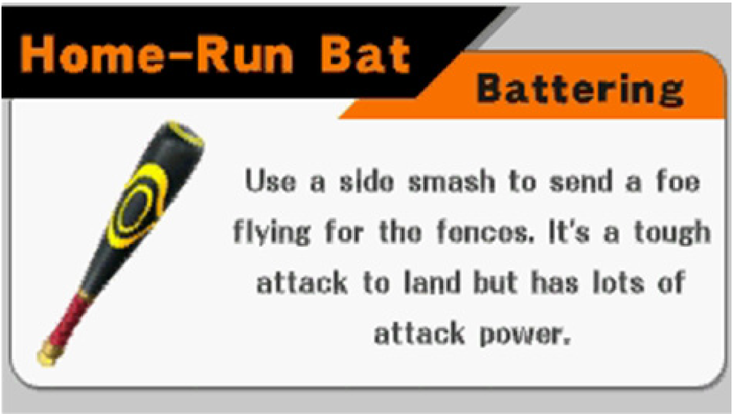
Hocotate Bomb

Throwing

Once placed, this bomb will soar into the sky...only to return a short time later and explode!

- Category: Throwing
- Origin: *Pikmin 2*
- Description: Once placed, this bomb soars into the sky...only to return a short time later to explode!

Home-Run Bat



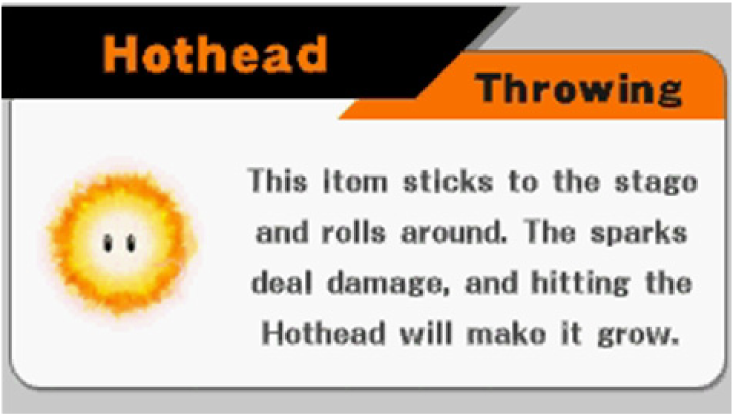
Home-Run Bat

Battering

Use a side smash to send a foe flying for the fences. It's a tough attack to land but has lots of attack power.

- Category: Battering
- Origin: *Super Smash Bros.*
- Description: Use a Side Smash to send a foe flying for the fences. It's a tough attack to land, but it has lots of attack power.

Hothead



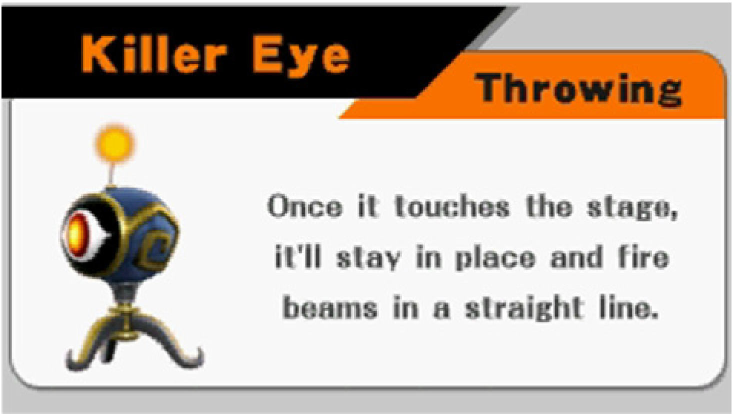
Hothead

Throwing

This item sticks to the stage and rolls around. The sparks deal damage, and hitting the Hothead will make it grow.

- Category: Throwing
- Origin: *Super Mario World*
- Description: This item sticks to the stage and rolls around. The sparks deal damage, and hitting the Hothead will make it grow.

Killer Eye



Killer Eye

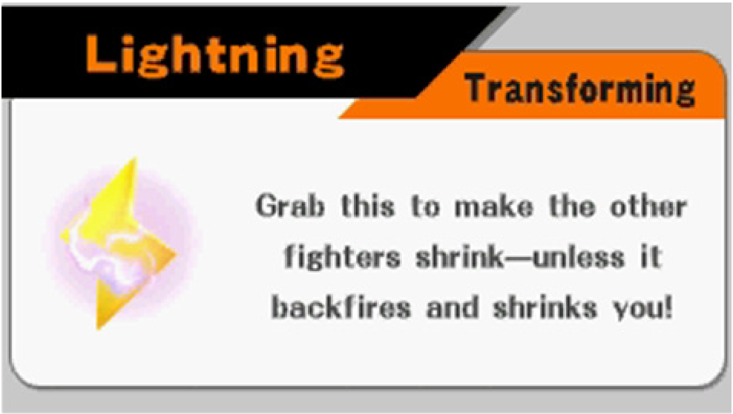
Throwing

Once it touches the stage, it'll stay in place and fire beams in a straight line.

- Category: Throwing

- Origin: *Kid Icarus: Uprising*
- Description: Once it touches the stage, it'll stay in place and fire beams in a straight line.

Lightning

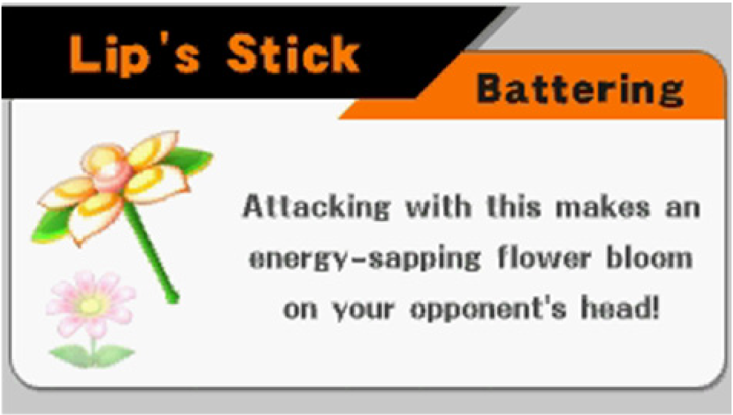

Lightning

Transforming

Grab this to make the other fighters shrink—unless it backfires and shrinks you!

- Category: Transforming
- Origin: *Super Mario Kart*
- Description: Grab this to make other fighters shrink—unless it backfires and shrinks you!

Lip's Stick

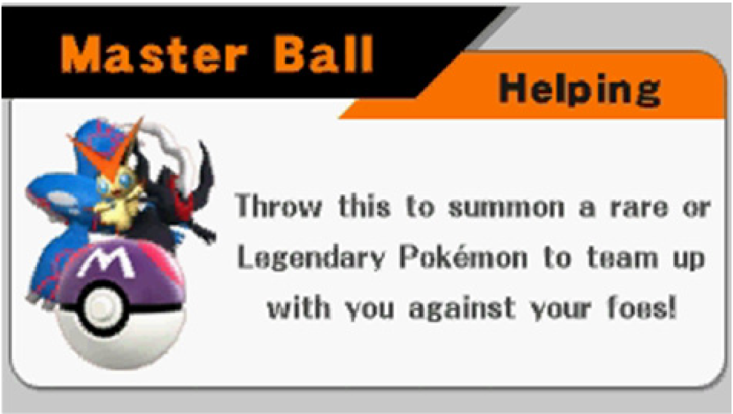

Lip's Stick

Battering

Attacking with this makes an energy-sapping flower bloom on your opponent's head!

- Category: Battering
- Origin: *Panel de Pon*
- Description: Attacking with this makes an energy-sapping flower bloom on your opponent's head!

Master Ball



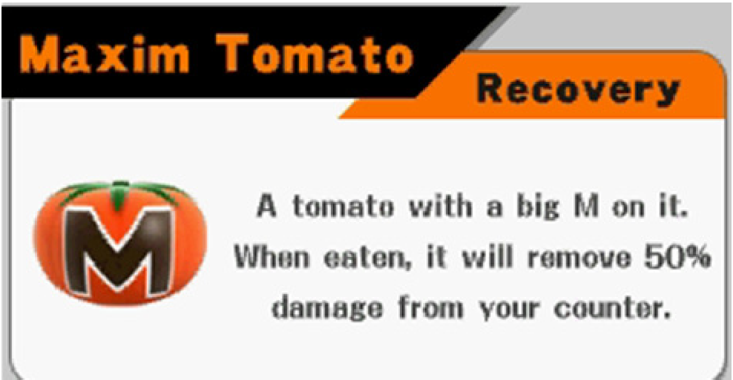
Master Ball

Helping

Throw this to summon a rare or Legendary Pokémon to team up with you against your foes!

- Category: Helping
- Origin: The *Pokémon* series
- Description: Throw this to summon a rare or Legendary Pokémon to team up with you against your foes!

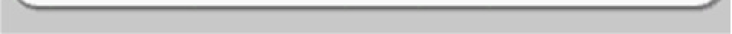
Maxim Tomato



Maxim Tomato

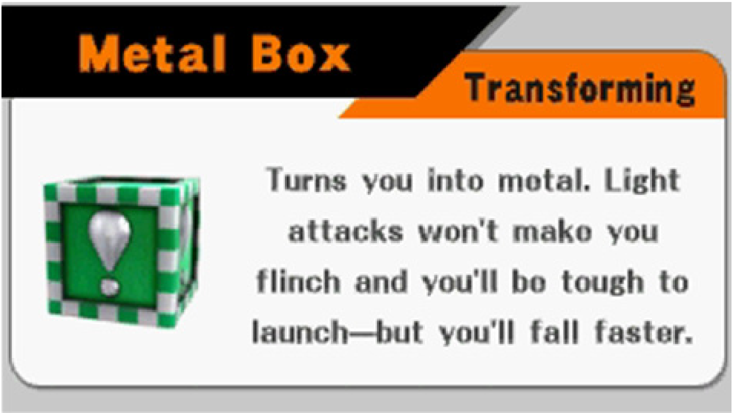
Recovery

A tomato with a big M on it. When eaten, it will remove 50% damage from your counter.



- Category: Recovery
- Origin: *Kirby's Dream Land*
- Description: A tomato with a big M on it. When eaten, it removes 50% damage from your counter.

Metal Box



Metal Box

Transforming

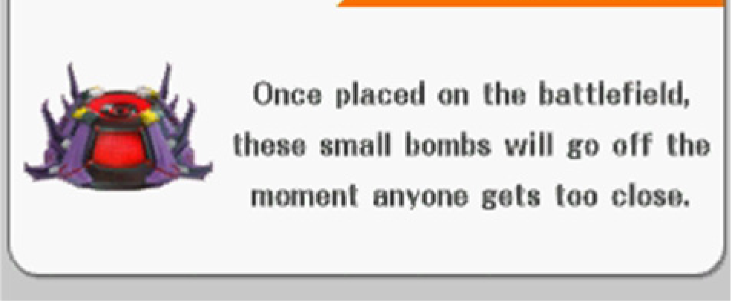
Turns you into metal. Light attacks won't make you flinch and you'll be tough to launch—but you'll fall faster.

- Category: Transforming
- Origin: *Super Mario 64*
- Description: Turns you into metal. Light attacks won't make you flinch, and you'll be tough to launch—but you'll fall faster.

Motion-Sensor Bomb

Motion-Sensor Bomb

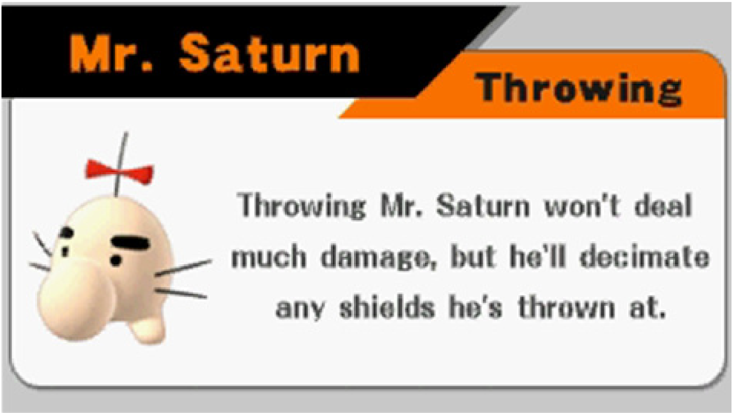
Throwing



Once placed on the battlefield, these small bombs will go off the moment anyone gets too close.

- Category: Throwing
- Origin Super Smash Bros.
- Description: Once placed on the battlefield, these small bombs go off the moment anyone gets too close.

Mr. Saturn



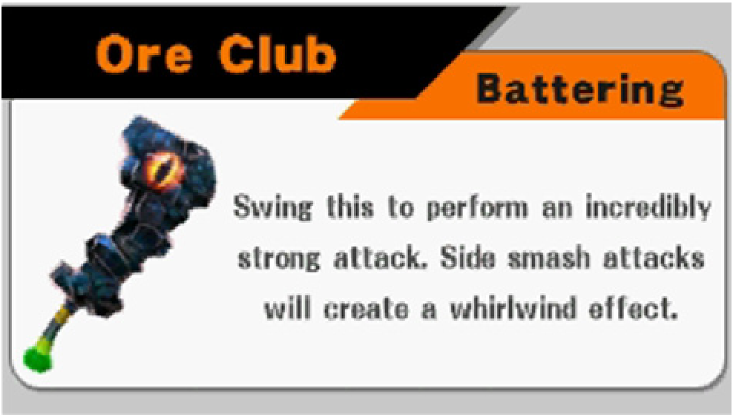
Mr. Saturn

Throwing

Throwing Mr. Saturn won't deal much damage, but he'll decimate any shields he's thrown at.

- Category: Throwing
- Origin: *EarthBound*
- Description: Mr. Saturn won't deal much damage when thrown, but he'll decimate any shields he's thrown at.

Ore Club



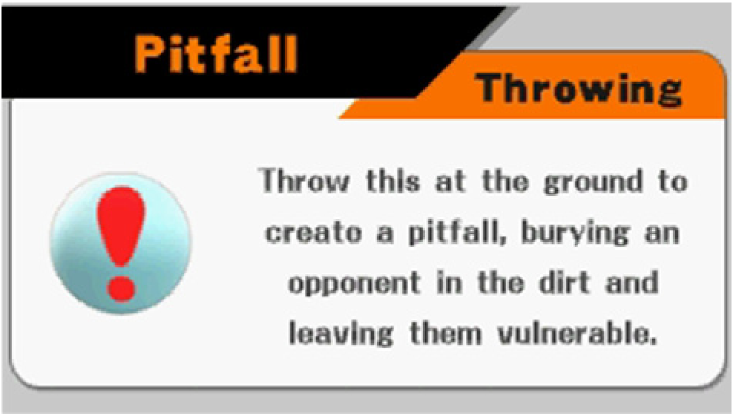
Ore Club

Battering

Swing this to perform an incredibly strong attack. Side smash attacks will create a whirlwind effect.

- Category: Battering
- Origin: *Kid Icarus: Uprising*
- Description: Swing this to perform an incredibly strong attack. Side Smash attacks create a whirlwind effect.

Pitfall



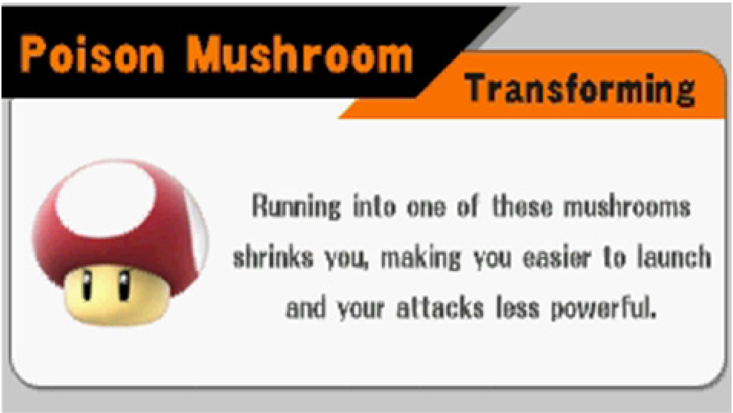
Pitfall

Throwing

Throw this at the ground to create a pitfall, burying an opponent in the dirt and leaving them vulnerable.

- Category: Throwing
- Origin: *Animal Crossing*
- Description: Throw this at the ground to create a pitfall, burying an opponent in the dirt and leaving that opponent vulnerable.

Poison Mushroom



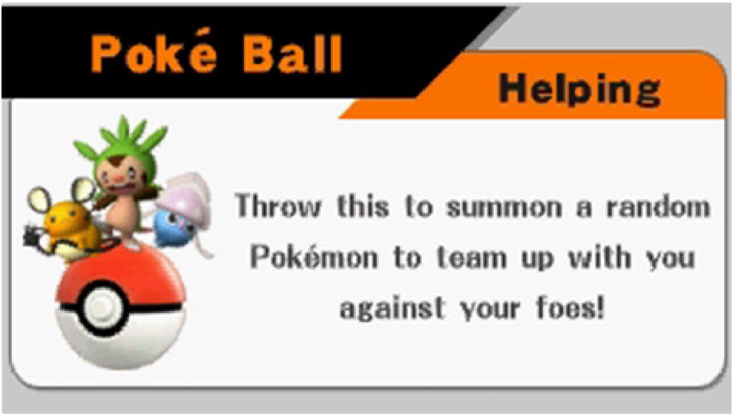
Poison Mushroom

Transforming

Running into one of these mushrooms shrinks you, making you easier to launch and your attacks less powerful.

- Category: Transforming
- Origin: *Super Mario All-Stars*
- Description: Running into one of these mushrooms shrinks you, making you easier to launch and your attacks less powerful.

Poké Ball



Poké Ball

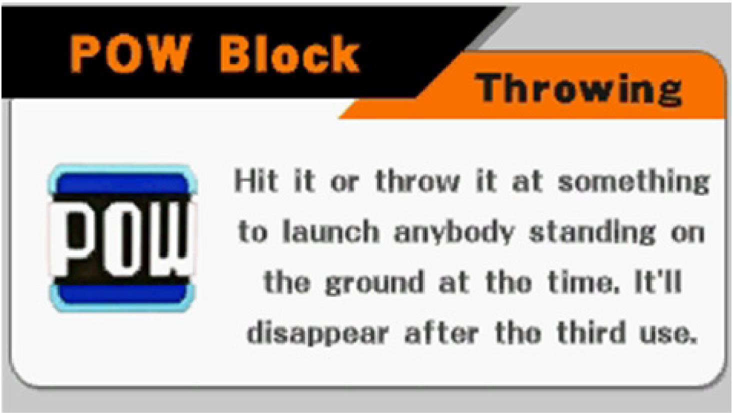
Helping

Throw this to summon a random Pokémon to team up with you against your foes!

- Category: Helping

- Origin: The *Pokémon* series
- Description: Throw this to summon a random Pokémon to team up with against your foes!

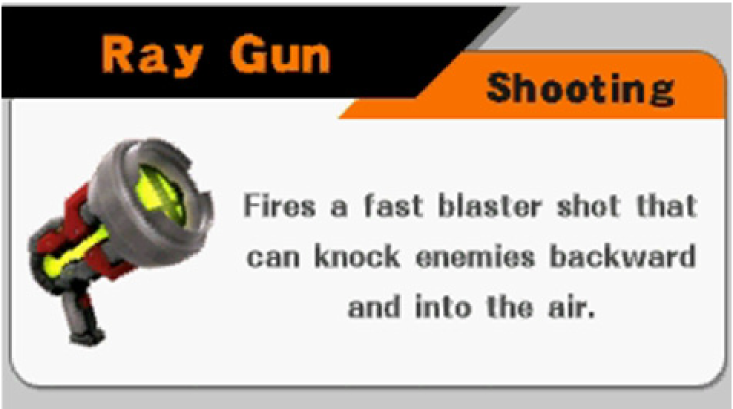
POW Block



Hit it or throw it at something to launch anybody standing on the ground at the time. It'll disappear after the third use.

- Category: Throwing
- Origin: *Mario Bros.*
- Description: Hit it or throw it at something to launch anybody standing on the ground at the time. It'll disappear after the third use.

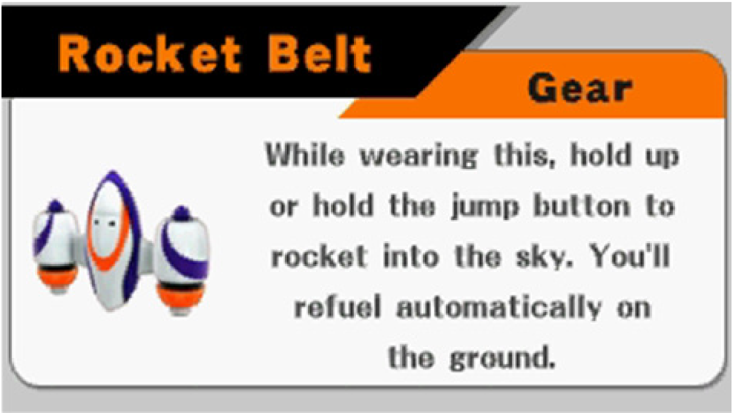
Ray Gun



Fires a fast blaster shot that can knock enemies backward and into the air.

- Category: Shooting
- Origin: *Super Smash Bros.*
- Description: Fires a fast blaster shot that can knock enemies backward and into the air.

Rocket Belt



Rocket Belt

Gear

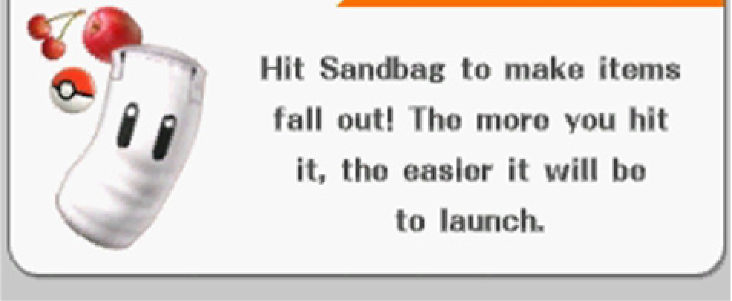
While wearing this, hold up or hold the jump button to rocket into the sky. You'll refuel automatically on the ground.

- Category: Gear
- Origin: *Pilotwings*
- Description: While wearing this, hold Up or hold the Jump button to rocket into the sky. You'll refuel automatically on the ground.

Sandbag

Sandbag

Punching



Hit Sandbag to make items fall out! The more you hit it, the easier it will be to launch.

- Category: Punching
- Origin: *Super Smash Bros. Melee*
- Description: Hit Sandbag to make items fall out! The more you hit it, the easier it will be to launch.

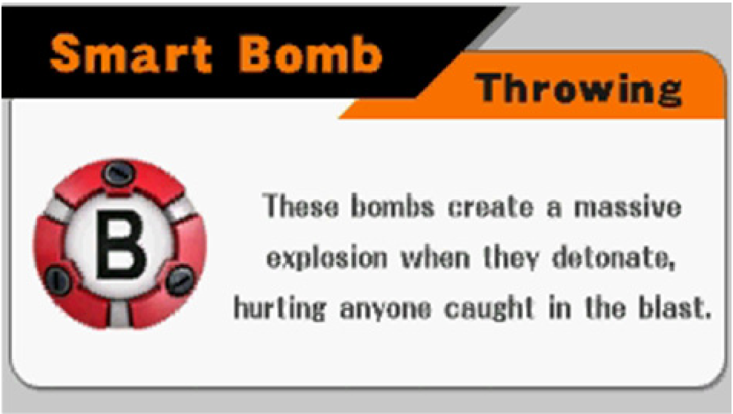
Screw Attack

Screw Attack
Gear

Pick this up and you'll execute a high-speed Screw Attack every time you jump.

- Category: Gear
- Origin: *Metroid*
- Description: Pick this up and you'll execute a high-speed Screw Attack every time you jump.

Smart Bomb



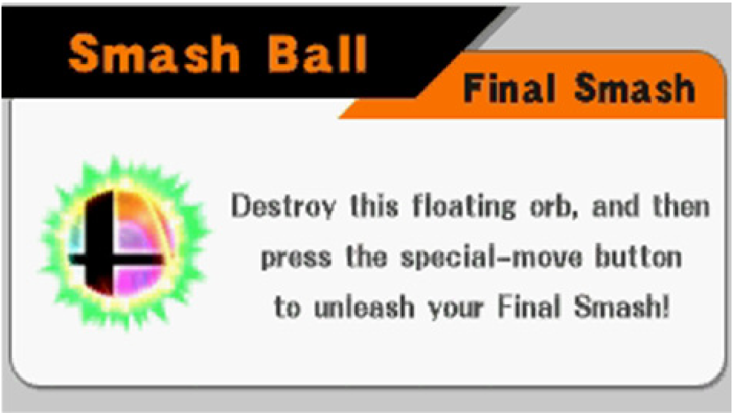
Smart Bomb

Throwing

These bombs create a massive explosion when they detonate, hurting anyone caught in the blast.

- Category: Throwing
- Origin: *Star Fox*
- Description: These bombs create a massive explosion when they detonate, hurting anyone caught in the blast.

Smash Ball



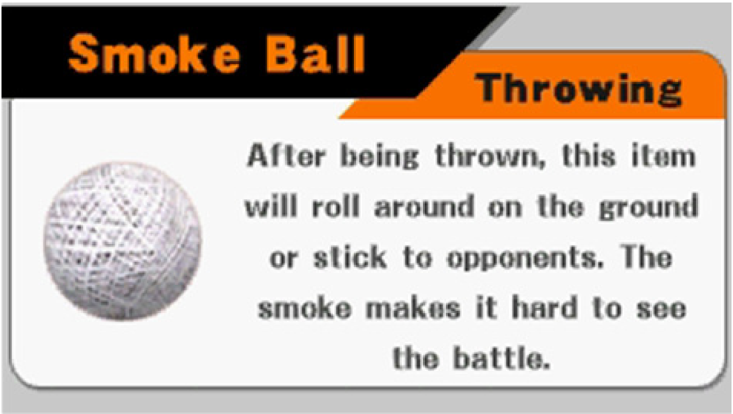
Smash Ball

Final Smash

Destroy this floating orb, and then press the special-move button to unleash your Final Smash!

- Category: Final Smash
- Origin: *Super Smash Bros. Brawl*
- Description: Destroy this floating orb, and then press the Special Move button to unleash your Final Smash!

Smoke Ball



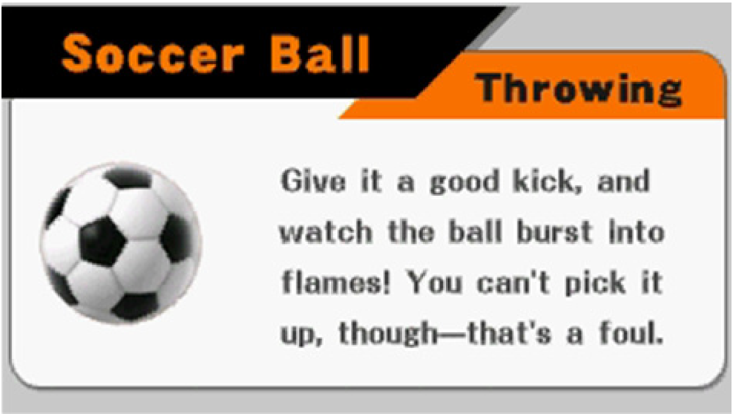
Smoke Ball

Throwing

After being thrown, this item will roll around on the ground or stick to opponents. The smoke makes it hard to see the battle.

- Category: Throwing
- Origin: *Super Smash Bros. Brawl*
- Description: After being thrown, this item will roll around on the ground or stick to opponents. The smoke makes it hard to see the battle.

Soccer Ball



Soccer Ball

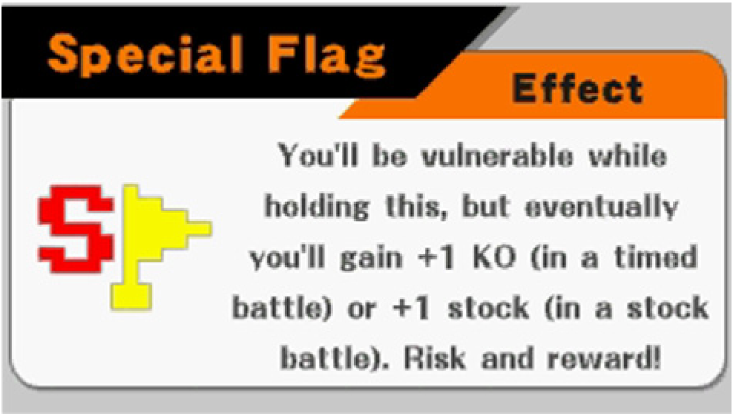
Throwing

Give it a good kick, and watch the ball burst into flames! You can't pick it up, though—that's a foul.

- Category: Throwing
- Origin: *Super Mario Strikers*

- Description: Give it a good kick, and watch the ball burst into flames! You can’t pick it up, though—that’s a foul.

Special Flag



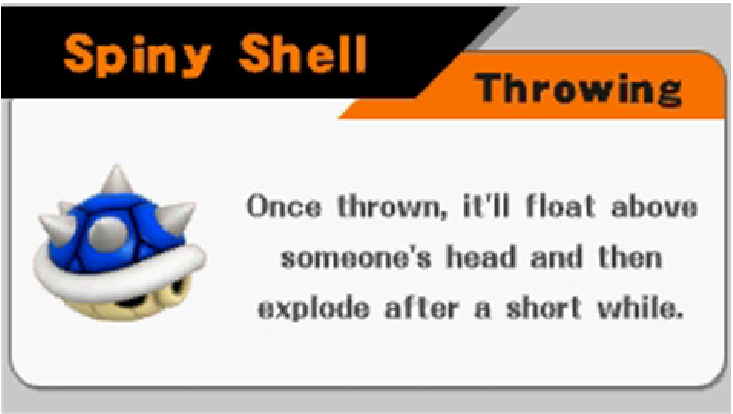
Special Flag

Effect

You'll be vulnerable while holding this, but eventually you'll gain +1 KO (in a timed battle) or +1 stock (in a stock battle). Risk and reward!

- Category: Effect
- Origin: *Rally-X*
- Description: You’ll be vulnerable while holding this , but eventually you’ll gain +1 KO (in a timed battle) or +1 stock (in a stock battle). Risk and reward!

Spiny Shell



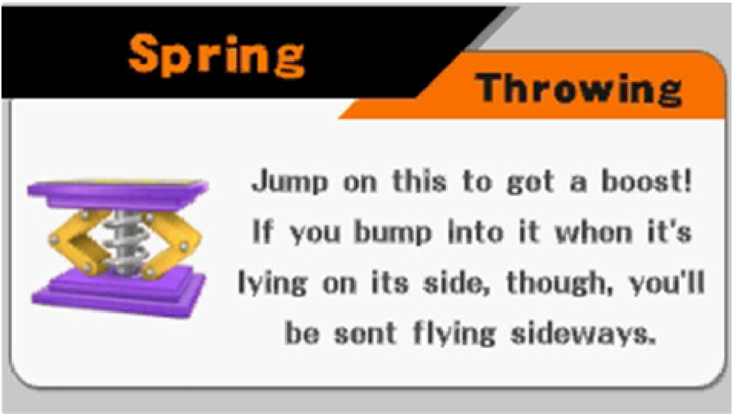
Spiny Shell

Throwing

Once thrown, it'll float above someone's head and then explode after a short while.

- Category: Throwing
- Origin: *Mario Kart 64*
- Description: Once thrown, it floats above someone's head and then explodes after a short while.

Spring



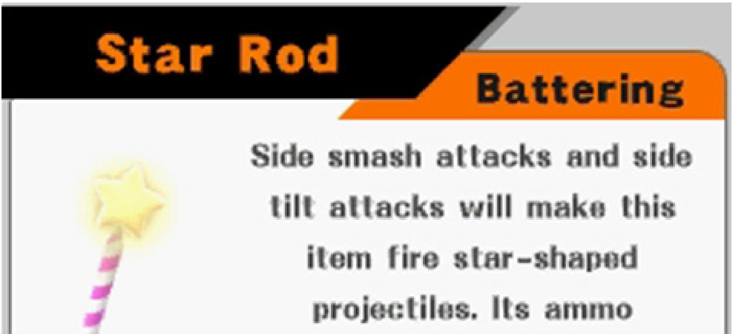
Spring

Throwing

Jump on this to get a boost! If you bump into it when it's lying on its side, though, you'll be sent flying sideways.

- Category: Throwing
- Origin: *Donkey Kong Jr.*
- Description: Jump on this to get a boost! If you bump into it while it's laying on its side, though, you'll be sent flying sideways.

Star Rod



Star Rod

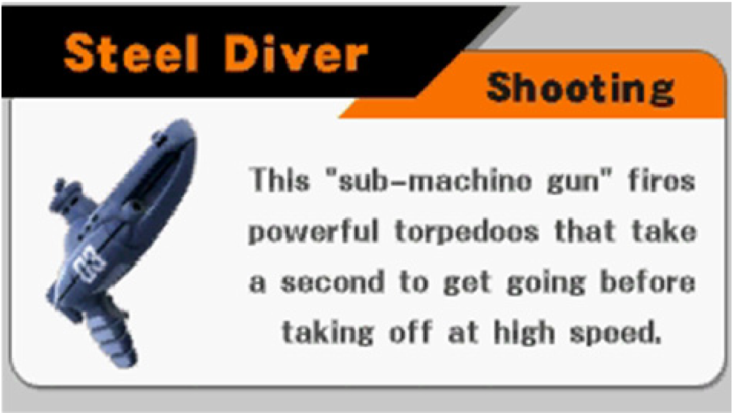
Battering

Side smash attacks and side tilt attacks will make this item fire star-shaped projectiles. Its ammo

is limited, though...

- Category: Battering
- Origin: *Kirby's Adventure*
- Description: Side Smash attacks and Side Tilt attacks will make this item fire star-shaped projectiles. Its ammo is limited, though...

Steel Diver



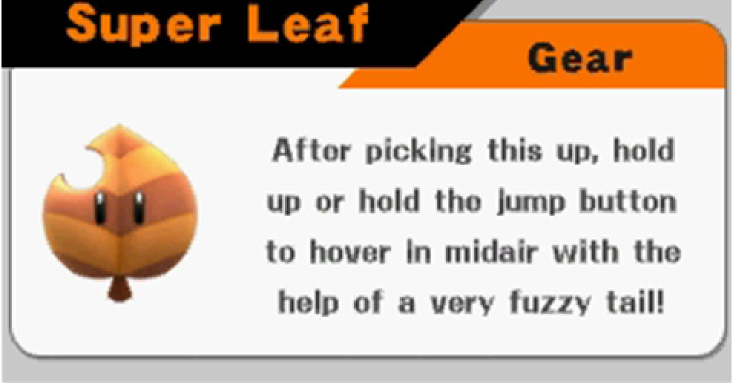
Steel Diver

Shooting

This "sub-machine gun" fires powerful torpedoes that take a second to get going before taking off at high speed.

- Category: Shooting
- Origin: *Steel Diver*
- Description: This “sub-machine gun” fires powerful torpedoes that take a second to get going before taking off at high speed.

Super Leaf



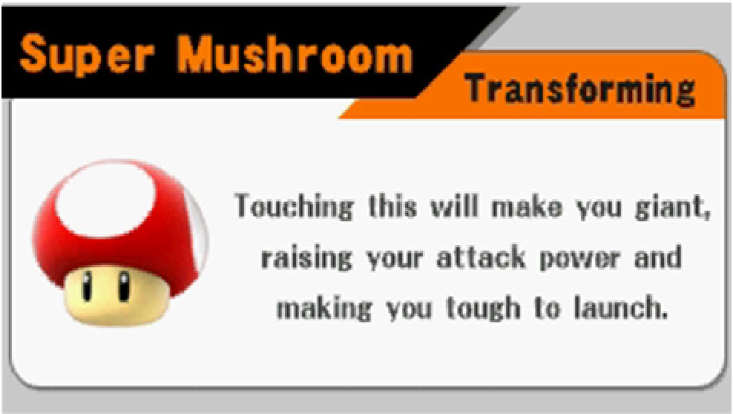
Super Leaf

Gear

After picking this up, hold up or hold the jump button to hover in midair with the help of a very fuzzy tail!

- Category: Gear
- Origin: *Super Mario Bros. 3*
- Description: After picking this up, hold Up or hold the Jump button to hover in midair with the help of a very fuzzy tail!

Super Mushroom



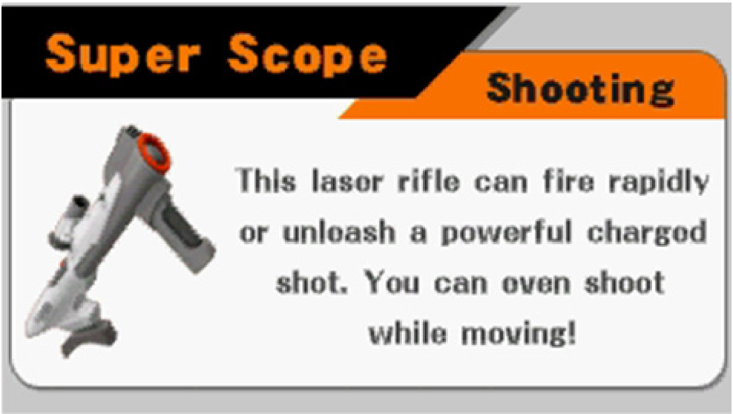
Super Mushroom

Transforming

Touching this will make you giant, raising your attack power and making you tough to launch.

- Category: Transforming
- Origin: *Super Mario Bros.*
- Description: Touching this will make you a giant, raising your attack power and making you tough to launch.

Super Scope



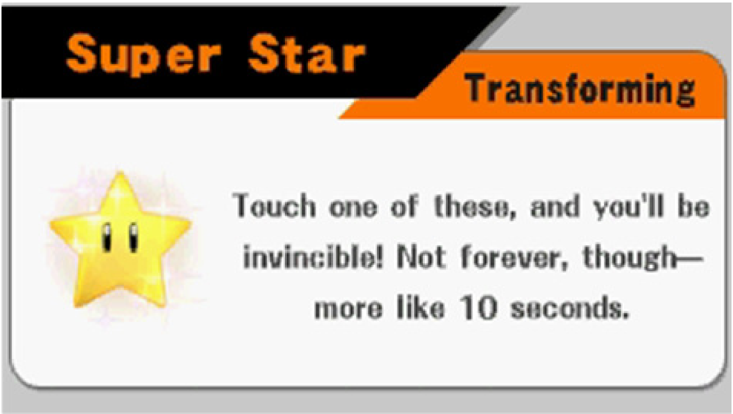
Super Scope

Shooting

This laser rifle can fire rapidly or unleash a powerful charged shot. You can even shoot while moving!

- Category: Shooting
- Origin: Super Nintendo Entertainment System accessory
- Description: This laser rifle can fire rapidly or unleash a power-charged shot. You can even shoot while moving!

Super Star



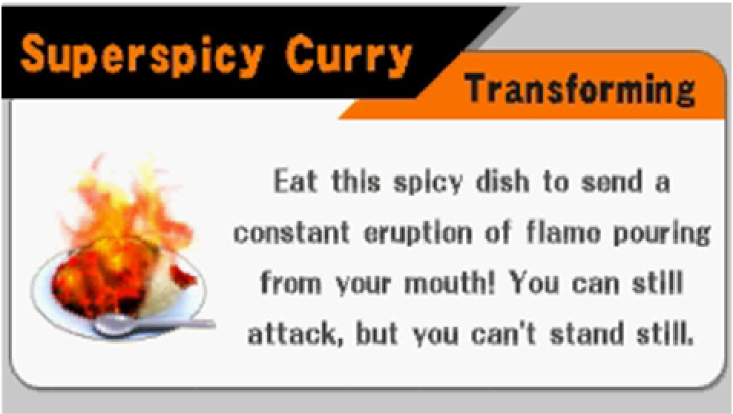
Super Star

Transforming

Touch one of these, and you'll be invincible! Not forever, though—more like 10 seconds.

- Category: Transforming
- Origin: *Super Mario Bros.*
- Description: Touch one of these, and you’ll be invincible! Not forever, though—more like for 10 seconds.

Superspicy Curry



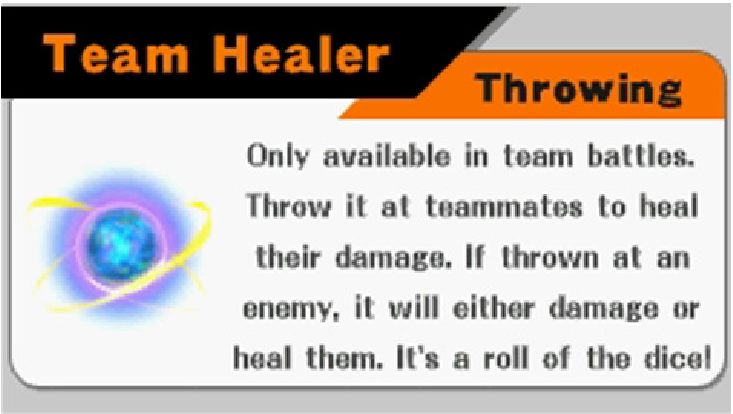
Superspicy Curry

Transforming

Eat this spicy dish to send a constant eruption of flame pouring from your mouth! You can still attack, but you can't stand still.

- Category: Transforming
- Origin: *Kirby's Dream Land*
- Description: Eat this spicy dish to send a constant eruption of flame pouring from your mouth! You can still attack, but you can't stand still.

Team Healer



Team Healer

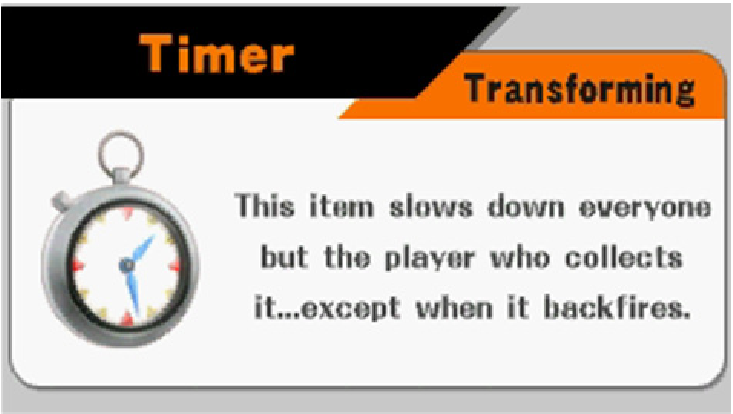
Throwing

Only available in team battles. Throw it at teammates to heal their damage. If thrown at an enemy, it will either damage or heal them. It's a roll of the dice!

- Category: Throwing

- Origin: *Super Smash Bros. Brawl*
- Description: Only available in team battles. Throw it at teammates to heal their damage. If thrown at an enemy, it will either damage or heal that enemy. It's a roll of the dice!

Timer



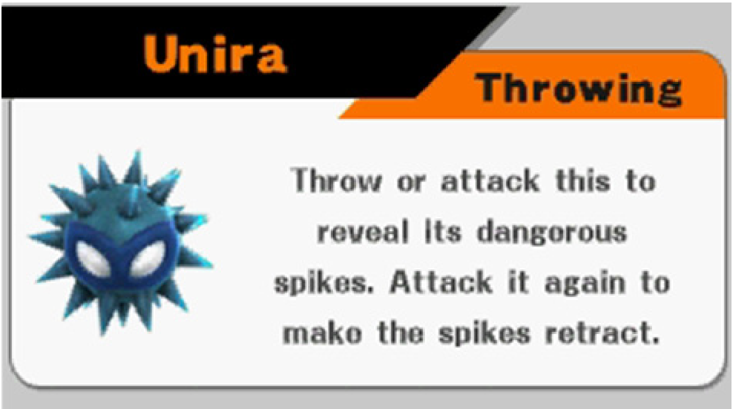
Timer

Transforming

This item slows down everyone but the player who collects it...except when it backfires.

- Category: Transforming
- Origin: *Super Smash Bros. Brawl*
- Description: This item slows down everyone but the player who collects it...except when it backfires.

Unira



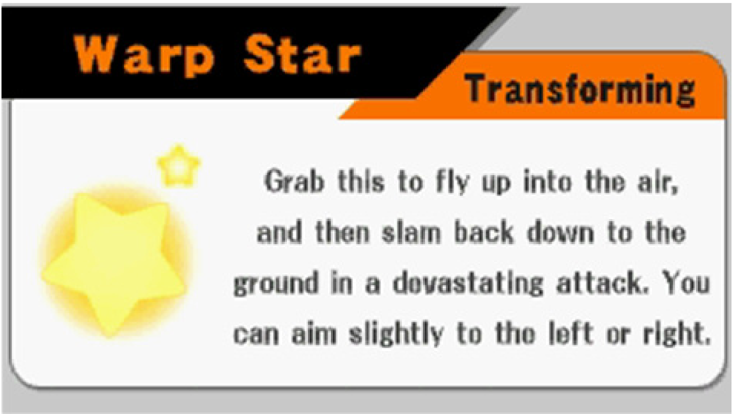
Unira

Throwing

Throw or attack this to reveal its dangerous spikes. Attack it again to make the spikes retract.

- Category: Throwing
- Origin: *Clu Clu Land*
- Description: Throw or attack this to reveal its dangerous spikes. Attack it again to make the spikes retract.

Warp Star



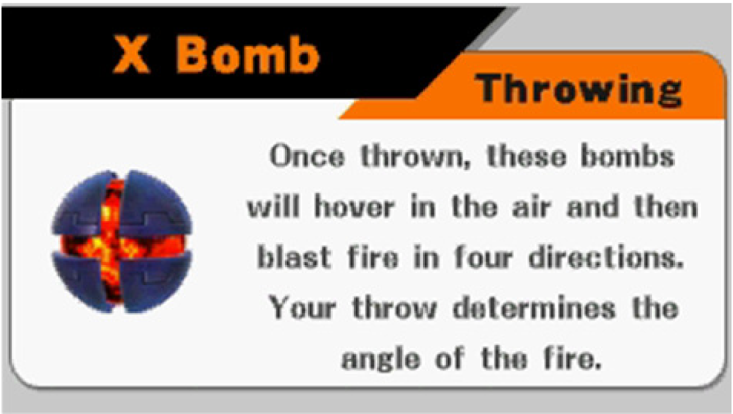
Warp Star

Transforming

Grab this to fly up into the air, and then slam back down to the ground in a devastating attack. You can aim slightly to the left or right.

- Category: Transforming
- Origin: *Kirby's Dream Land*
- Description: Grab this to fly up into the air, and then slam back down to the ground in a devastating attack. You can aim slightly to the left or the right.

X Bomb



X Bomb

Throwing

Once thrown, these bombs will hover in the air and then blast fire in four directions. Your throw determines the angle of the fire.

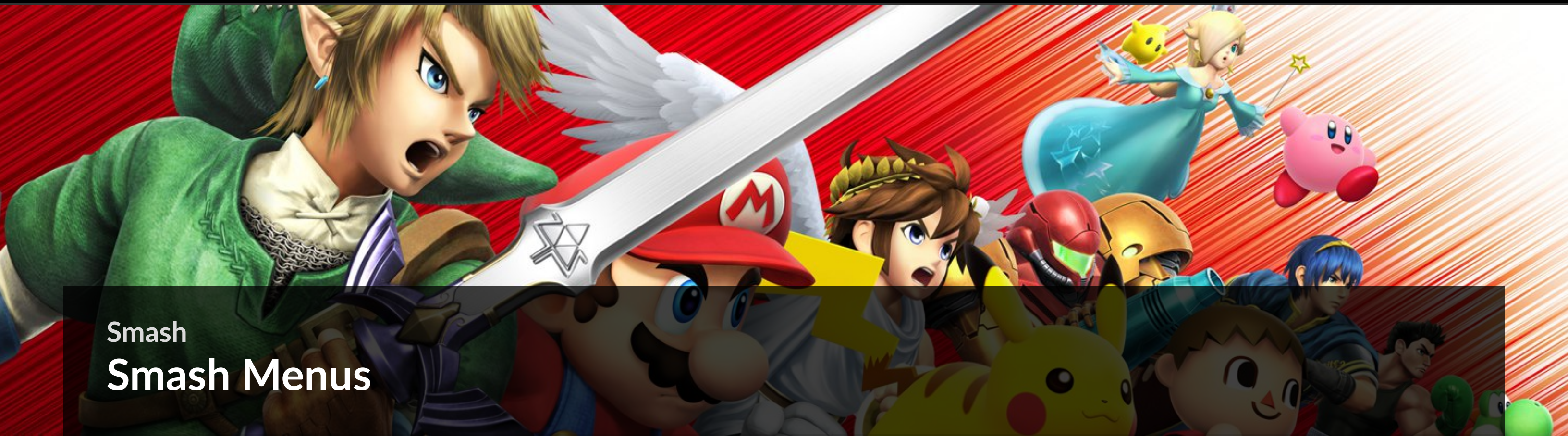
- Category: Throwing
- Origin: *Kid Icarus: Uprising*
- Description: Once thrown, these bombs hover in the air and then blast fire in four directions. Your throw determines the angle of the fire.

Smash

Smash Overview

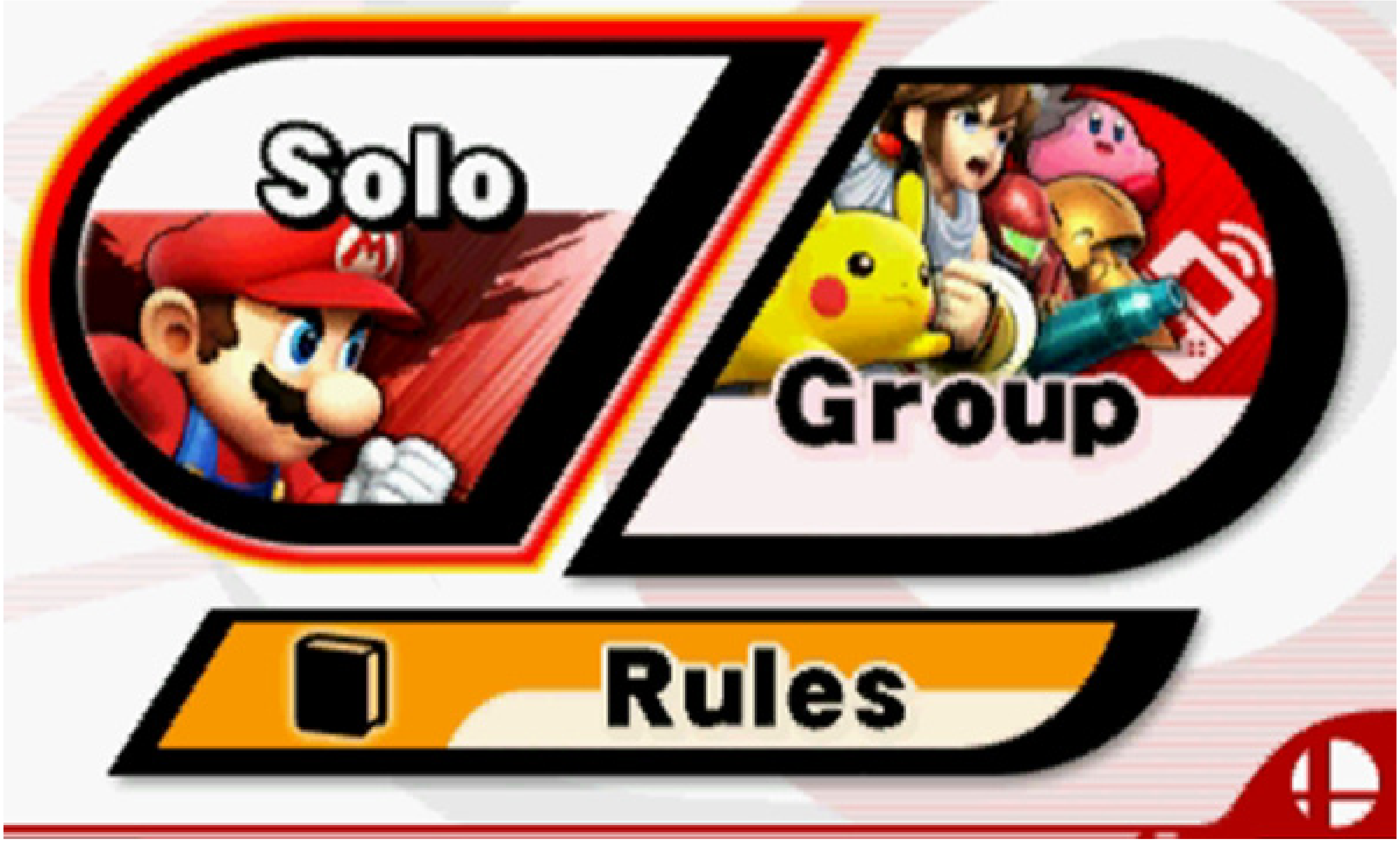
CPU
P1
CPU
CPU

In Smash, you battle for victory against CPU fighters or nearby players. This game mode has a straightforward format, but the settings provide players with a great deal of flexibility.



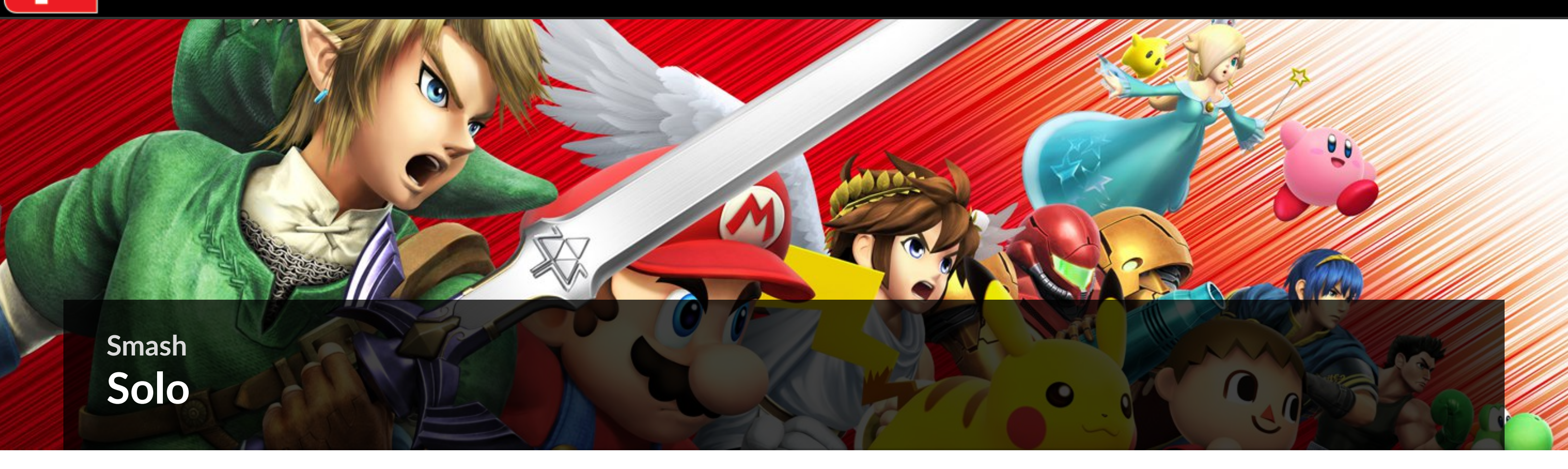
Smash

Smash Menus



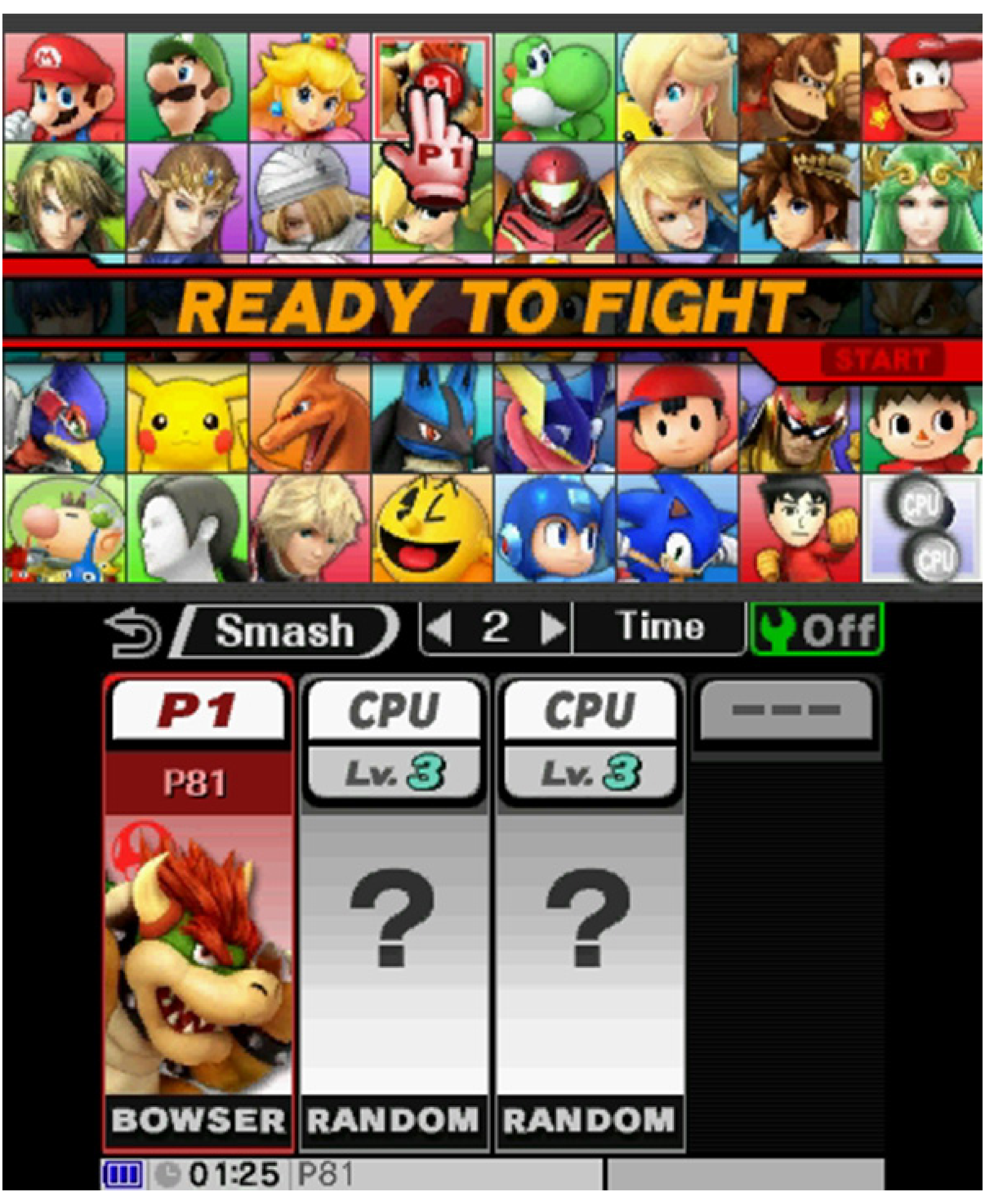
The main menu’s “Smash” option contains three Smash menus:

- Solo: Play against AI-controlled opponents!
- Group: Play against people nearby who have their own copy of the game.
- Rules: Change settings to customize the battle!



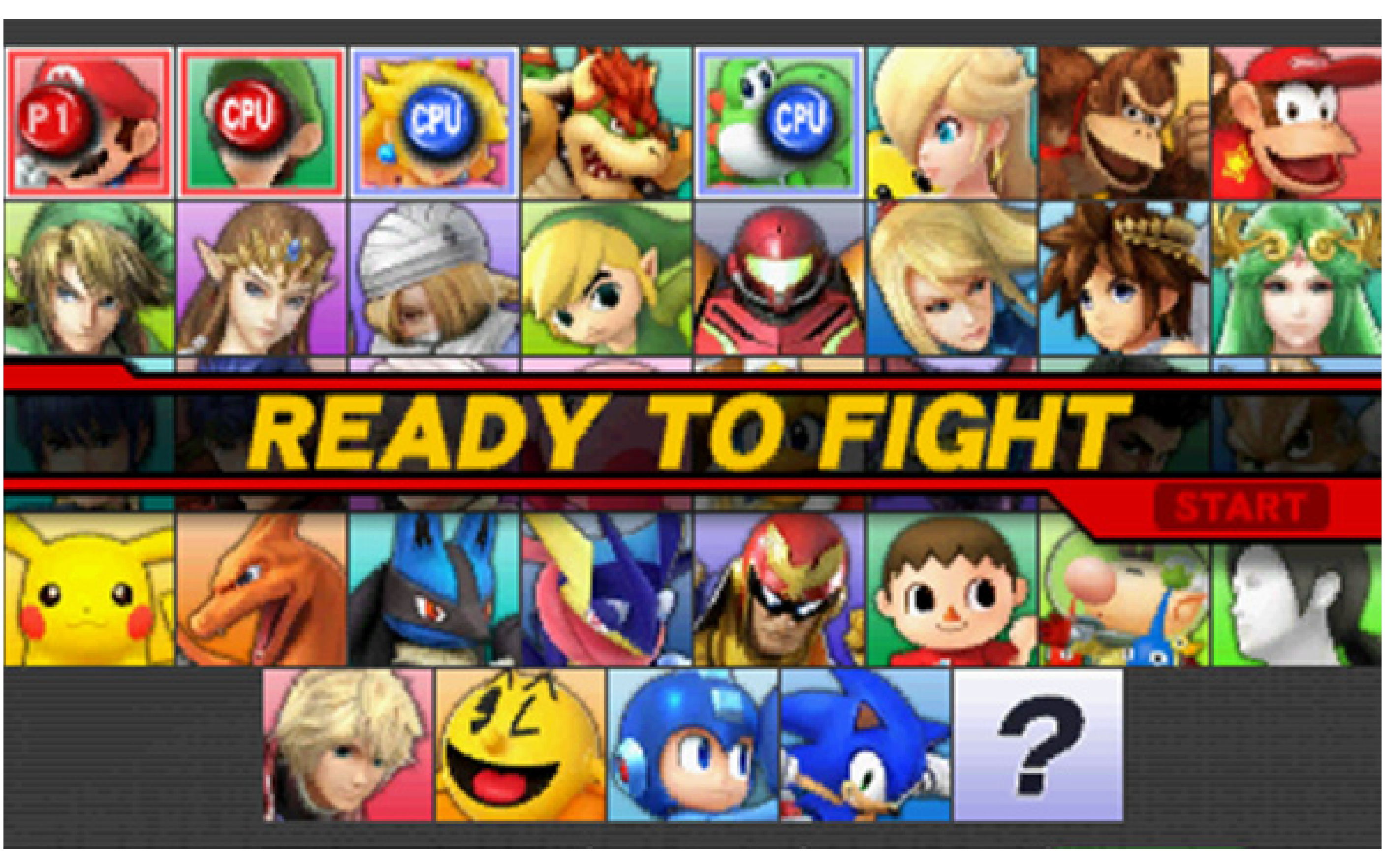
Smash

Solo



READY TO FIGHT
START
Smash
2
Time
Off
P1
P81
CPU
Lv. 3
CPU
Lv. 3
BOWSER
RANDOM
RANDOM
01:25
P81

Solo Smash is ideal for players who want to test their skills against one or more CPU fighters. During character selection, use the Touch Screen to adjust the match rules or change the number of CPU opponents you'll face. Simply tap each panel to cycle through the available options or—in some cases—to open additional menus.



P1
CPU
CPU
CPU
READY TO FIGHT
START

Tap the panels along the top of the Touch Screen to toggle between Smash and Team Smash, adjust the match rules, or to determine whether or not custom fighters are allowed.

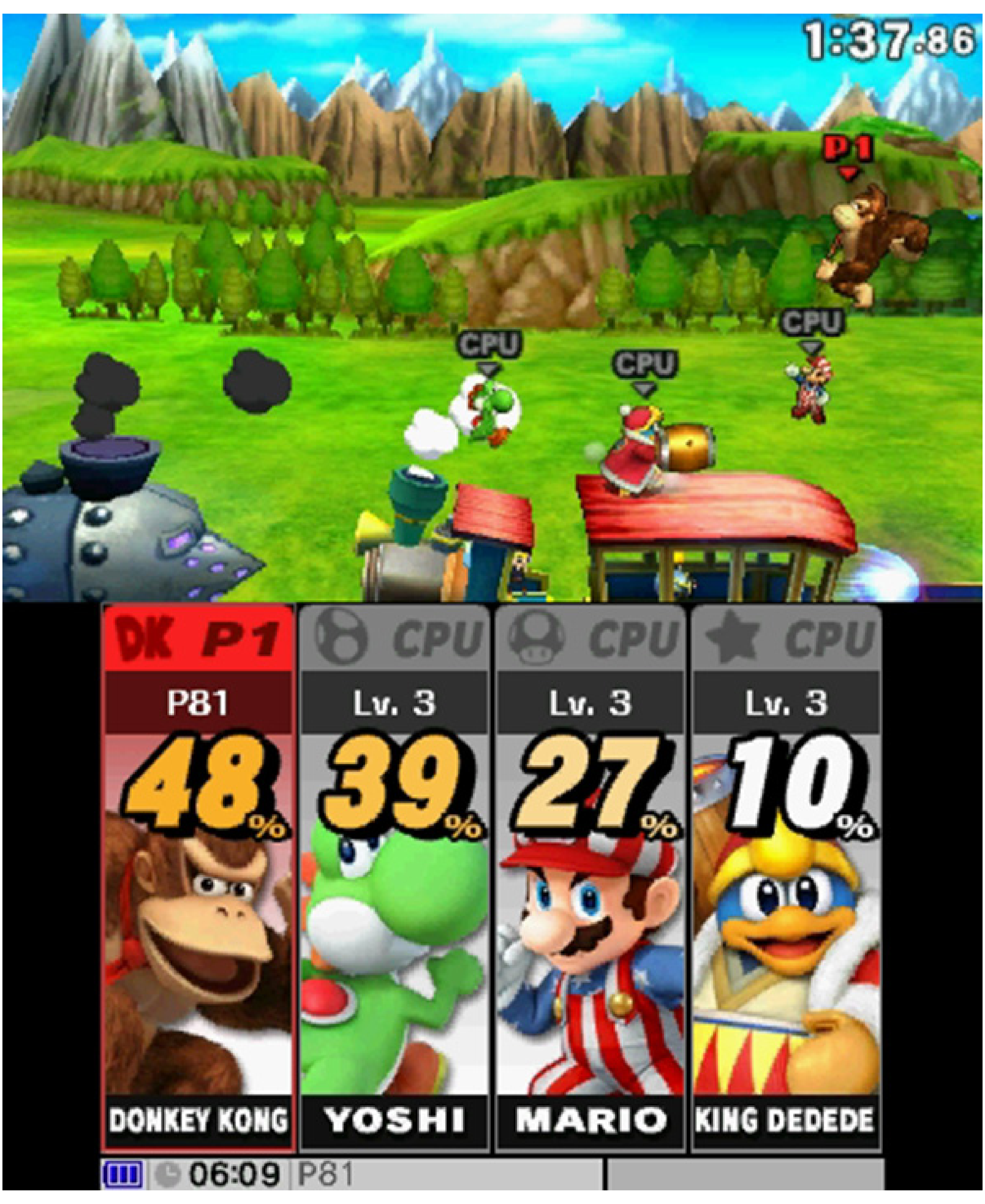
Note

You can adjust match time or stock count without leaving character selection. For larger changes, however, tap the Touch Screen's stock/time panel to access all of the options found in the "Rules" menu.

Use the panels above the fighter slots to activate or deactivate opponents and to adjust each CPU fighter's AI level. Tap each fighter's portrait to cycle through the available appearances. During Team Smash, use the panels near the bottom of the Touch Screen to assign fighters to teams.

When you're ready, confirm your settings and choose a stage to begin the match.

Timed Smash Battles



1:37.86
P1
CPU
CPU
CPU
P1
CPU
CPU
CPU
P81
Lv. 3
Lv. 3
Lv. 3
48%
39%
27%
10%
DONKEY KONG
YOSHI
MARIO
KING DEDEDE
06:09
P81

The winner of a timed Smash battle is determined by which fighter scores the most points within the time limit. The clock in the upper-right corner of the Main Display shows the remaining time, while the Touch Screen shows the current damage percentage of each fighter. The Touch Screen also displays items the fighters are currently holding, and brief alerts appear each time a fighter gains or loses a point.

In a timed Smash battle, your final score is determined by three factors:

- KOs: You gain one point each time you KO an opponent.
- Falls: You lose one point each time you are KO'd by an opponent.
- Self-Destructs: By default, you lose one point each time you KO yourself or are KO'd by the environment.

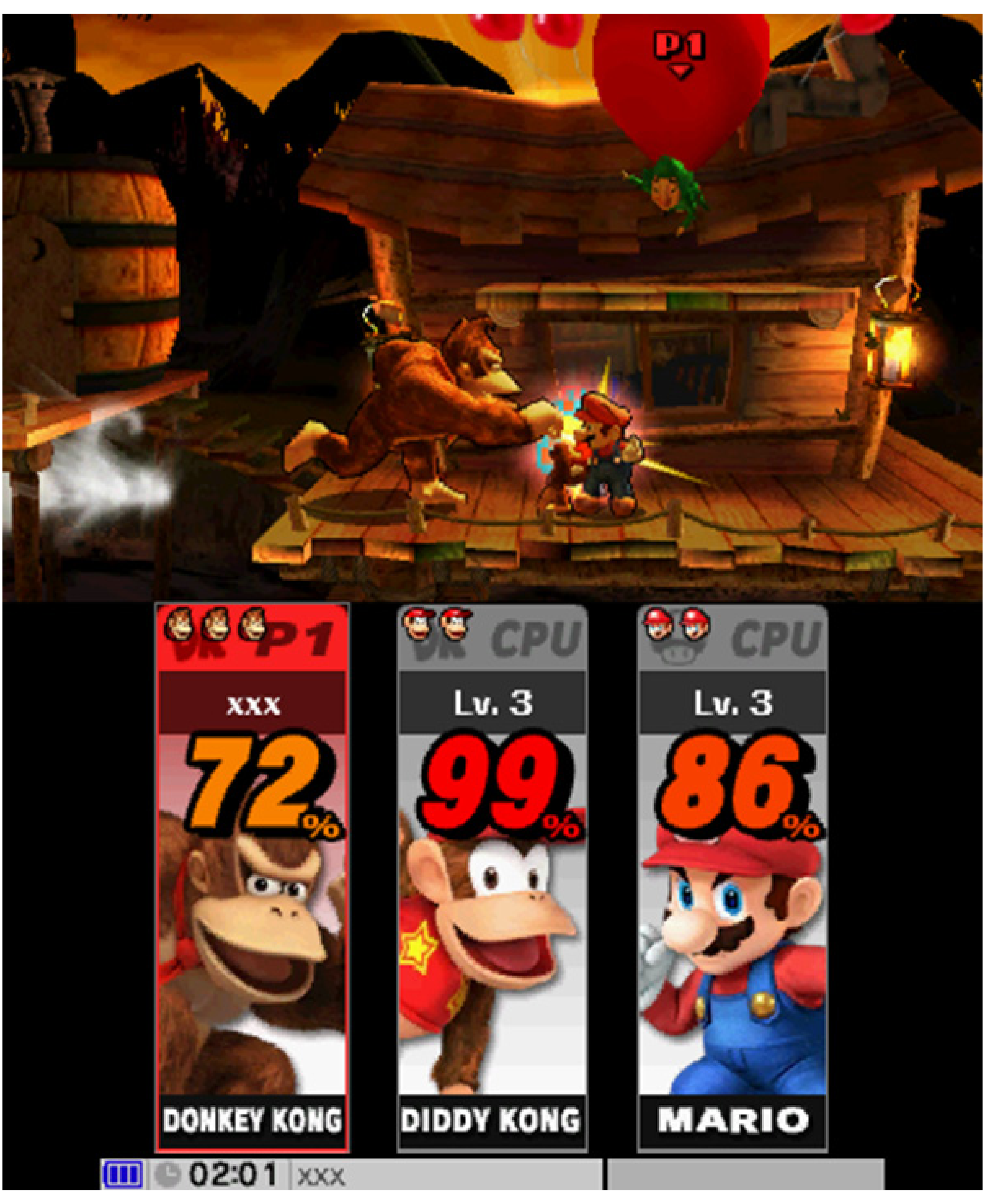
Each fighter's final score is only revealed at the end of the battle, so it's important keep track of KOs as they occur.

Sudden Death

SUDDEN DEATH

If a timed Smash battle ends without a clear victor, all fighters tied for the lead enter a Sudden Death round. In Sudden Death, fighters each have one stock life—suffering a single KO will eliminate a fighter from the competition. All fighters start with 300% damage, so the smallest mistake can be very costly.

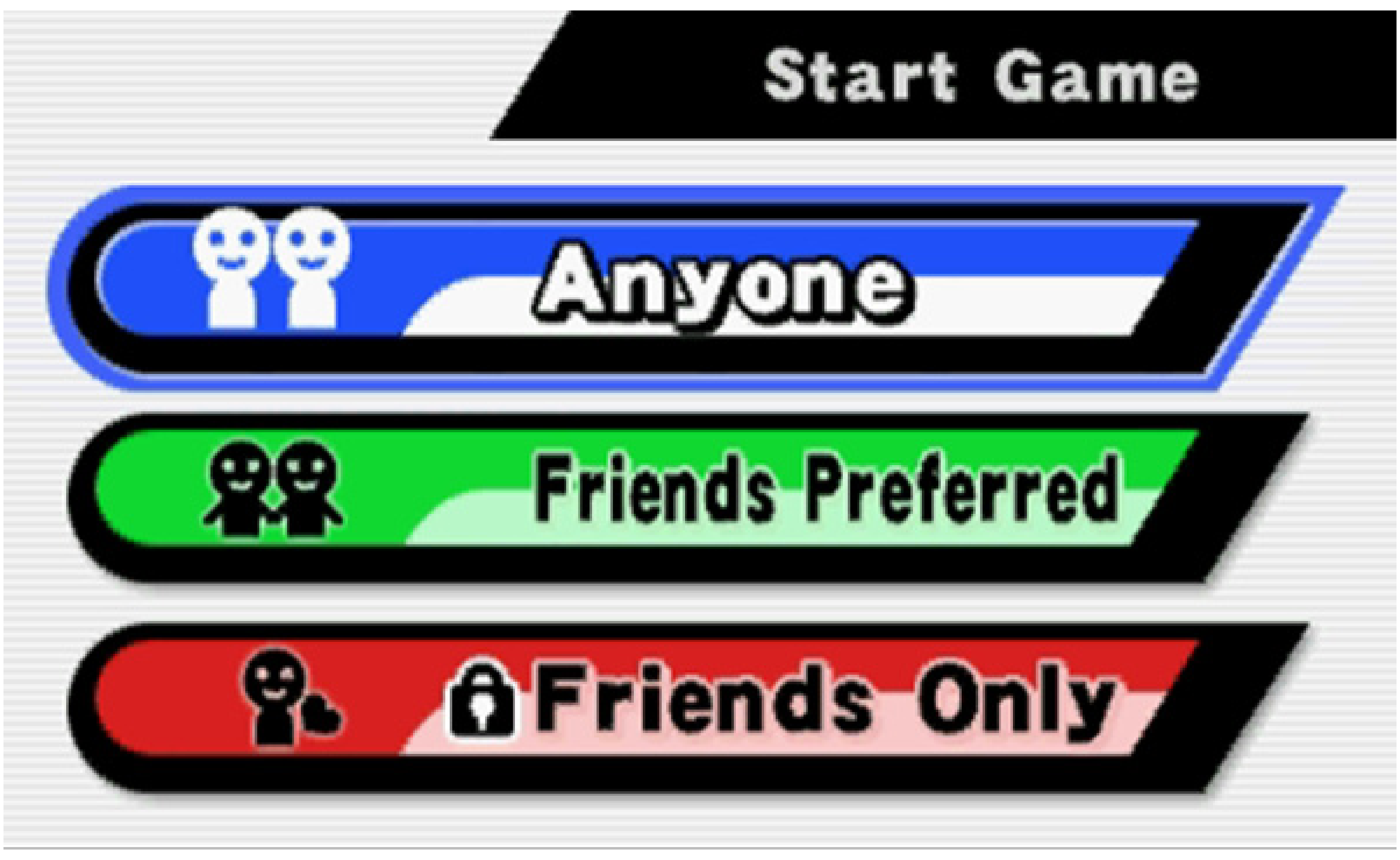
Stock Smash Battles



P1
P1
CPU
CPU
XXX
Lv. 3
Lv. 3
72%
99%
86%
DONKEY KONG
DIDDY KONG
MARIO
02:01
XXX

Each fighter begins a stock Smash battle with a set number of lives. Every time a fighter is KO'd, his or her stock count is reduced by one. The battle ends when only one fighter remains.

During a stock Smash battle, the Touch Screen displays each fighter's damage percentage, stock count, and any Combining items the fighters are holding.

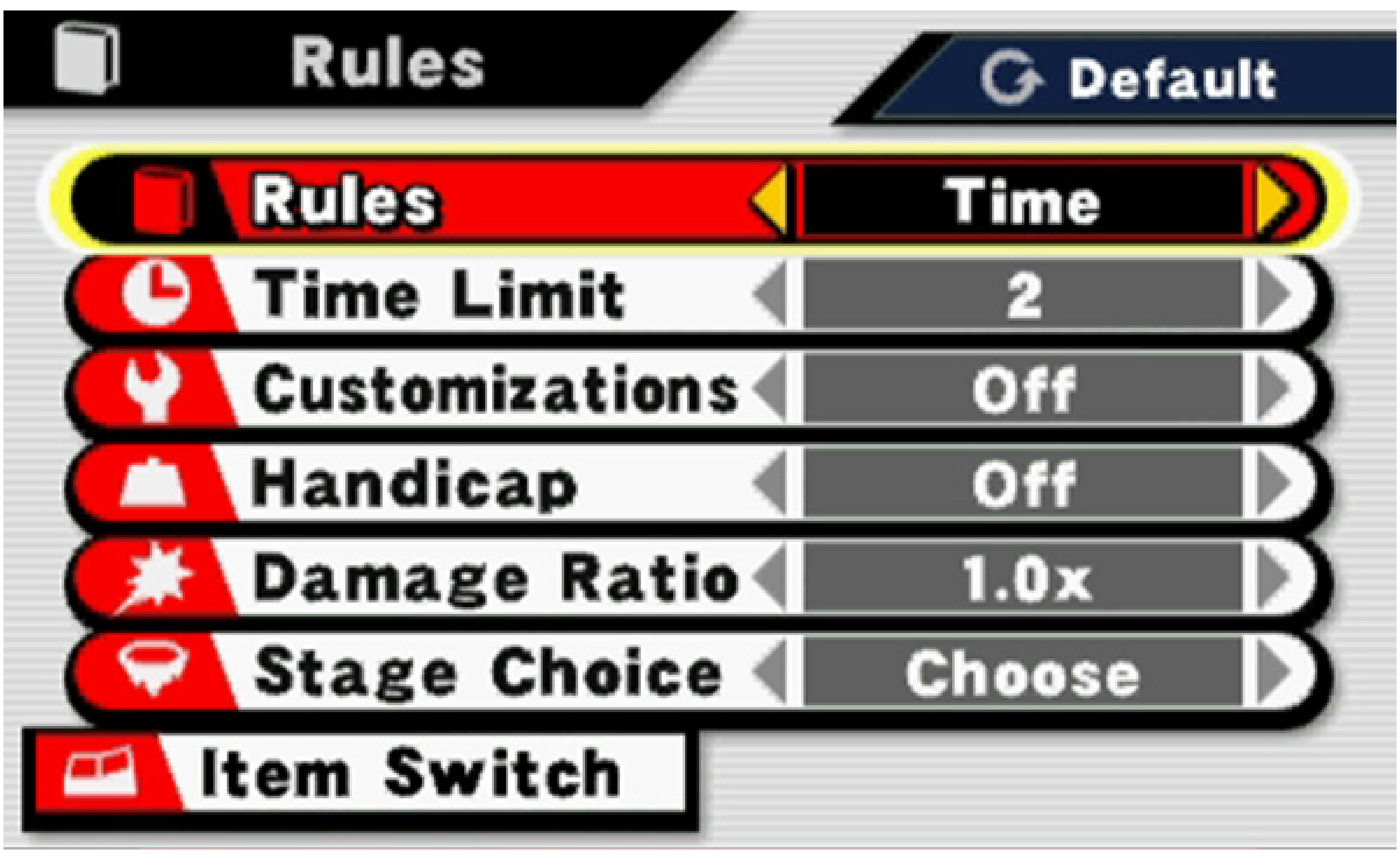


Group Smash allows up to four nearby players to battle each other. Use this menu to search for available games or to start one of your own. If you opt to start a Group Smash game, you must then set the game's permissions:

- Anyone: Any nearby player can join your game.
- Friends Preferred: Lets everyone know you'd prefer to have friends join your game.
- Friends Only: Only friends are able to join your game.

Once you start a game, you move to character selection. From this point on, you have access to the same options found in Solo Smash.

Rules

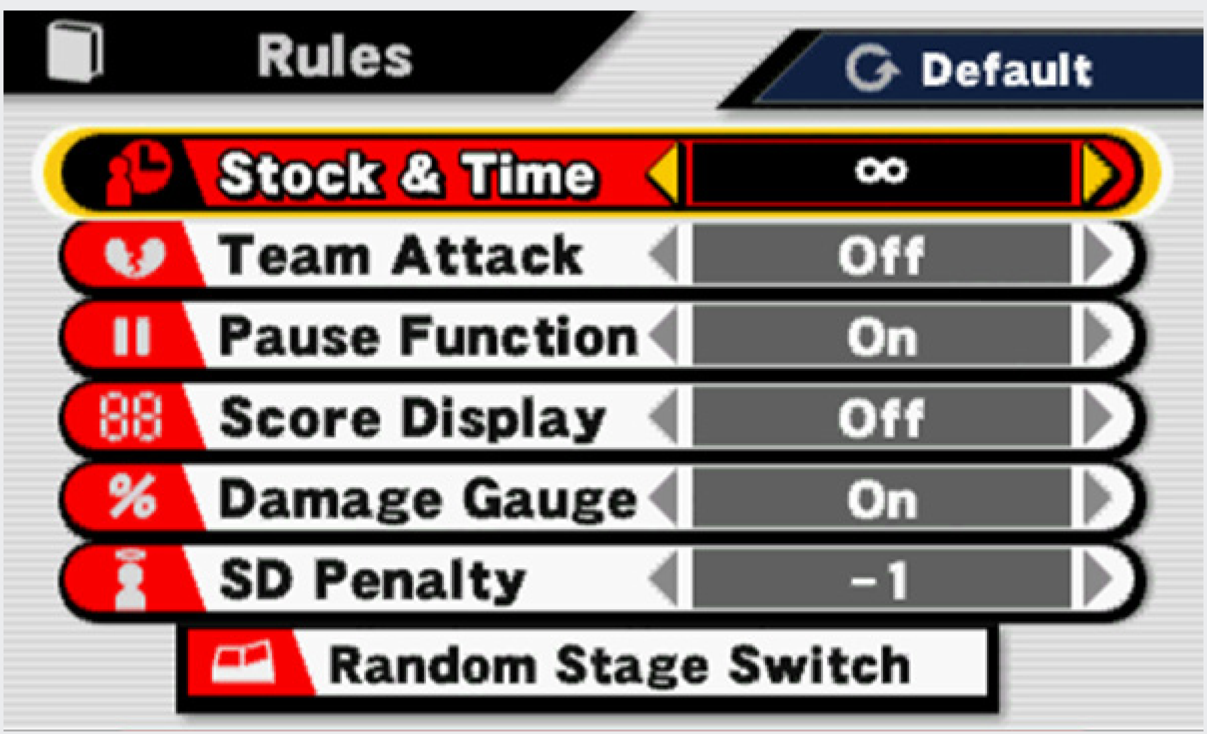


Rules
Default
Rules: Time
Time Limit: 2
Customizations: Off
Handicap: Off
Damage Ratio: 1.0x
Stage Choice: Choose
Item Switch

The "Rules" menu contains the available Smash settings. To change the options and features of your upcoming matches, use the Circle Pad to select an item, then cycle through the available settings:

- Rules: This determines the objective of the battle. Select "time" to battle for the best score within a set time limit, or choose "stock" to engage in a battle of pure survival.
- Time/Stock: Adjust the time limit or stock count (depending on the game's objective).
- Customizations: Allow or prohibit the use of customized fighters.
- Handicap: The "off" setting ensures that each player begins the battle with 0 damage. The "on" setting allows players to increase starting damage, making it easier for them to be launched. With the "auto" setting, the results of a battle will affect the starting damage for the following match.
- Damage Ratio: Adjust the damage done by all fighters. A higher number makes it easier for fighters to launch each other.
- Stage Choice: This setting allows you to bypass stage selection. If you prefer, you can choose random stage selections or you can automatically cycle through the available stages. These options are available for both normal stages and Final Destination forms.
- Item Switch: The Item Switch menu allows you to limit which items have a chance to appear during a battle.

More Rules



Rules
Default
Stock & Time: ∞
Team Attack: Off
Pause Function: On
Score Display: Off
Damage Gauge: On
SD Penalty: -1
Random Stage Switch

Once you've scored at least 200 KOs in Smash, a new tab appears at the bottom of the "Rules" menu. Select "More Rules" to find even more ways to customize your Smash Battles:

- Stock & Time: Set a time limit for stock Smash battles.
- Team Attack: Determine whether or not teammates can damage each other.
- Pause Function: Enable or disable pausing during battle.
- Score Display: Determine whether or not fighter scores are displayed during battle.
- Damage Gauge: Show or hide damage percentages during battle.

SD Penalty: Determine whether a Self-Destruct reduces a fighter's score by one point or two points.

Random Stage Switch: Limit which stages have a chance to appear during random stage selection.

Smash

Unlocking Hidden Characters in Smash

A Challenger Approaches!

In addition to the starting roster, the game contains 12 hidden characters. Depending on the specific character, you can unlock new fighters through Classic, Mulit-Man, trophy collection, or equipment collection. All hidden characters, however, can also be unlocked by playing Smash.

Complete the required number of Smash battles to trigger a one-on-one battle against a hidden character. If you win the battle, the hidden character is unlocked and added to your roster; if you fail, simply complete another Smash battle to try again.

Revealing Hidden Characters

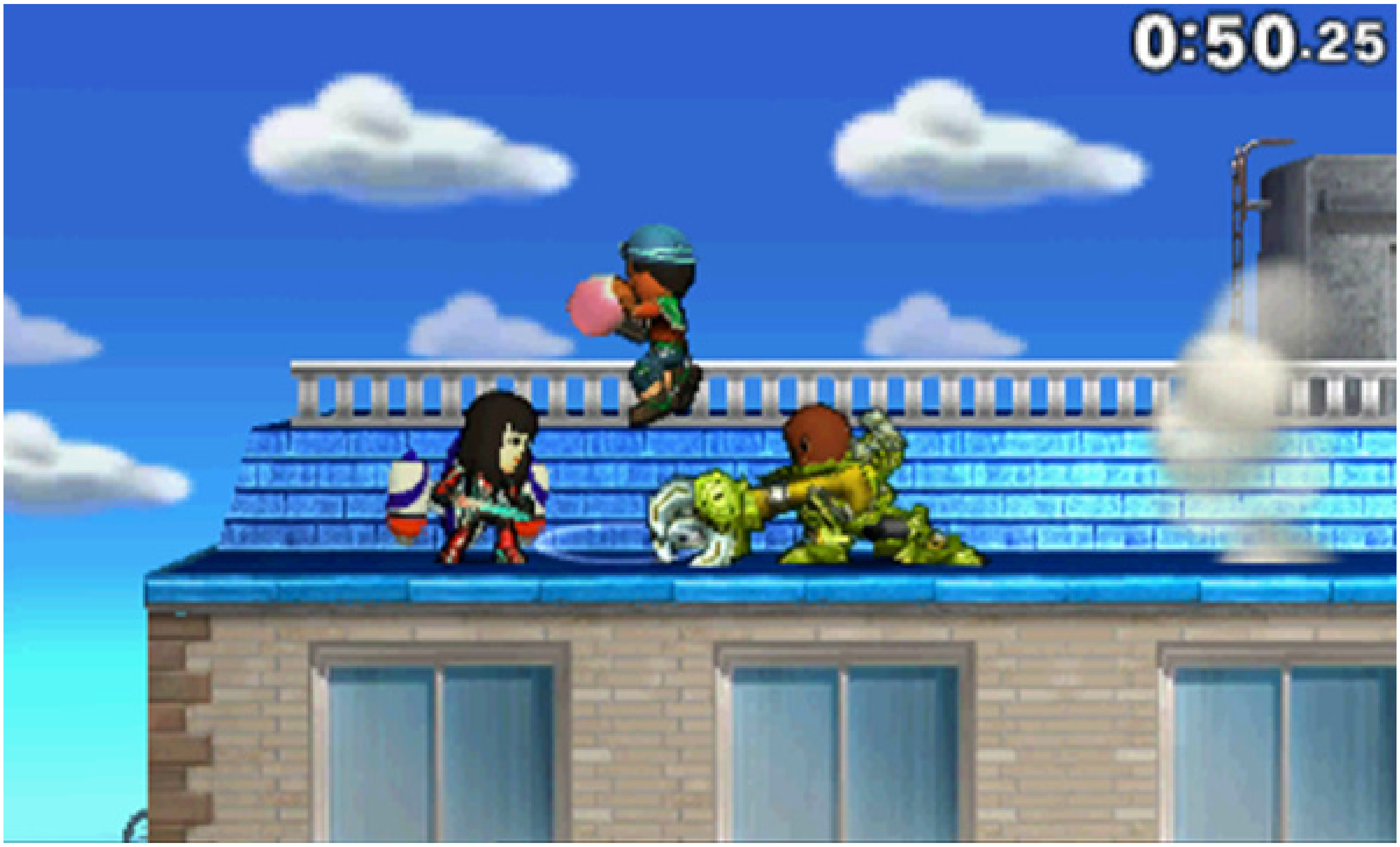
Character	Smash Prerequisite	Alternate Method
Ness	Play 10 or more matches	Clear Classic on any difficulty
Falco	Play 20 or more matches	Clear Classic without any continues
Wario	Play 30 or more matches	Complete 100-Man Smash
Lucina	Play 40 or more matches	As Marth, clear Classic without any continues
Dark Pit	Play 50 or more matches	Clear Classic with three or more characters
Dr. Mario	Play 60 or more matches	As Mario, clear Classic on intensity 4.0 or higher
R.O.B.	Play 70 or more matches	Collect at least 200 different trophies
Ganondorf	Play 80 or more matches	As Zelda or Link, clear Classic on intensity 5.0 or higher
Mr. Game & Watch	Play 90 or more matches	Clear Classic with 10 or more characters
Bowser Jr.	Play 100 or more matches	As Bowser, clear Classic on intensity 6.0 or higher
Duck Hunt	Play 110 or more matches	Clear Classic with 15 or more characters
Jigglypuff	Play 120 or more matches	Collect at least 30 different equipment items

Note

Solo Smash, Group Smash, and online Smash matches all count toward hidden character Smash prerequisites.

Mii Fighters

Introduction

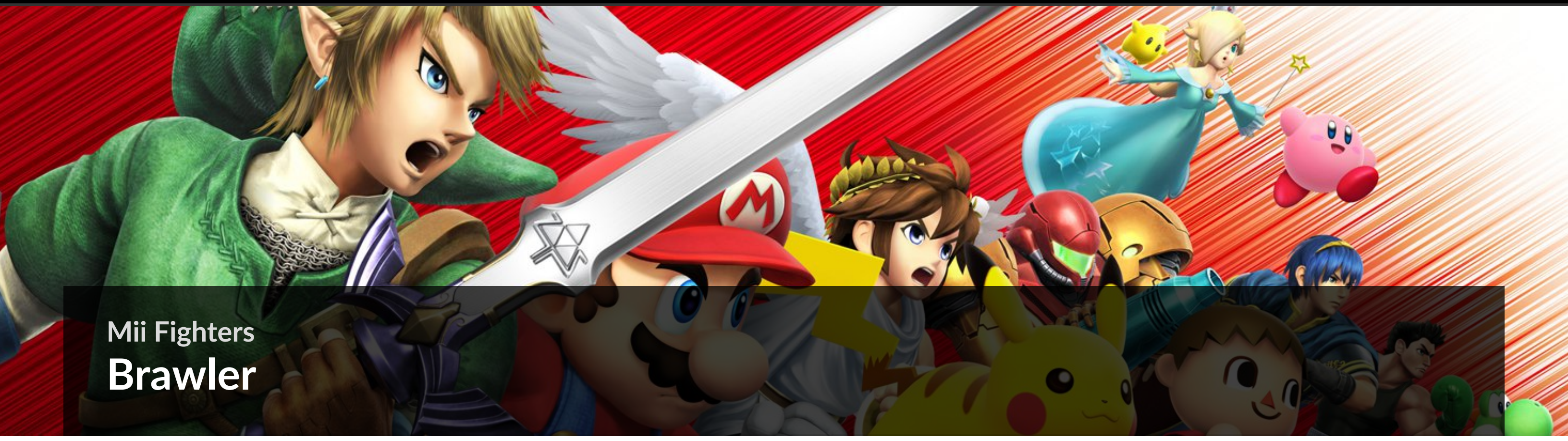


Use your system's *Mii Maker* application to create Miis, then import them into the game for use as Mii Fighters! Like the game's official characters, Mii Fighters can be customized with equipment, alternate Specials, and Smash Run Powers. You can even use any outfits and headgear items you've collected in the game to give your Mii Fighters entirely new looks!

When you create a new Mii Fighter, you're given the choice of three distinct combat styles. It's also important to note that your Mii's height and weight will effect his or her basic stats. Larger characters tend to be slow and strong, while smaller characters are quick and agile. Experiment with different combinations to create your ultimate Mii Fighter!

Mii Fighter Specials don't need to be collected—all of them are available in the game's Custom modes. Unlock new Powers, headgear, and outfits by collecting random drops and completing special Challenges.

Mii Fighters can be used in any game mode that allows customized characters.



Mii Fighters

Brawler

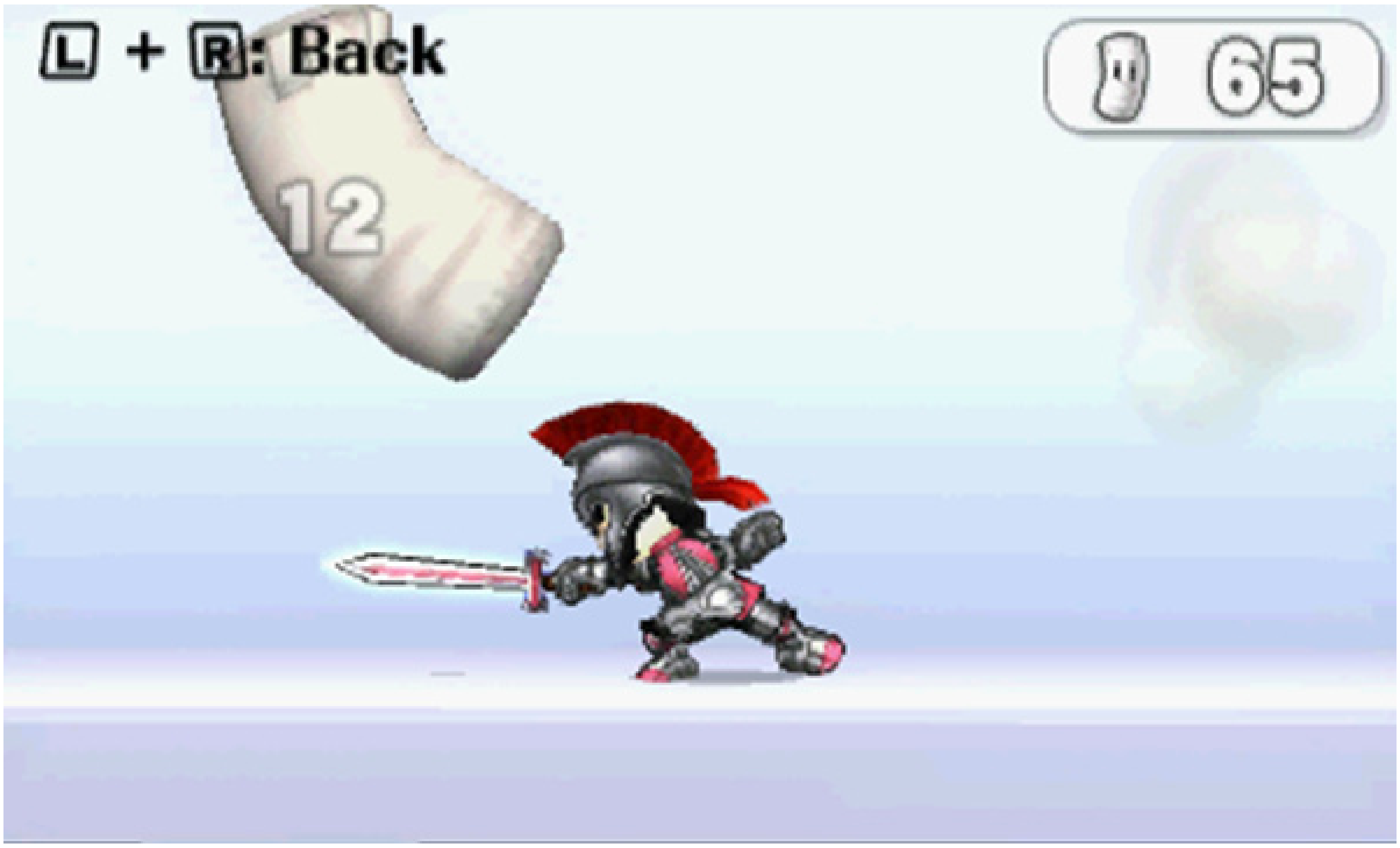
As an expert in hand-to-hand combat, the Brawler uses powerful strikes and rapid-fire combinations to deal heavy damage at short range.

Brawler Specials

Input	Special 1 (Default)	Special 2 (Alternate)	Special 3 (Alternate)
Neutral Special	Shot Put: This iron ball makes an impact, but it doesn't go far.	Ultimate Uppercut: A devastating uppercut charged up with all your might.	Exploding Side Kick: A kick so explosive, it'll set the world on fire (or at least your leg).
Side Special	Onslaught: Rush forward to deliver a flurry of kicks, and then finish with an uppercut.	Burning Dropkick: A fiery dropkick with decent range. Charge it to really turn up the heat!	Headache Maker: Pummel your foes with a swing of your arms as you descend from a jump.
Up Special	Soaring Axe Kick: Hit 'em on the way up while flipping, and hit 'em on the way down with an axe kick.	Helicopter Kick: A series of spin kicks delivered while soaring diagonally into the air.	Piston Punch: A storm of rising punches, carrying both you and your foes into the air for a high-flying combo.
Down Special	Head-On Assault: Crash headfirst into the ground, burying any foes standing nearby.	Feint Jump: An invincible leap out of danger that you can combo into a mighty kick.	Foot Flurry: A flurry of kicks. On the ground you charge forward, but in the air you stay in place.

Mii Fighters

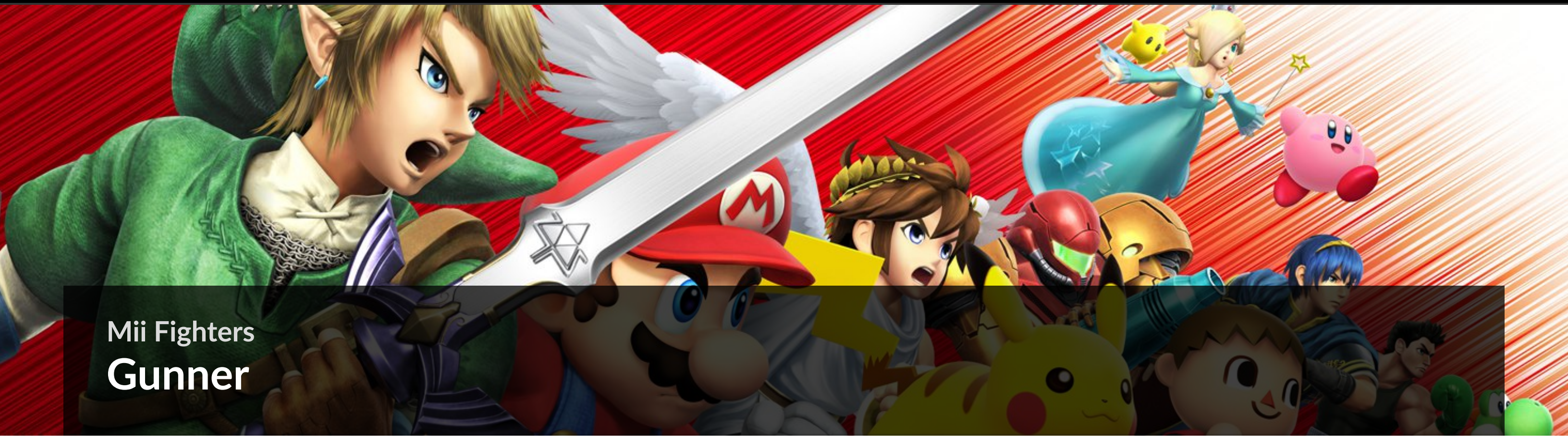
Swordfighter



The Swordfighter uses his or her weapon to deliver precision attacks. From slashing combos to powerful lunges, this Mii Fighter is an expert at swordplay.

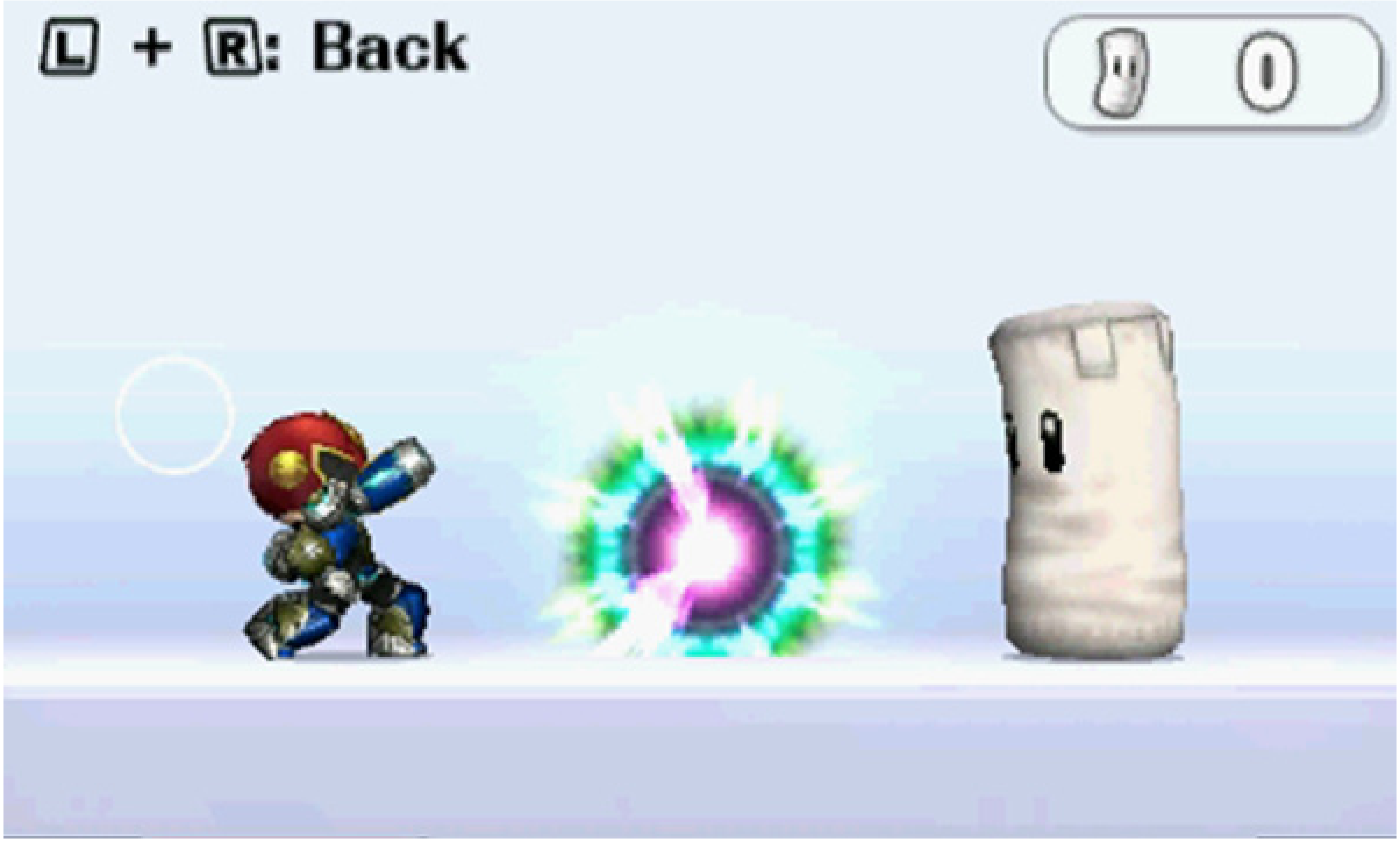
Swordfighter Specials

Input	Special 1 (Default)	Special 2 (Alternate)	Special 3 (Alternate)
Neutral Special	Gale Strike: A blade technique that sends a tornado hurtling forth.	Shuriken of Light: A small throwing weapon made of light that flies straight forward.	Blurring Blade: A flurry of sword slashes. Charge it longer for extra power.
Side Special	Airborne Assault: Flip forward to strike a foe, and then rebound off of them.	Slash Launcher: Rush through anyone in your path, and launch them upward.	Chakram: A throwing weapon that you can guide with directional inputs.
Up Special	Stone Scabbard: A high jump followed by a firm downward strike with your sword.	Skyward Slash Dash: A flurry of slashes that sends you in the direction of your choice.	Hero's Spin: A spinning sword attack that sends you upward if used in the air.
Down Special	Blade Counter: Counter an enemy attack. The strength of your strike depends on the enemy's attack.	Reversal Slash: Creates a rainbow that reflects projectiles. Can also flip foes around if it hits them.	Power Thrust: A high-speed strike that goes forward on the ground and diagonally down in the air.



Mii Fighters

Gunner



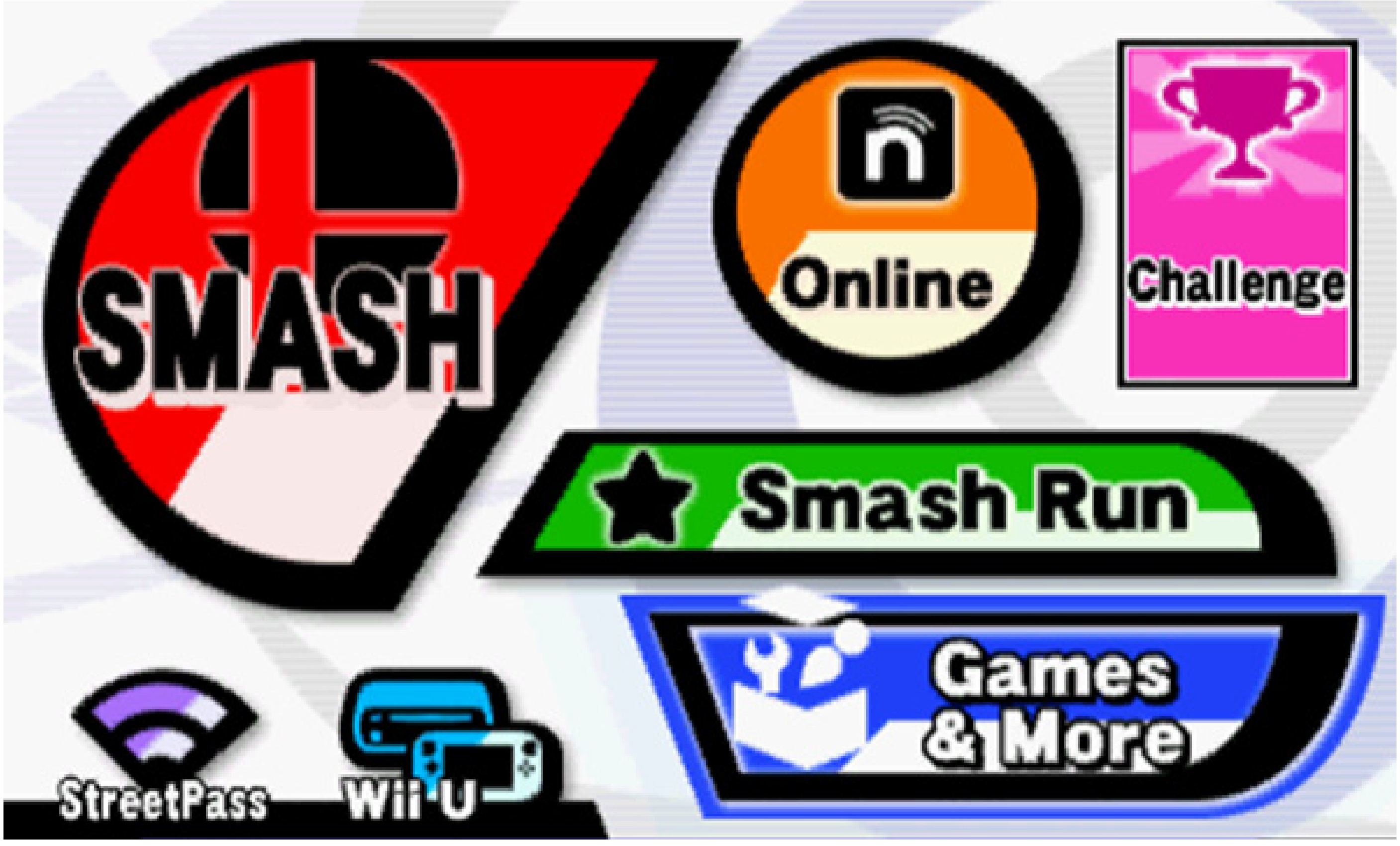
The Gunner is an expert in long-range projectile combat. If you're looking to attack enemies from a safe distance, this is the Mii Fighter for you!

Gunner Specials

Input	Special 1 (Default)	Special 2 (Alternate)	Special 3 (Alternate)
Neutral Special	Charge Blast: A straight plasma shot. Charge it for extra firepower.	Laser Blaze: A rapid-fire laser beam that deals damage but won't make foes flinch.	Grenade Launch: A grenade thrown in an arc that explodes on impact.
Side Special	Flame Pillar: Fire a blast diagonally toward the ground, creating a miniature inferno on impact.	Stealth Burst: A stealthy shot that explodes when you release the button.	Gunner Missile: Fires a guided missile. Alternatively, enter the move like a Smash attack for a super missile!
Up Special	Lunar Launch: Shoot downward, and the recoil rockets you into the air.	Cannon Uppercut: An uppercut powered by a downward blast that can dunk airborne foes.	Arm Rocket: Take to the sky using jet propulsion. The direction of flight can be adjusted left or right.
Down Special	Echo Reflector: Reflects enemy projectiles, sending them back even stronger than they were before.	Bomb Drop: A thrown bomb that rolls a short distance on the ground.	Absorbing Vortex: Sucks in enemy projectiles, forming a barrier that also heals your damage.

Game Basics

Main Menu



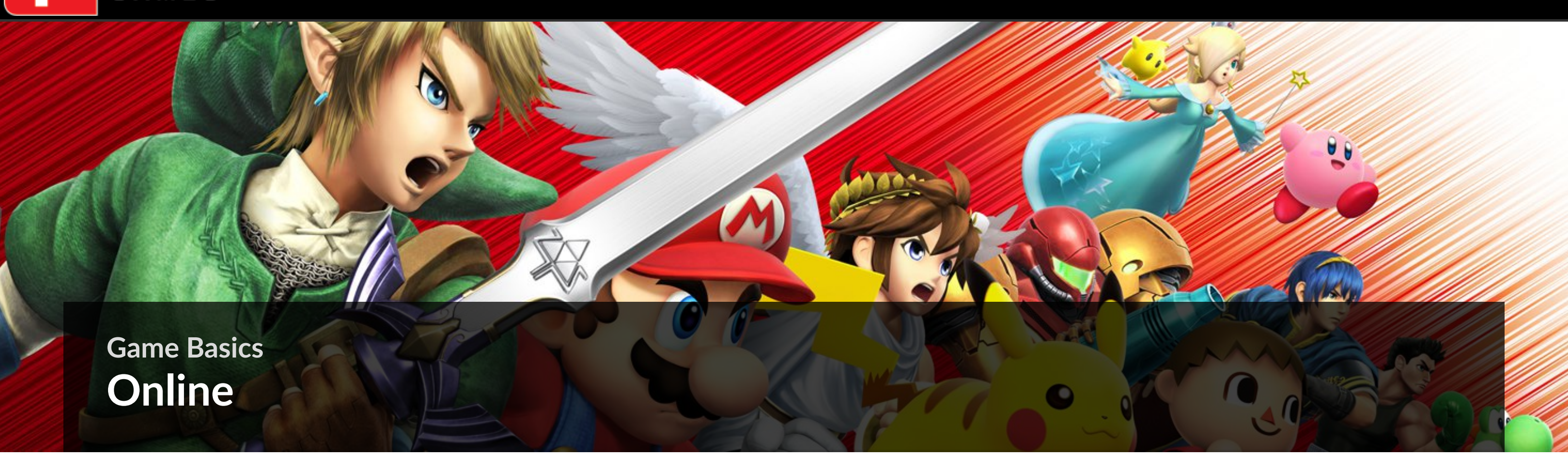
The game's main menu contains a number of options:

- Smash: Test your skills in classic Smash! Challenge the CPU or nearby players.
- Online: Connect to the Internet, and test your skills against your friends and the world!
- Challenge: Take on Challenges and win prizes!
- Smash Run: Collect boosts in a vast labyrinth to prepare for an epic final battle!
- Games & More: Solo and group games, plus Training, custom fighters, the Vault, and more!
- Street Pass: A StreetSmash of epic proportions! Defeat your rivals and win prizes!
- Wii U: Connect to Super Smash Bros. for Wii U.

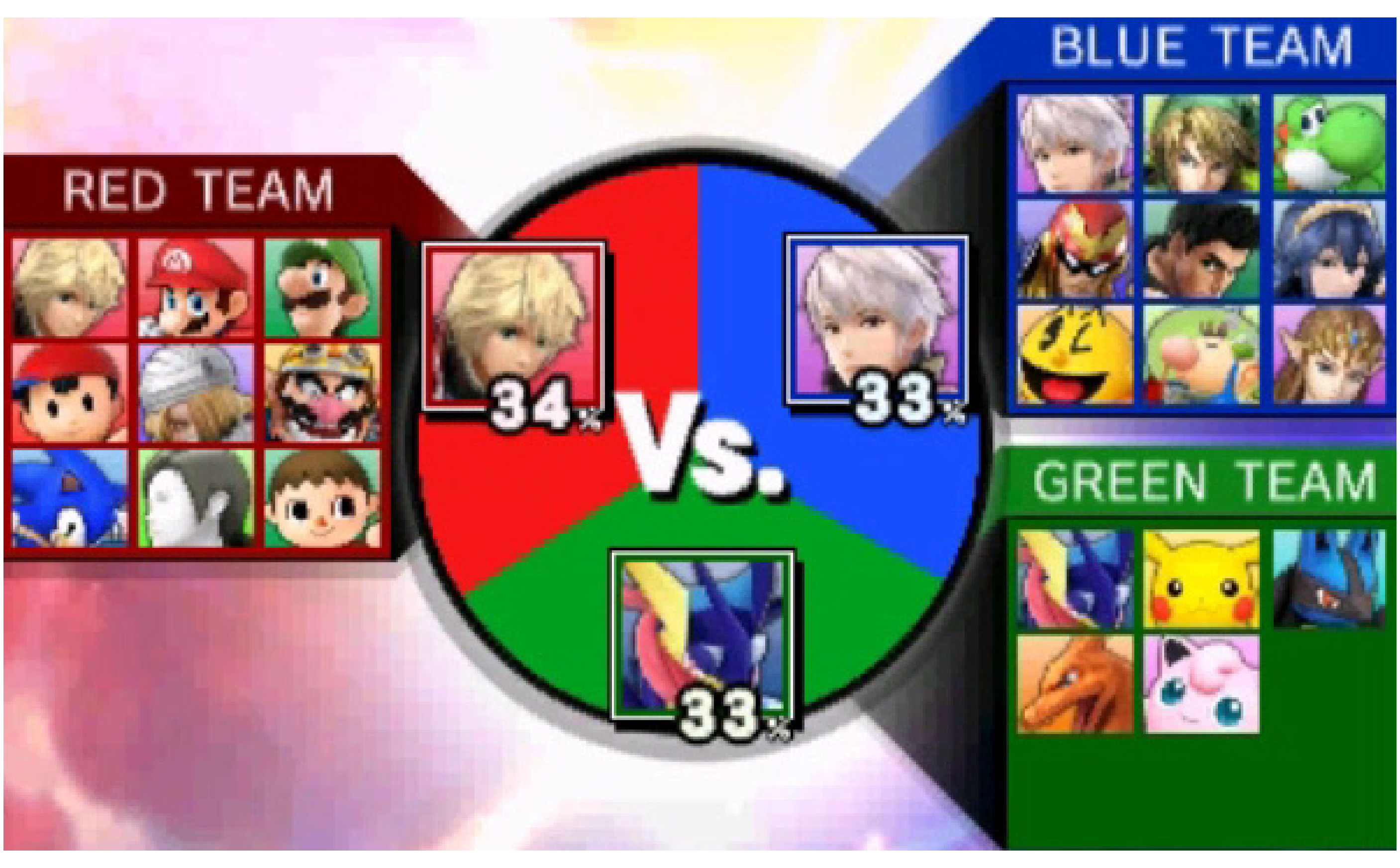
Smash

1:42.08
P1
CPU
CPU

Smash focuses on pure combat, serving as a great place to practice fundamentals and advanced techniques that apply to virtually all available game modes. You can adjust the settings and match rules to suit your tastes, but the basic objective will always be the same: attack your opponents to deal damage and launch them off of the screen!



Online



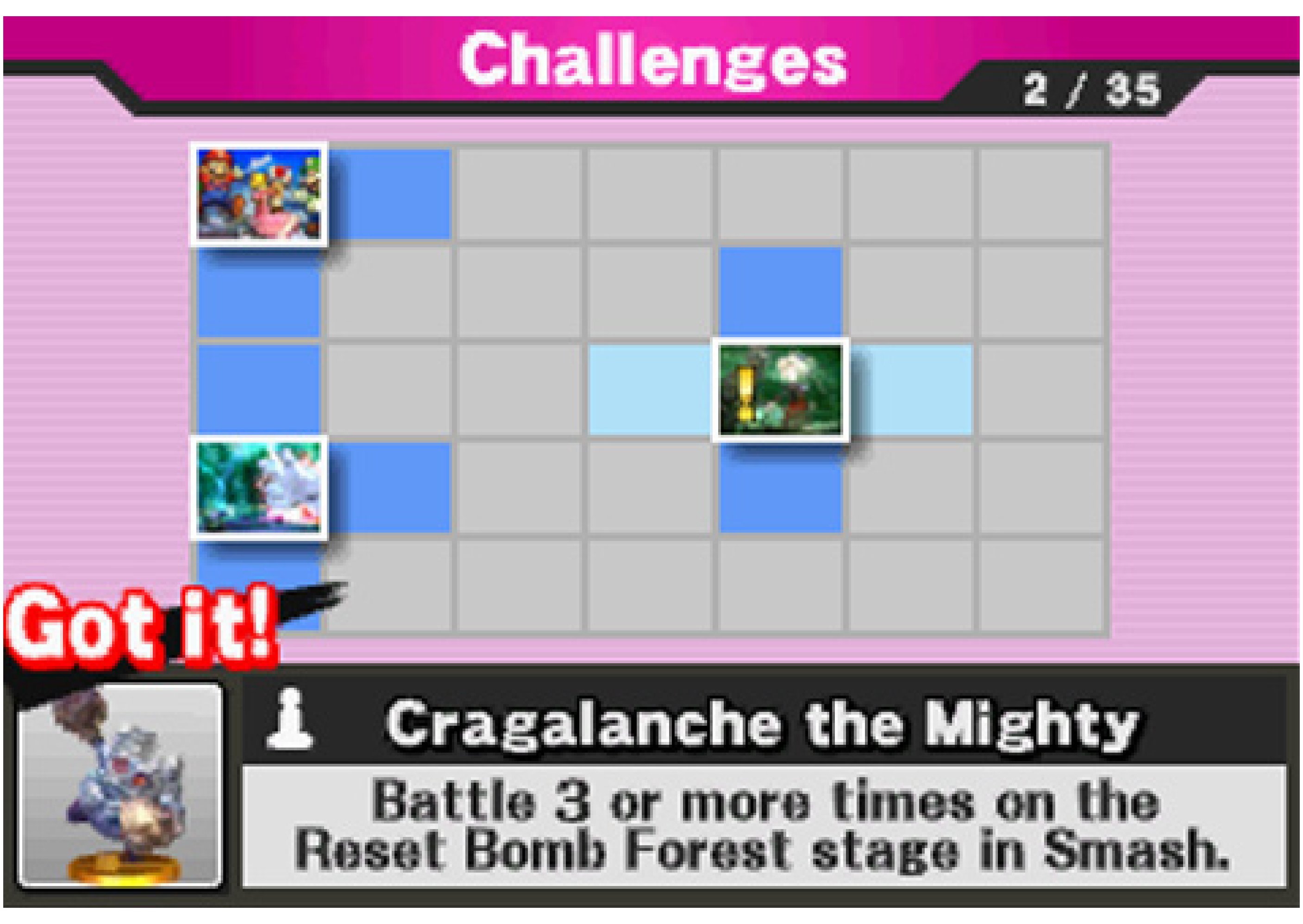
Online allows you to connect with players over the Internet. This mode focuses on standard Smash variations, but it also includes some additional options and features:

- With Friends: Connect with friends to battle in Smash and Team Smash. The host is able to set the rules for the first match. At the end of each battle, the fighter who finishes in last place chooses the rules for the next match. With Friends is also the only Online mode that allows for customized fighters!
- With Anyone: Connect with opponents from around the world. You can play For Fun, in which only your wins will be recorded, or play For Glory, in which your wins and losses will be recorded. For Glory matches are confined to Final Destination form (Ω) stages.
- Conquest: Participate in special events where up to three teams battle it out. While a Conquest event is active, you can play With Anyone battles as one of the featured characters to earn points for his or her team. The team that gets the most points during the event wins.
- Spectate: Watch replays or bet gold on other players' online battles or view replays featuring specific characters to research tactic used by other players. You can also review worldwide stats and see how many people are playing online.

Note

For more information about the Online features and settings, please refer to the game's manual.

Challenge



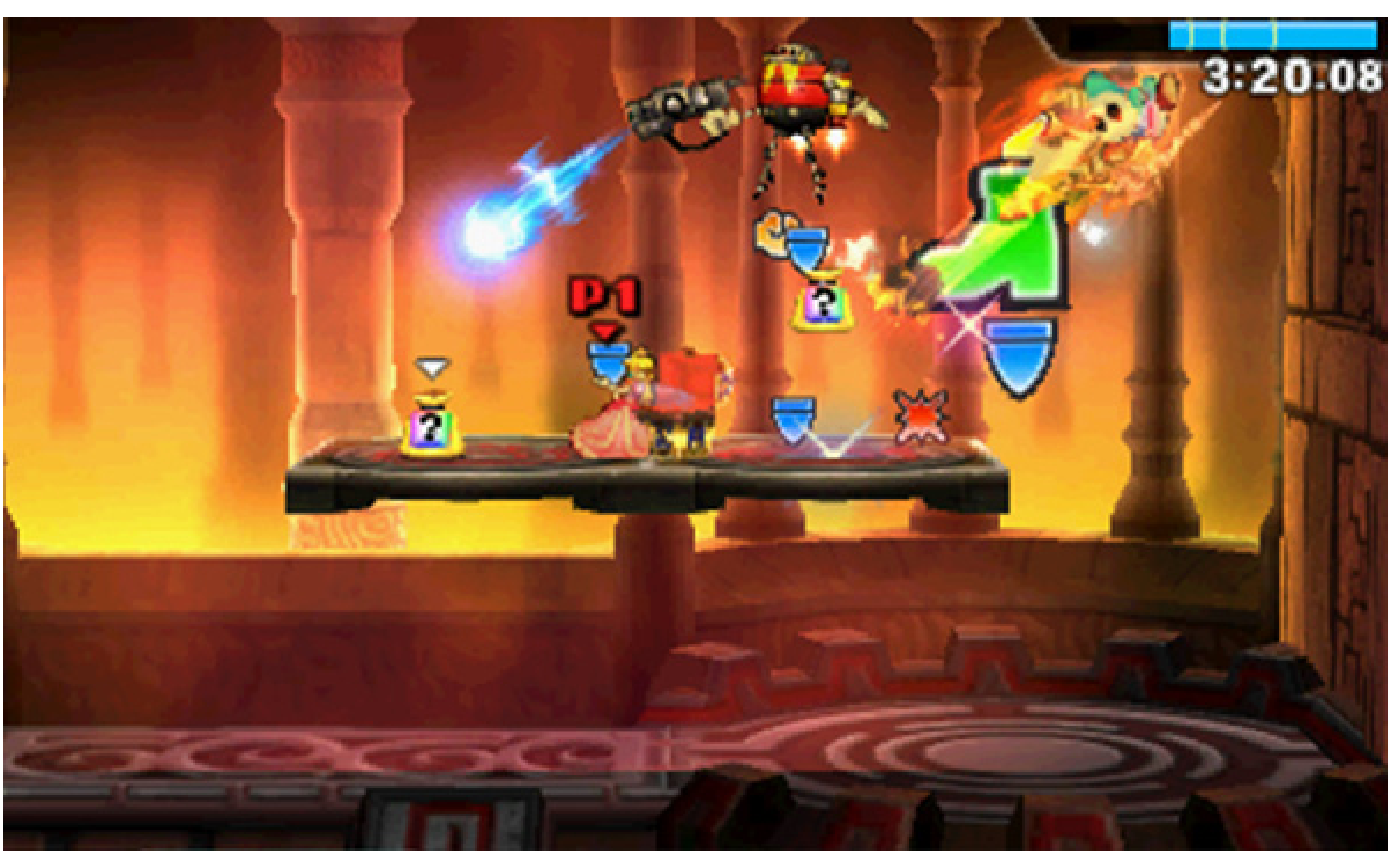
Cragalanche the Mighty

Battle 3 or more times on the Reset Bomb Forest stage in Smash.

Complete Challenges to earn stages, trophies, equipment, music, and more! There are three Challenge panels, each of which contains 35 tiles. When you complete a Challenge, the corresponding tile is unlocked, and any adjacent tiles display new Challenge objectives.

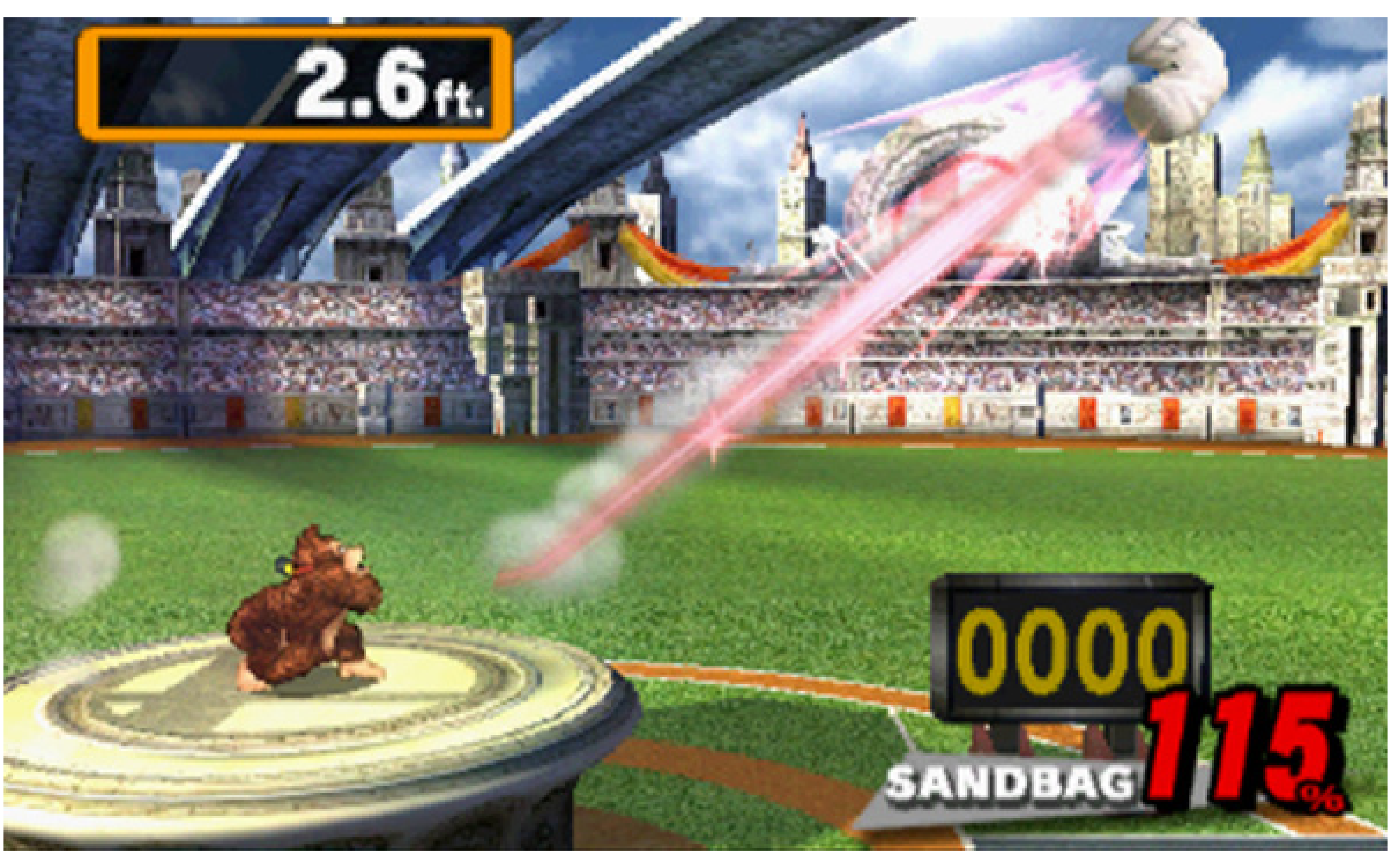
By default, only the first Challenge panel is unlocked. You must unlock subsequent Challenge panels before you can earn the rewards they offer.

Smash Run



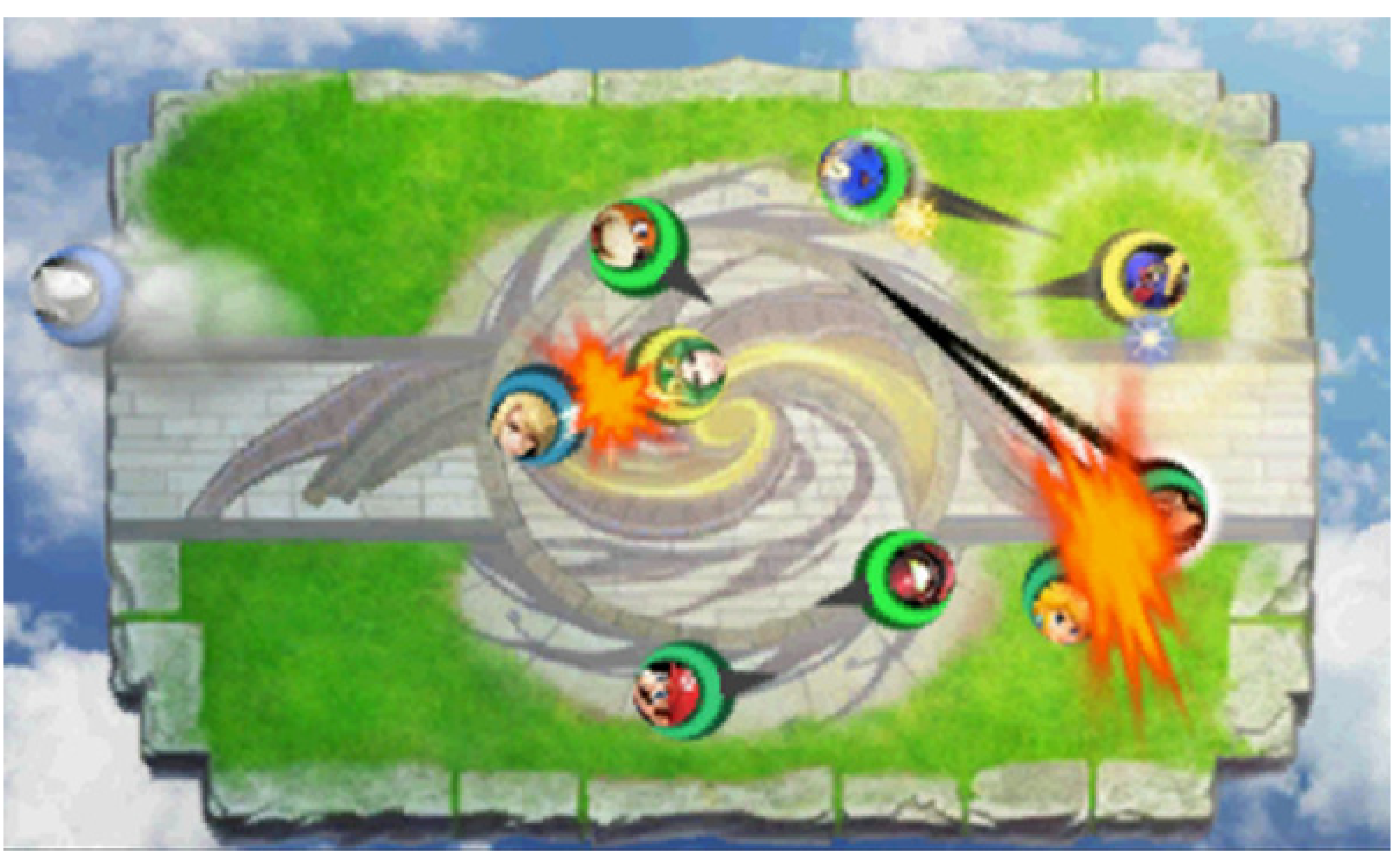
Collect stat boosts to power up your character, then face off against other fighters in a randomly selected final battle! You have five minutes to build your stats in a massive battlefield; defeat enemies, collect items, and utilize special Powers to improve your chances of victory.

Games & More



Play a wide variety of game modes. From longer offerings like Classic and All-Star to shorter games like Target Blast and Home-Run Smash, there's something for everyone! You can also create custom sets for your fighters and use the Vault to review your trophies, fighter stats, replays, and more.

StreetPass

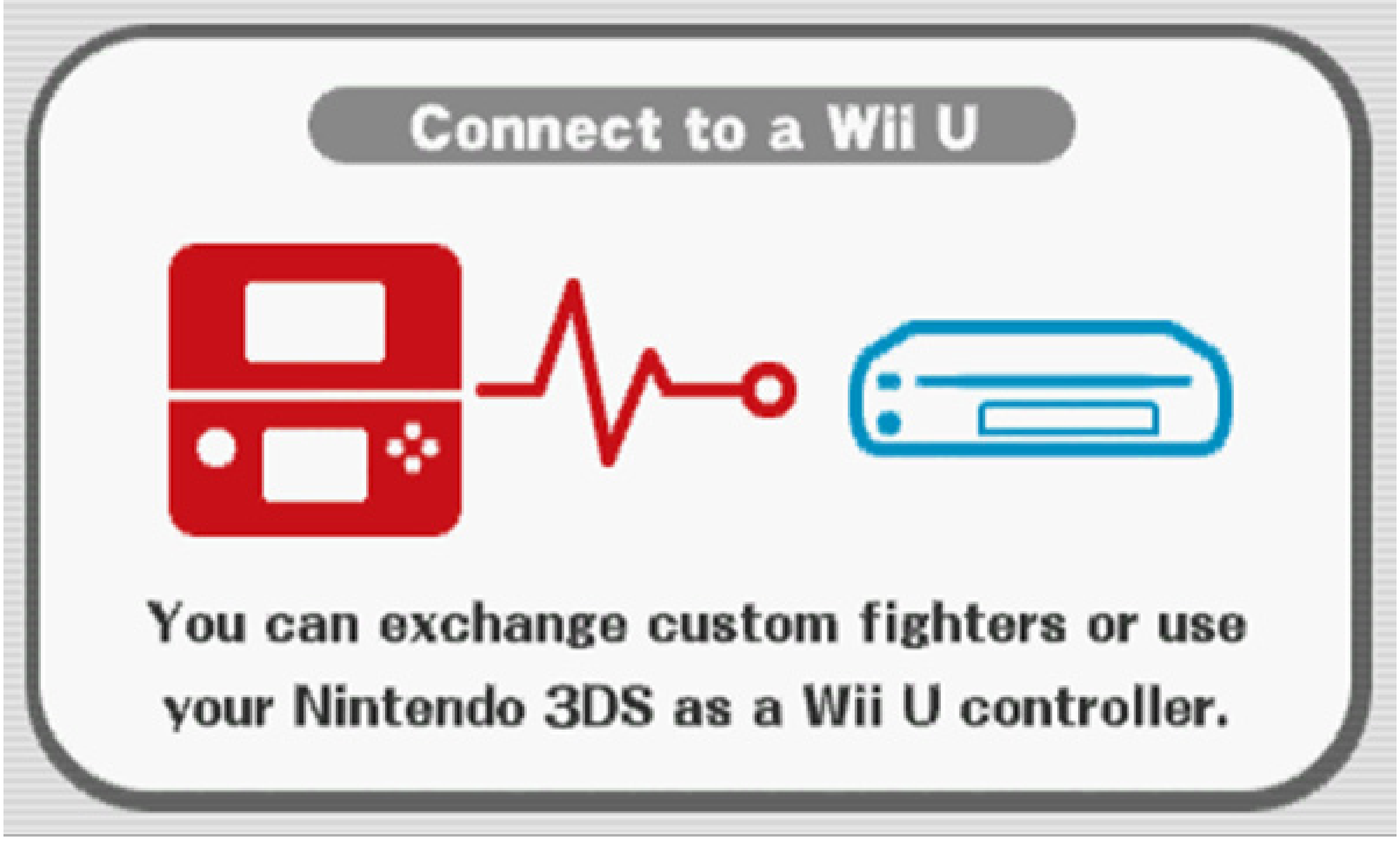


Collect StreetPass tags to battle opponents in StreetSmash. Use your character token to knock your foes right off of the StreetSmash stage! Perform well to earn valuable prizes or use Practice Mode to earn a little gold as you learn the basics of StreetSmash.

Note

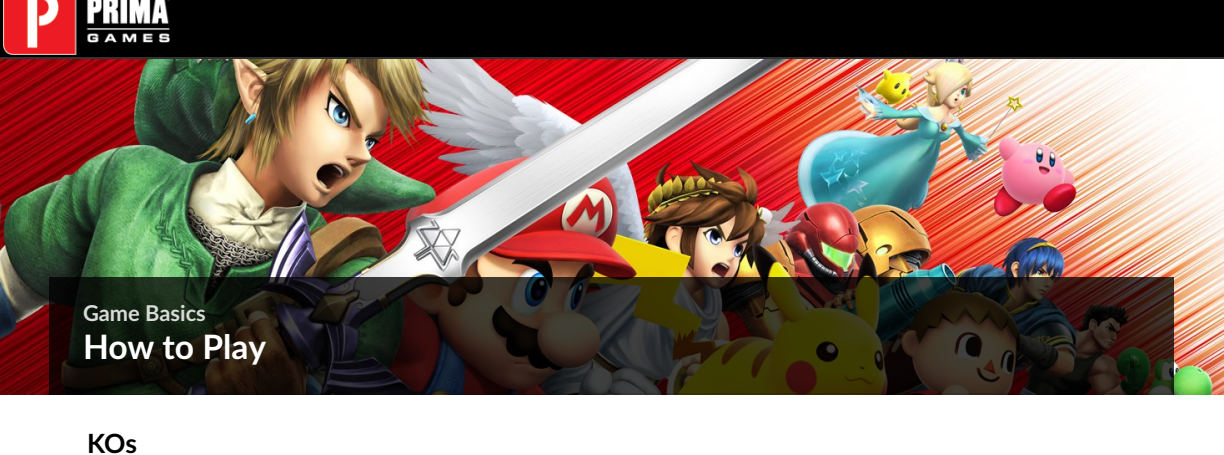
For more information about StreetPass features and settings, please refer to the game's manual and the StreetSmash tutorial.

Wii U



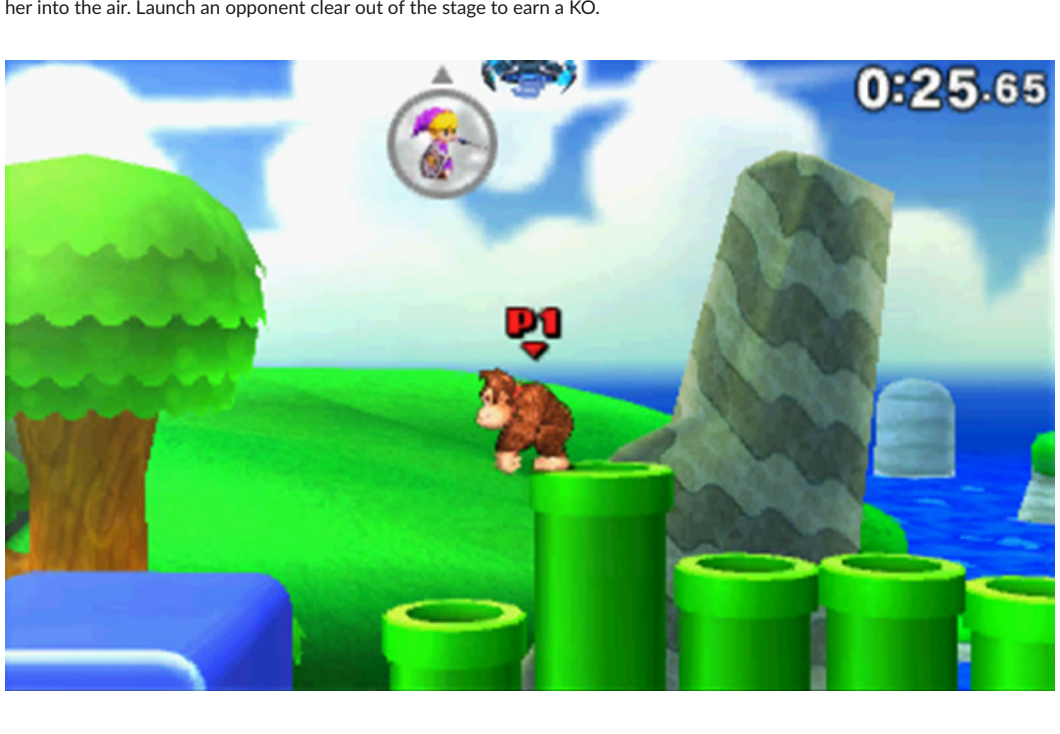
You can exchange custom fighters or use your Nintendo 3DS as a Wii U controller.

Connect your system to a Nintendo Wii U! This feature allows you to exchange custom fighters between your consoles or even use your handheld system as a Wii U controller!



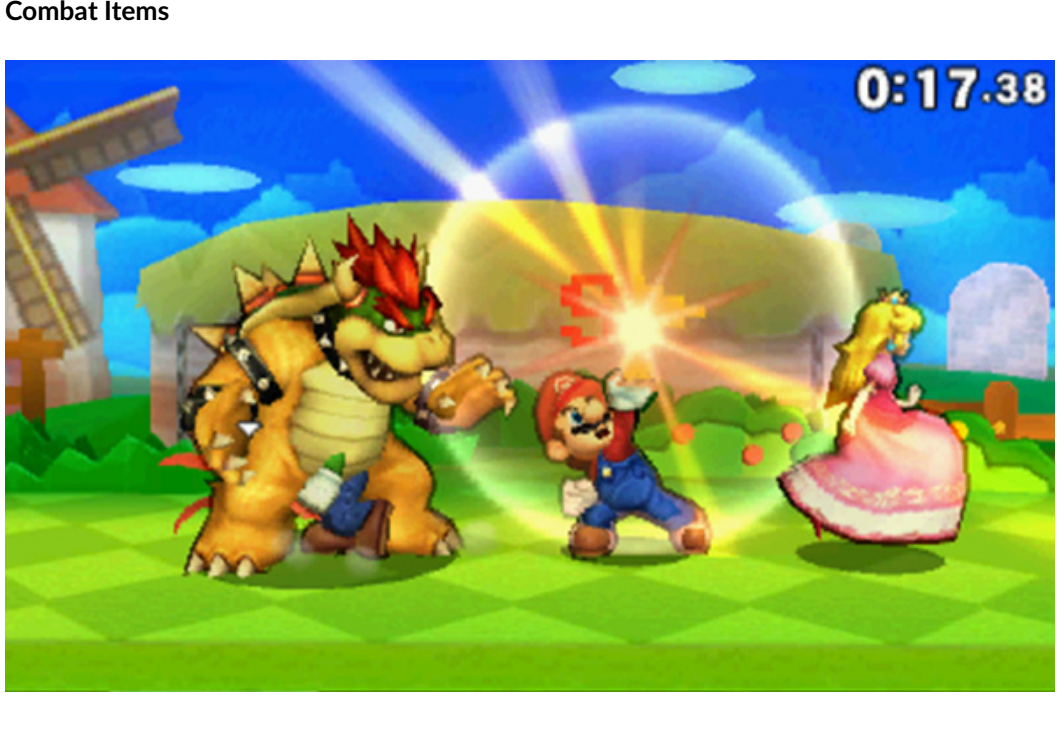
KOs

Super Smash *Bros.* offers a variety of game modes and match rules. The basics of combat, however, are almost always the same. Attack your opponents to increase their damage percentages—the more damage a fighter takes, the easier it is to launch him or her into the air. Launch an opponent clear out of the stage to earn a KO.



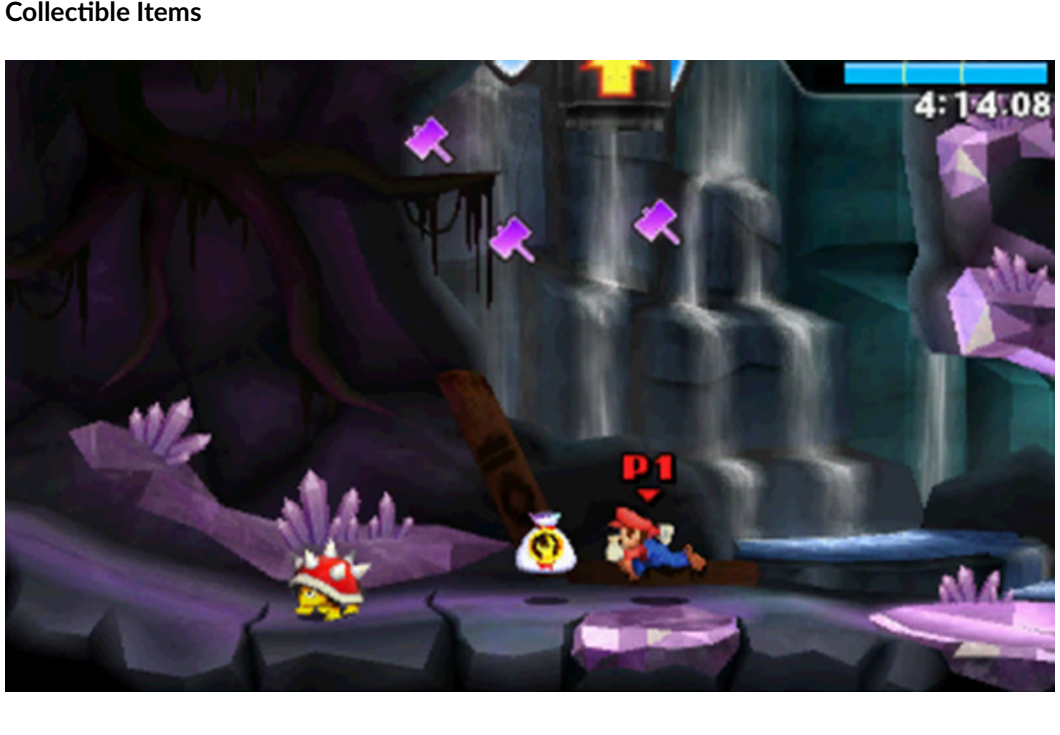
Being launched off of the screen can result in an instant KO, but it's not a certainty. If a small window appears near the edge of the screen, it means the indicated fighter still has a chance to recover. This often happens when a fighter falls from a platform or fails to keep pace with a scrolling stage, but a window also appears when an off-screen fighter wasn't launched hard enough to ensure a KO.

Combat Items



Most game modes include various items that can be used during battle. Whenever items are allowed, you can expect to find a variety of weapons, food, gear, and more. Try to grab an available item before one of your opponents has a chance to use it against you.

Collectible Items



Collectible items can appear in most game modes. Grab these valuable items to access new features and options:

- Trophies: An uncollected trophy appears as a question mark mounted on a base. When you spot one, grab it to add the trophy to your collection. Visit the Gallery to view your trophy collection—you might just learn a thing or two about the game's characters, enemies, and items!
- Custom Parts: If you spot a sack marked with a wrench icon, you can bet it contains a custom part. Collect these items to unlock equipment, headgear, outfits, and alternate Specials. Use the custom parts you collect to give your favorite fighters new abilities!
- Powers: A sack marked with a question mark contains a Power. Powers can only be used in Smash Run, but they can be found in any mode that drops collectible items. Add Powers to your fighters' custom sets to improve your chances of a Smash Run victory.
- Gold: Grab any coins you spot to increase your available gold. You can use your collected gold to change the intensity of Classic, purchase extra time in Trophy Rush, and buy new trophies from the Shop.

System Mechanics

Despite it's seemingly simple control scheme, the game contains a variety of complicated mechanics and techniques.

Default Controls

Move	Circle Pad
Jump	Ⓨ or Ⓧ
Attack	Ⓐ
Special	Ⓑ
Grab	L
Shield	R

Note

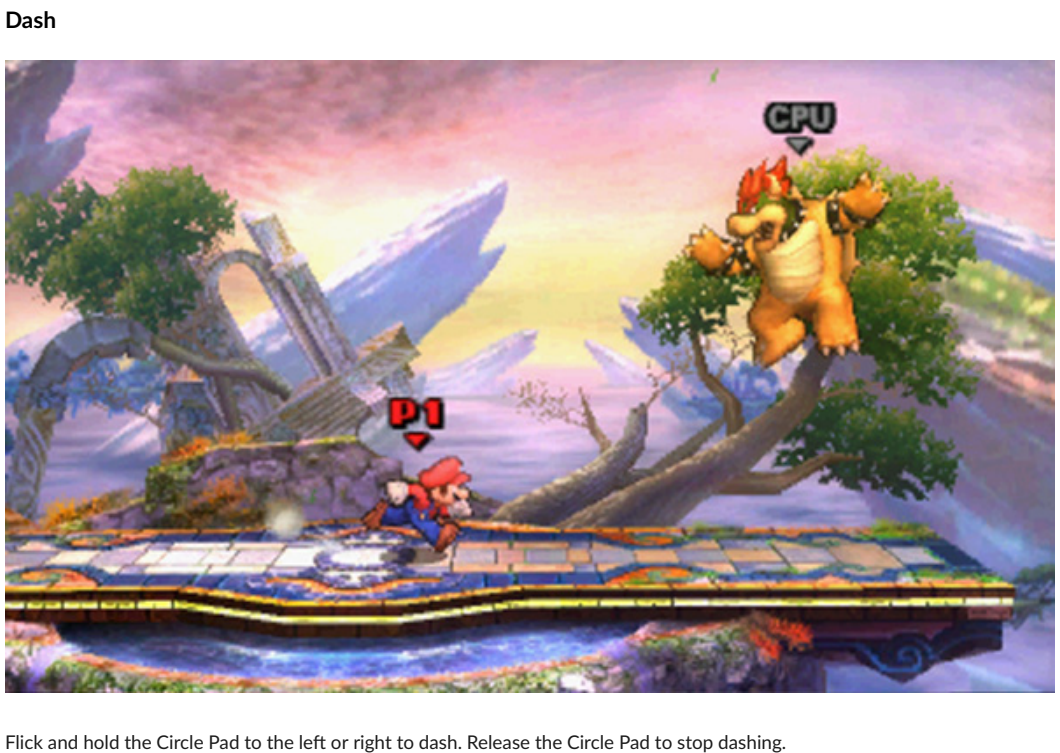
If you like, you can change the default control scheme through the "Options" menu in Games & More.

Basic Movement

Walk

Slide the Circle Pad to the left or right to walk. Your speed varies depending on how far you slide the Circle Pad.

Dash



Flick and hold the Circle Pad to the left or right to dash. Release the Circle Pad to stop dashing.

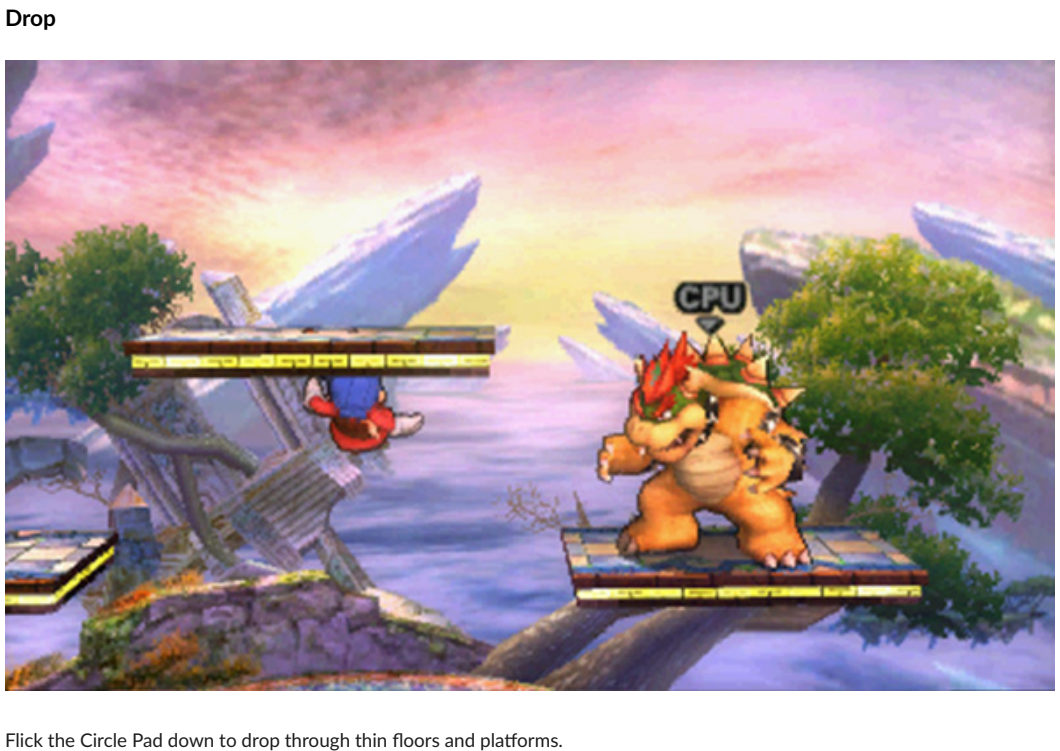
Crouch

Slide the Circle Pad down to crouch. Crouching reduces the knockback effects from incoming attacks.

Note

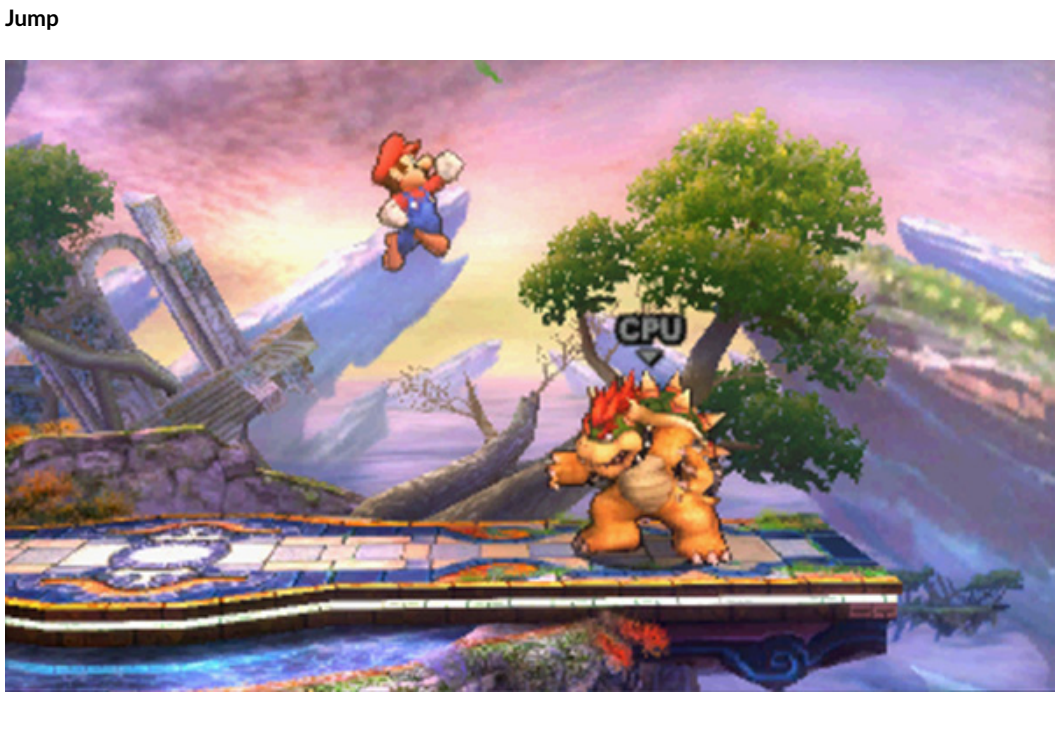
Some fighters can move while crouching. If your fighter has this ability, slide the Circle Pad down to crouch, then tilt it slightly to the left or right to crawl along the ground.

Drop



Flick the Circle Pad down to drop through thin floors and platforms.

Jump



Press Ⓨ or Ⓧ to jump. Hold the button to perform an extended jump. While jumping, use the Circle Pad to steer your fighter through the air.

Note

By default, you can also flick the Circle Pad up to jump.

Air Jump

While in the air, press Ⓨ or Ⓧ to perform an air jump. All characters can perform at least one air jump before they're forced to land, but some fighters can perform a series of air jumps.

Short Hop

Quickly tap Ⓨ or Ⓧ to perform a short hop. This technique is especially useful when you want to perform a surprise aerial attack on a standing opponent.

Back Jump

Simultaneously press Ⓨ or Ⓧ and flick the Circle Pad away from your target to perform a back jump.

Footstool Jump

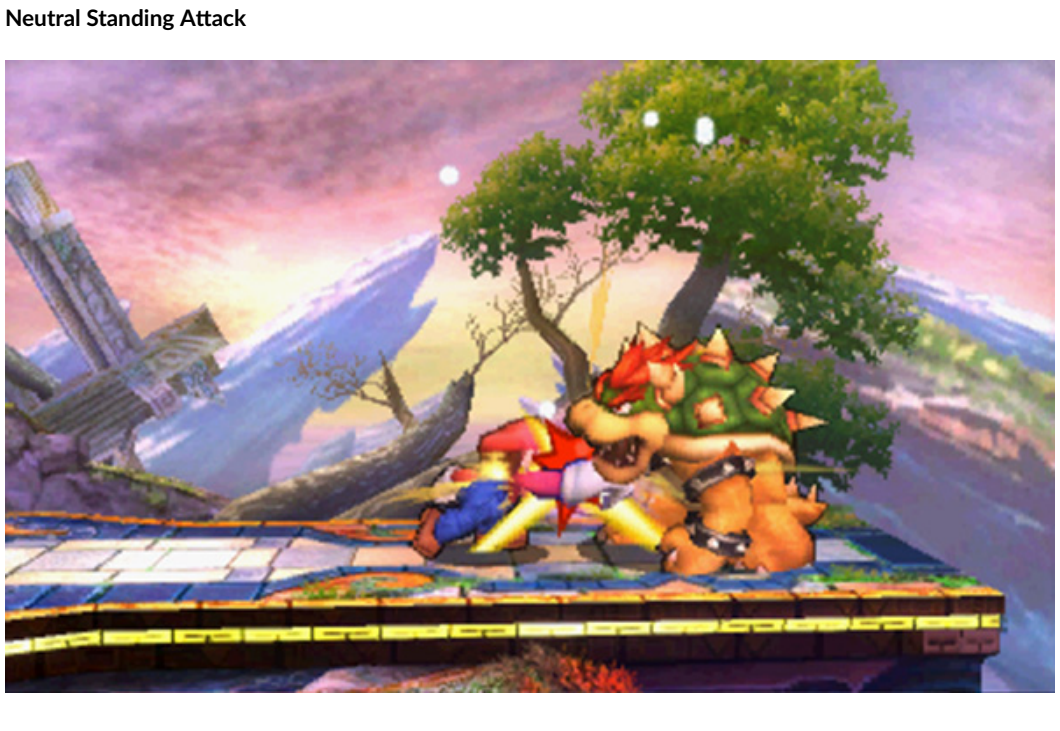
Hop onto an opponent and press Ⓨ or Ⓧ to perform a footstool jump. This move takes precision timing, but it gives your jump a considerable boost. You can even perform footstool jumps on airborne enemies to send them crashing to the ground!

Note

Some characters, like Sheik and Lucario, are capable of wall-clinging. To use this technique, jump into a wall, then flick and hold the Circle Pad toward that wall to cling for a short time.

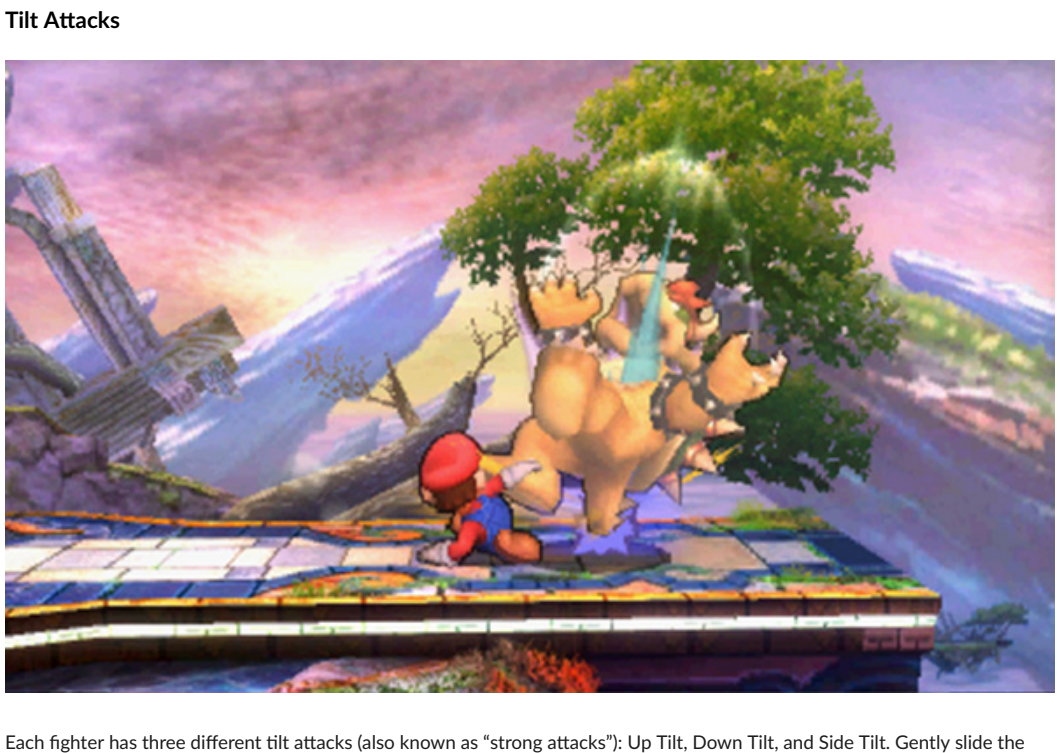
Offensive Techniques

Neutral Standing Attack



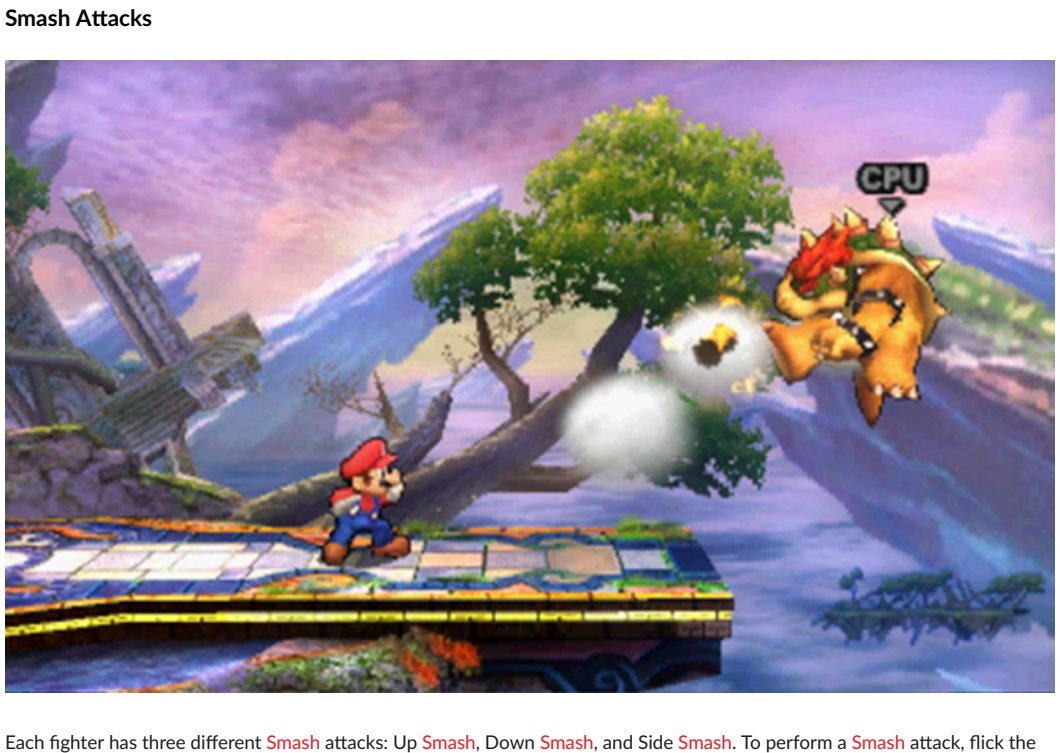
While on the ground, press Ⓐ to perform a neutral standing attack (also known as a "standard attack"). This attack is essentially a quick jab, but it can usually be chained together to perform a fast combo. Depending on your chosen fighter, jab combos can be performed by holding Ⓐ or by tapping the button to perform a series of separate attacks.

Tilt Attacks



Each fighter has three different tilt attacks (also known as "strong attacks"): Up Tilt, Down Tilt, and Side Tilt. Gently slide the Circle Pad in one of the available directions, then press Ⓐ to perform the corresponding tilt attack.

Smash Attacks



Each fighter has three different Smash attacks: Up Smash, Down Smash, and Side Smash. To perform a Smash attack, flick the Circle Pad in one of the available directions as you press Ⓐ. Hold the command to charge a Smash attack for additional power. A successfully executed Smash attack deals heavy damage and launches your opponent.

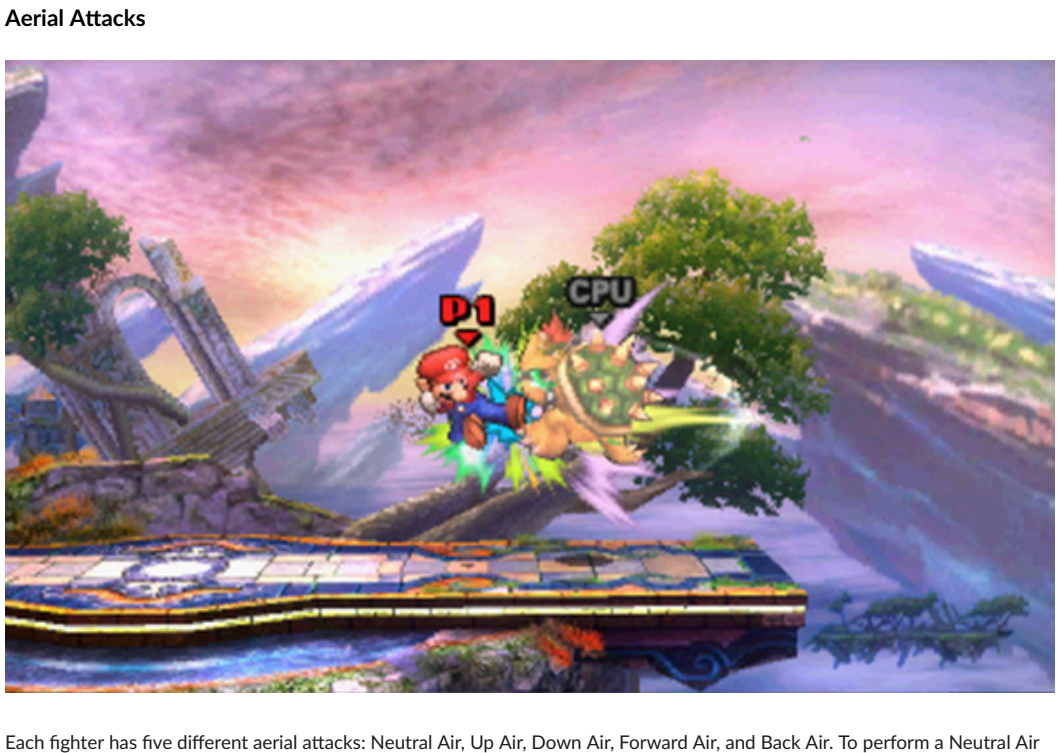
Note

Some fighters can aim their Side Smash attacks if you gently move the Circle Pad upward or downward while the Smash attack charges.

Dash Attacks

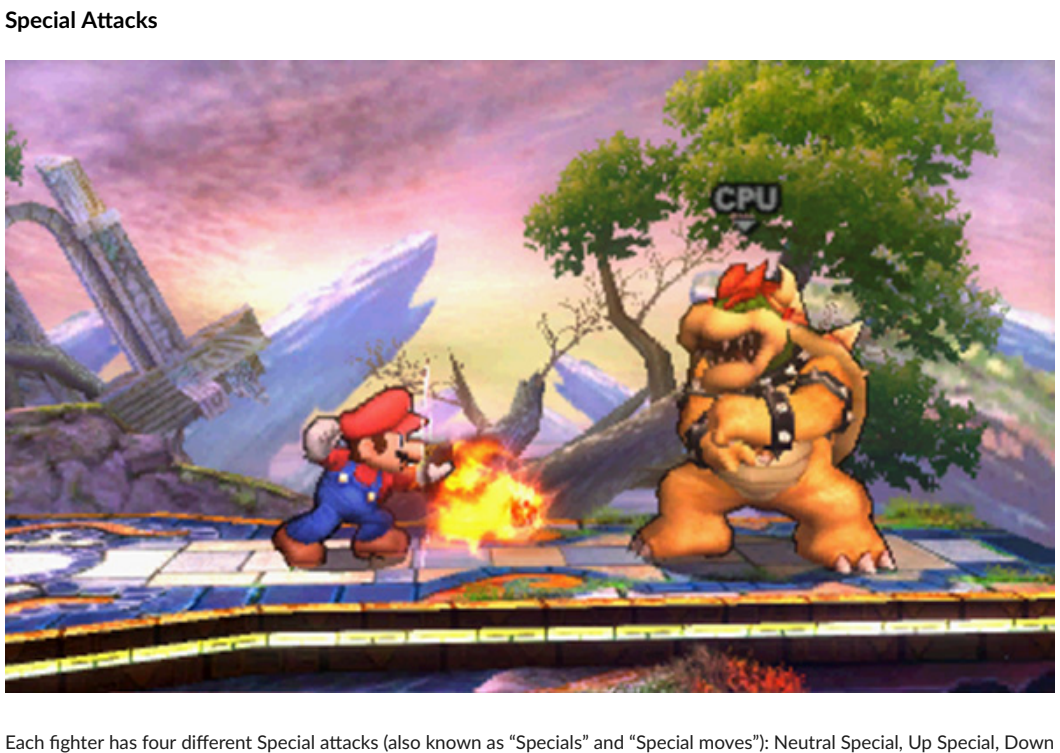
While dashing, press Ⓐ to perform a dash attack.

Aerial Attacks



Each fighter has five different aerial attacks: Neutral Air, Up Air, Down Air, Forward Air, and Back Air. To perform a Neutral Air attack, press Ⓐ while your fighter is airborne. To perform one of the other available aerial attacks, slide the Circle Pad in the desired direction and press Ⓐ while your fighter is airborne.

Special Attacks



Each fighter has four different Special attacks (also known as "Specials" and "Special moves"): Neutral Special, Up Special, Down Special, and Side Special. Press Ⓑ perform a Neutral Special. To perform one of the other available Special attacks, slide the Circle Pad in the desired direction and press Ⓑ. Special attacks can be performed on the ground or in the air.

Note

As you play through the game's various modes, you'll collect alternate Specials for your fighters. Each alternate Special can only be used by the specified character and only in place of a specific Special attack (Up Special, Down Special, etc.). Create custom sets to utilize any alternate Specials that match your playstyle.

Grab

Press (while facing a nearby opponent to perform a grab. Once you've grabbed an opponent, press Ⓐ to attack.

Note

You can also perform a grab by holding R to activate your fighter's shield as you press Ⓐ.

Throw

Press L to grab an opponent, then slide the Circle Pad to perform a throw. Each fighter can perform four different throws: Up Throw, Down Throw, Forward Throw, and Back Throw. Slide the Circle Pad in the appropriate direction to perform the desired throw. Use throws give yourself a bit of breathing room or to damage enemies while their shields are active.

Final Smash

If you manage to break open a Smash Ball, press Ⓑ to perform your fighter's Final Smash—an extremely powerful attack that is unique to that character. Different Final Smashes have different ranges and area effects, so make sure you're familiar with your fighter's specific attack!

Defensive Techniques

Shield

Press and hold R to activate your fighter's shield. While active, the shield absorbs damage caused by most enemy attacks. The shield shrinks over time, and absorbing damage causes it to shrink much faster. If your shield breaks, your fighter will be stunned for a short time. Release) to deactivate your shield. A weakened shield will slowly recharge when it isn't in use. If you manage to activate your shield at the moment an attack lands, however, you'll perform a Perfect Shield. A Perfect Shield blocks the attack without the usual shrinking penalty!

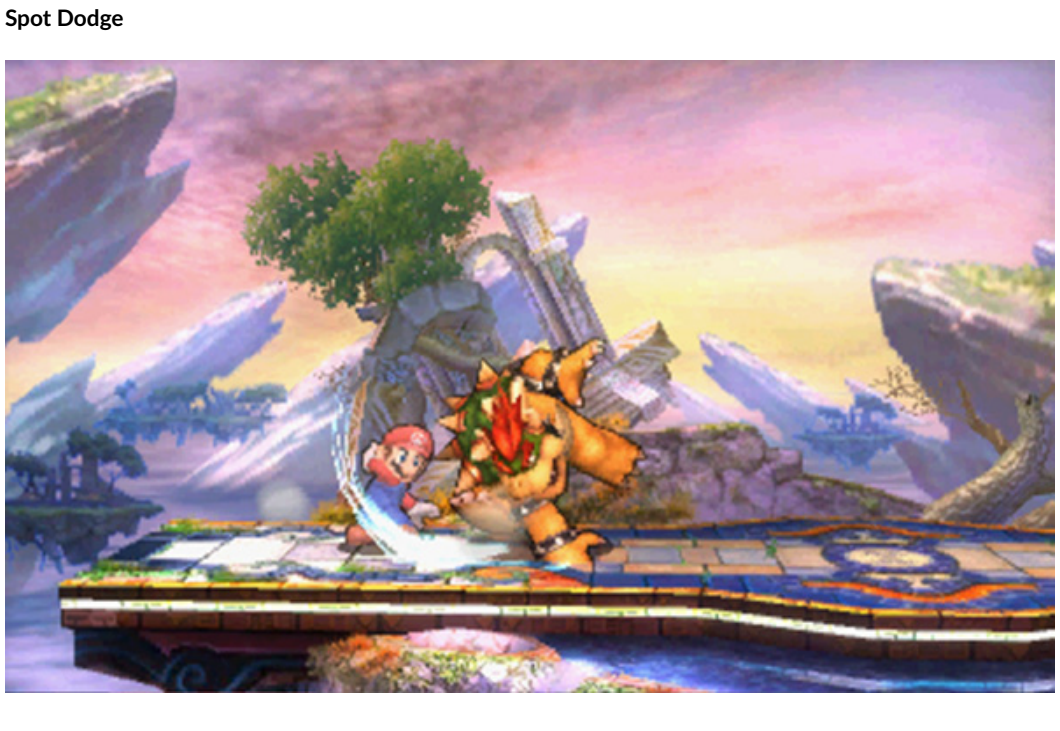
Note

Shields cannot protect fighters from throws, and some attacks are able to penetrate a shield without breaking it.

Dodge

Press R as you flick the Circle Pad left or right to perform a dodge. This evasive roll allows you to avoid taking damage without compromising your shield, but it can also be used to slip behind an enemy for a well-timed counterattack.

Spot Dodge

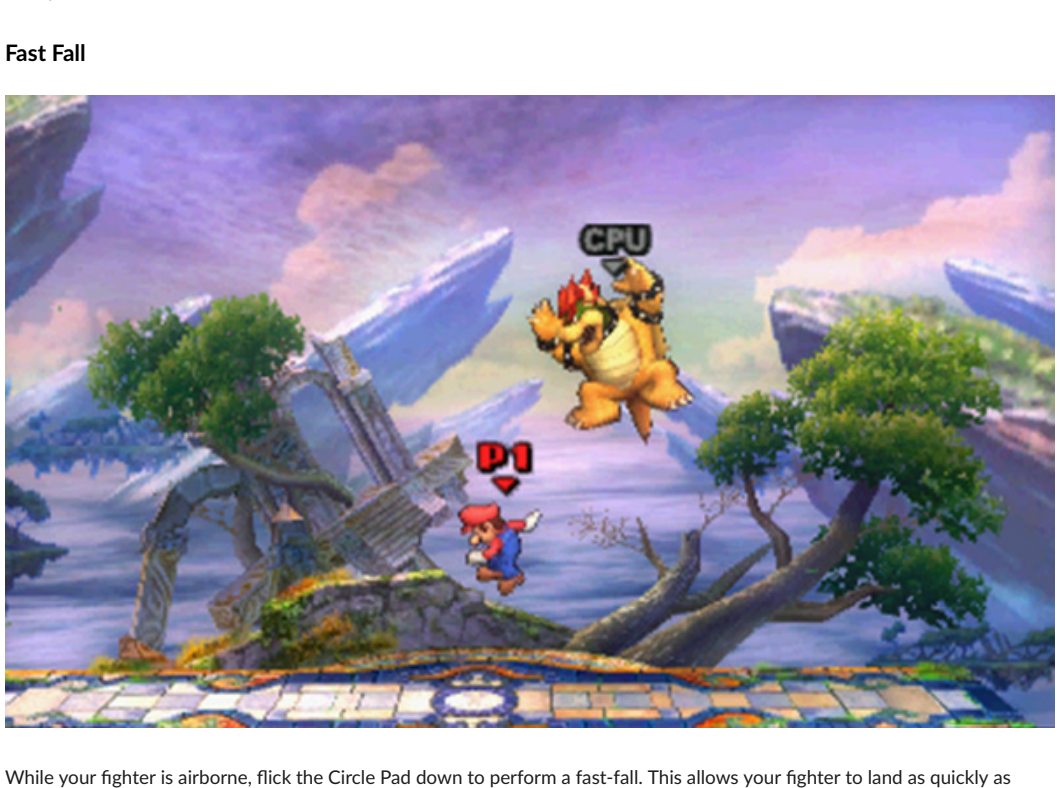


Press R as you flick the Circle Pad up or down to perform a spot-dodge. This move allows you to avoid taking damage without moving or compromising your shield. It only lasts a short time, however, so it's best to use it against quick attacks.

Air Dodge

Press R while your fighter is airborne to perform an air-dodge. While air dodging, you can use the Circle Pad to steer the fighter just as you would at any other point in a jump. This move allows you to avoid damage for a short time, so use it wisely!

Fast Fall



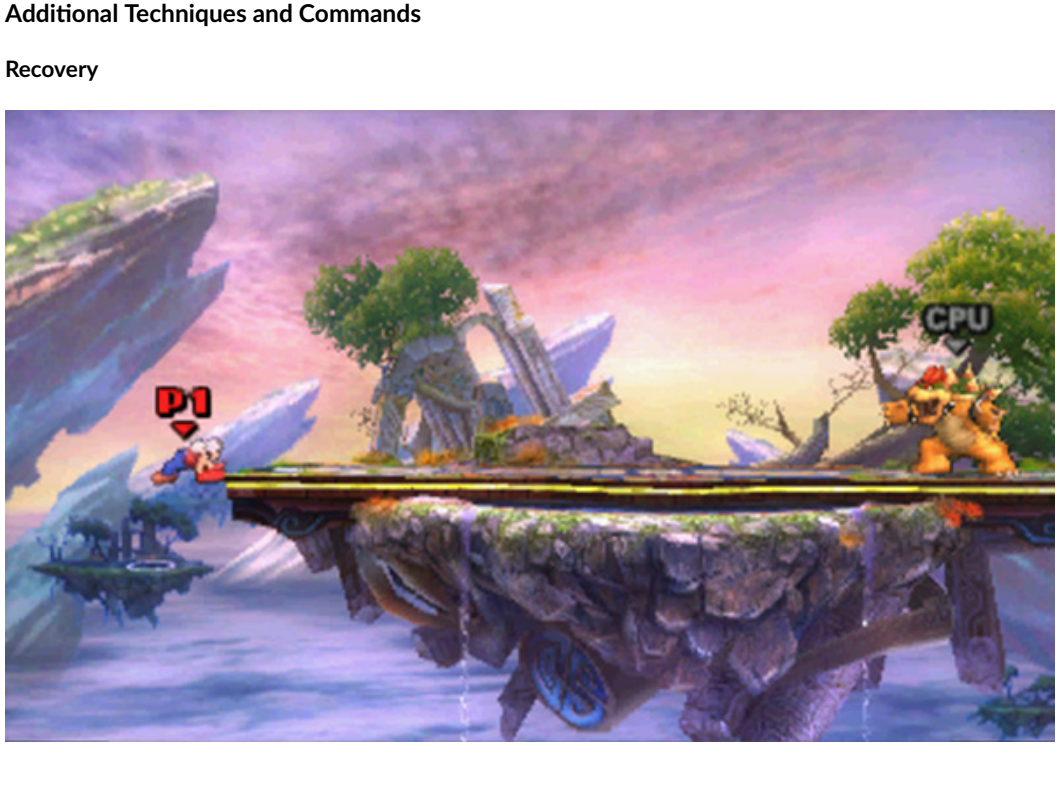
While your fighter is airborne, flick the Circle Pad down to perform a fast-fall. This allows your fighter to land as quickly as possible. Fast falling is a good way to avoid aerial attacks, but it's particularly helpful when your fighter is suffering from a fall state.

Note

A "fall state" describes an inability for your fighter to perform most aerial moves. Fall states most often occur after performing Up Specials while your fighter is airborne. A fall state only ends when your fighter lands, so the sooner you can get back to solid ground, the better!

Additional Techniques and Commands

Recovery



Each fighter has a combination of moves that can be used to recover from falls or from being launched. Recovery moves vary between fighters, but air jumps and Up Specials are usually your best options. It's not always possible to recover from a big hit, but the right technique will improve your odds of success.

Note

Please refer to this guide's character descriptions for recommended recovery moves.

Edge Moves

Your fighter will automatically grab the platform's edge if he or she gets close enough to it during a recovery attempt. This triggers a brief period of invincibility and presents a few tactical options. Some fighters can even utilize moves or tools to grab platform edges from greater distances.

While grabbing the ledge, you can:

- Edge Roll: Press R to roll back onto the platform as you dodge enemy attacks.
- Edge Attack: Press Ⓐ to attack near the edge of the platform as you pull yourself up.
- Edge Climb: Slide the Circle Pad toward the edge to climb up.
- Edge Jump: Press Ⓨ or Ⓧ (or flick the Circle Pad up) to propel yourself over the platform. This option does not count toward your fighter's air jump limit.
- Release: Flick the Circle Pad down or away from the platform to release the edge. This option counts toward your fighter's air jump limit, but it also allows you to follow up with a quick aerial attack or recovery move.

Note

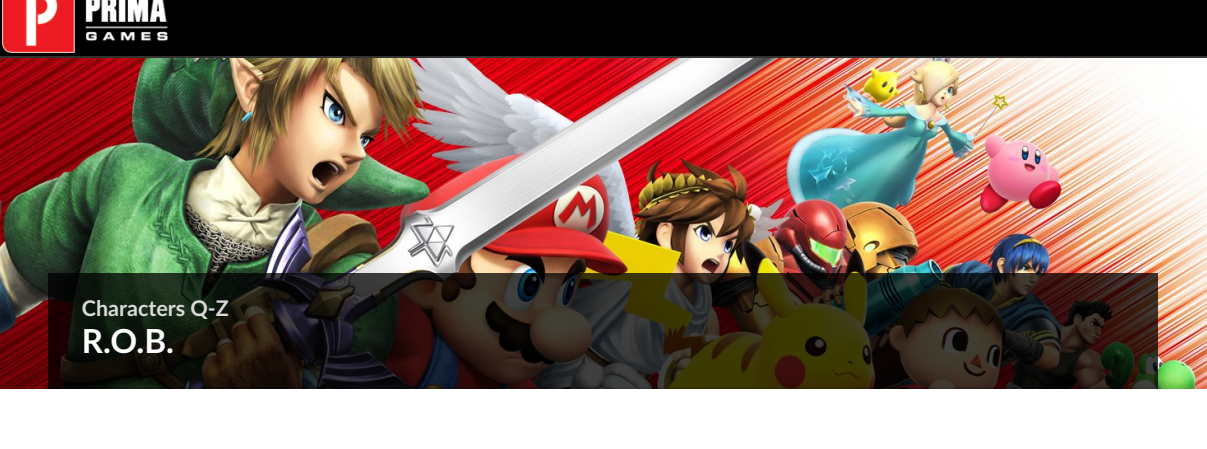
Only one fighter can grab a single edge at one time. When a fighter grabs an occupied edge, the previous occupant is knocked loose.

Taunt

Each fighter has three different taunts: Up Taunt, Down Taunt, and Side Taunt. Press the +Control Pad in one of the available directions to perform the corresponding taunt. Taunting leaves your fighter vulnerable to attacks, so taunt wisely!

Item Use

You'll encounter a variety of items during combat, and individual items can have wildly different effects. Approach an available item and press Ⓐ to pick it up. Some items will be automatically consumed or activated, but many items can be used manually by pressing Ⓐ while your fighter is holding them. Press L to drop an unwanted item, or simultaneously press L and flick the Circle Pad forward to throw the item. Press L while dashing to throw an unwanted item even farther!



Characters Q-Z

R.O.B.

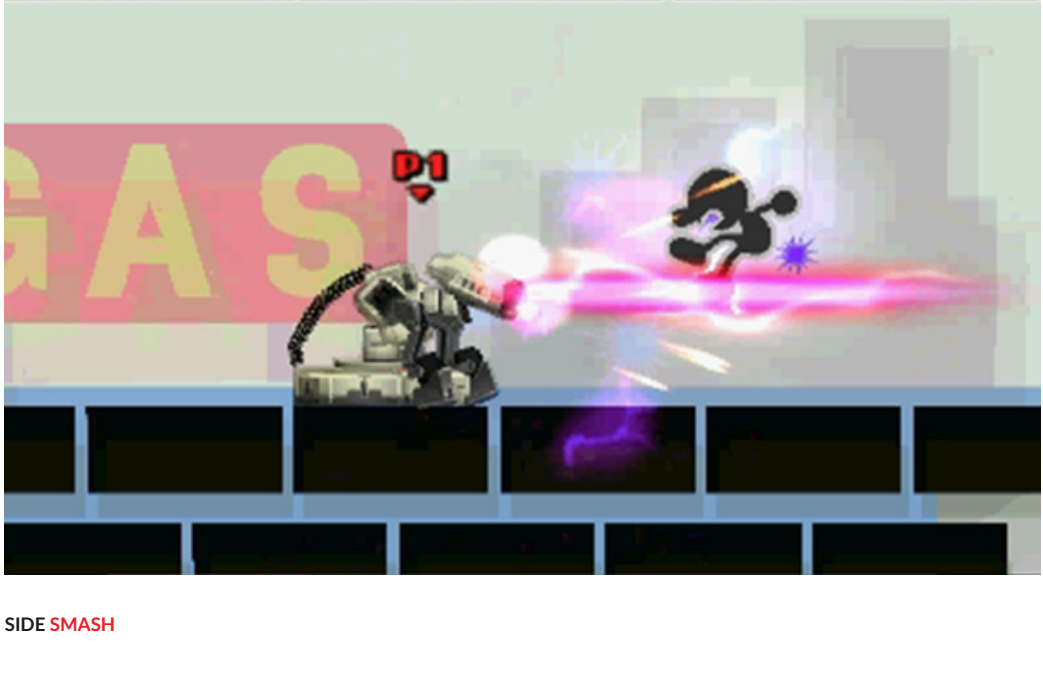
Trophy Description

This NES accessory was released in 1985, a groundbreaking system that controlled the robot via a game on the screen. In *Smash Bros.*, R.O.B. has two projectile weapons and can use his rocket base to fly through the air. If you let his Robo Beam charge over time, it'll make for a powerful blast.

Statistics

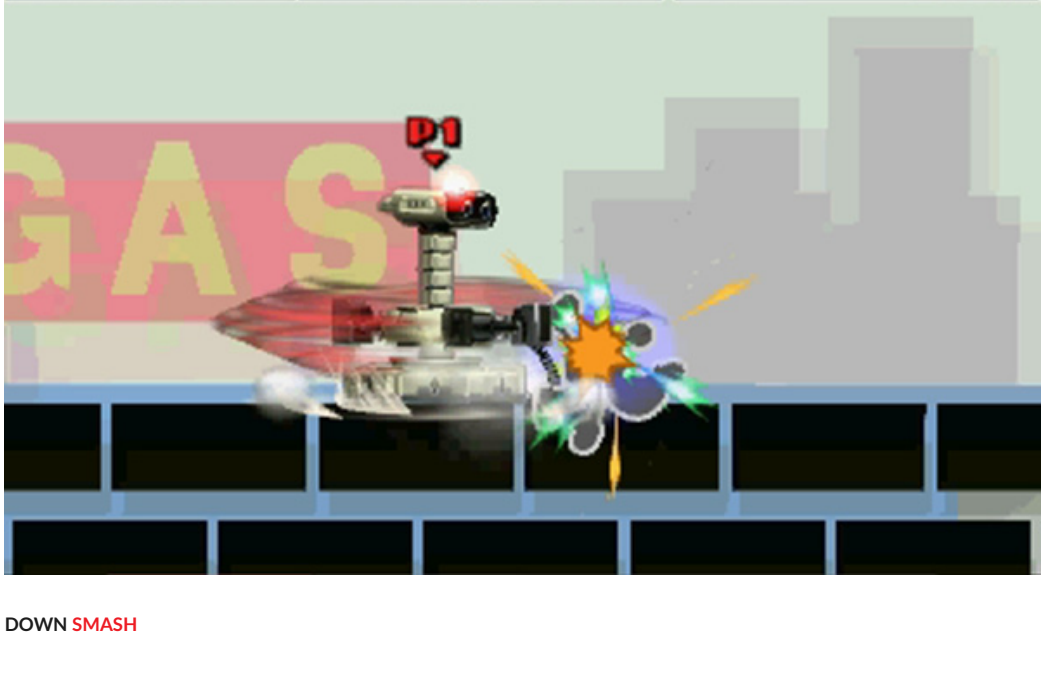
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 015
Total Damage 015
Combo 001

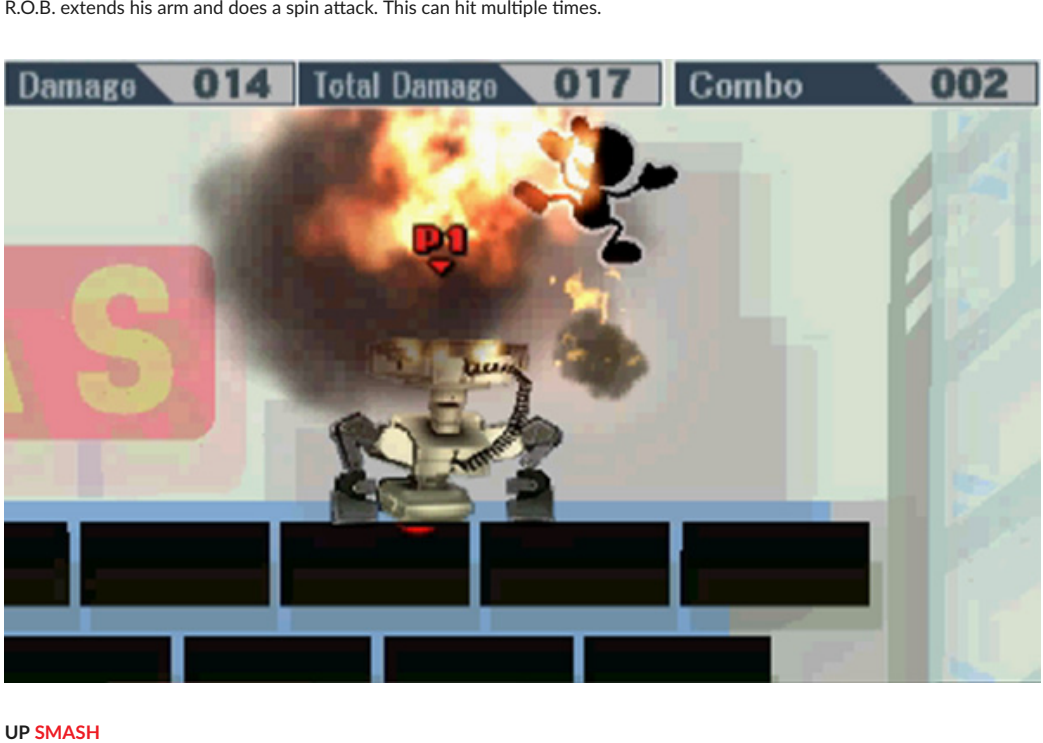
SIDE SMASH

R.O.B. leans forward and blasts opponents with a medium-range beam. This can be aimed up or down.


Damage 001
Total Damage 003
Combo 002

DOWN SMASH

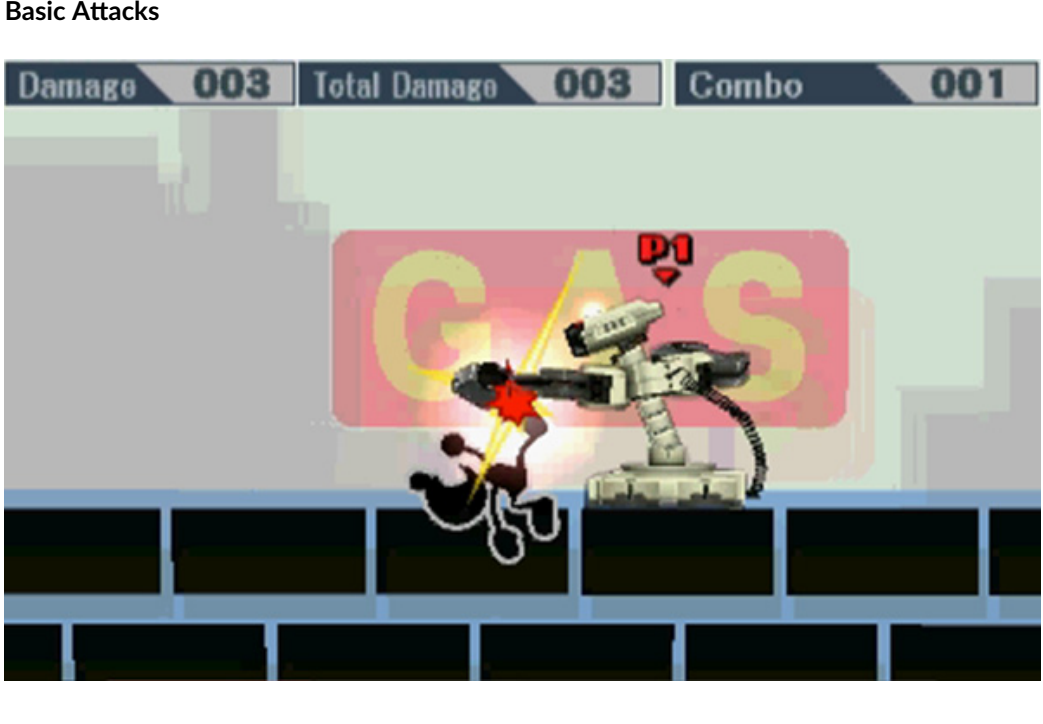
R.O.B. extends his arm and does a spin attack. This can hit multiple times.


Damage 014
Total Damage 017
Combo 002

UP SMASH

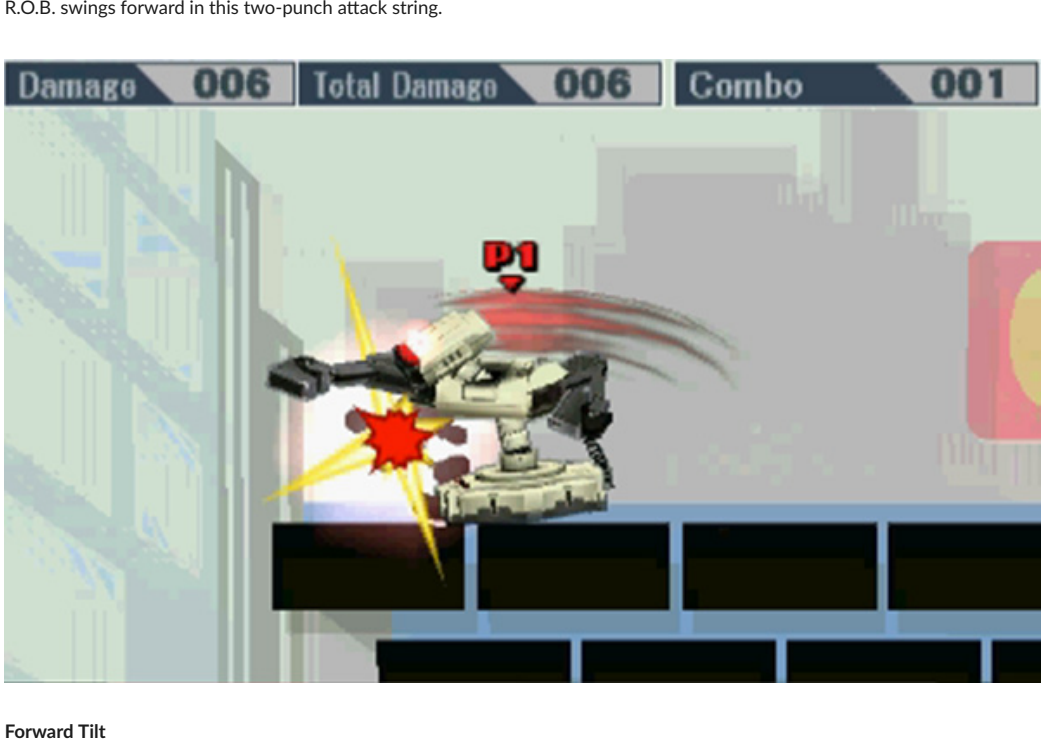
R.O.B. does a handstand and uses his rocket base to blast opponents upward.

Basic Attacks


Damage 003
Total Damage 003
Combo 001

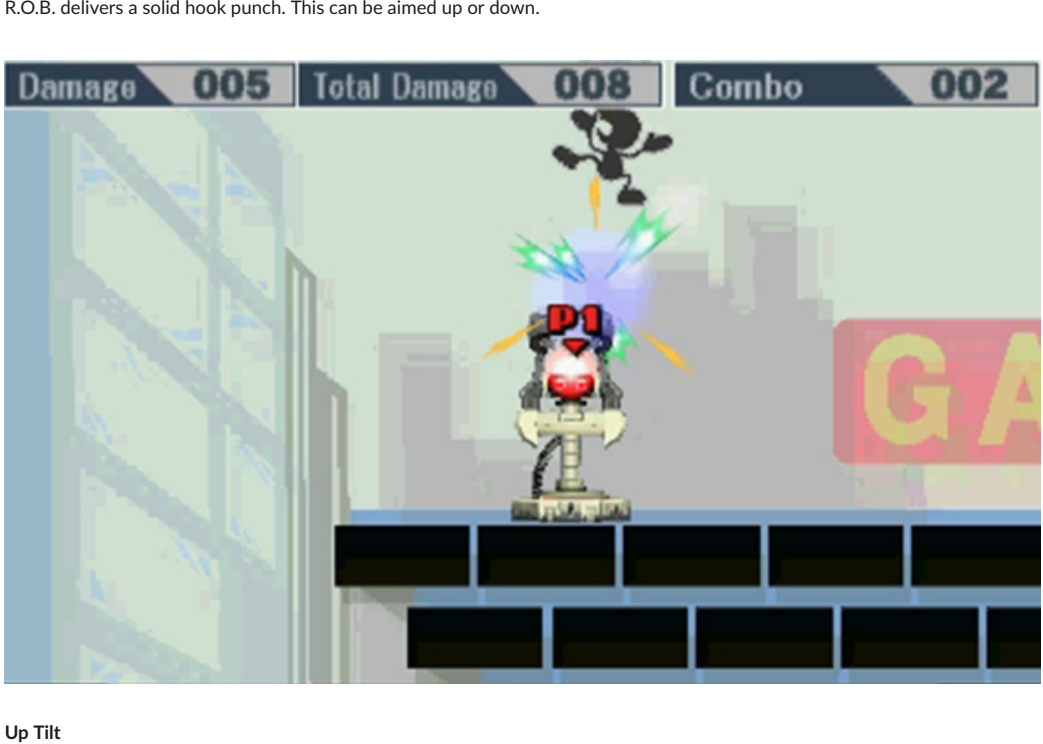
Standing Attack

R.O.B. swings forward in this two-punch attack string.


Damage 006
Total Damage 006
Combo 001

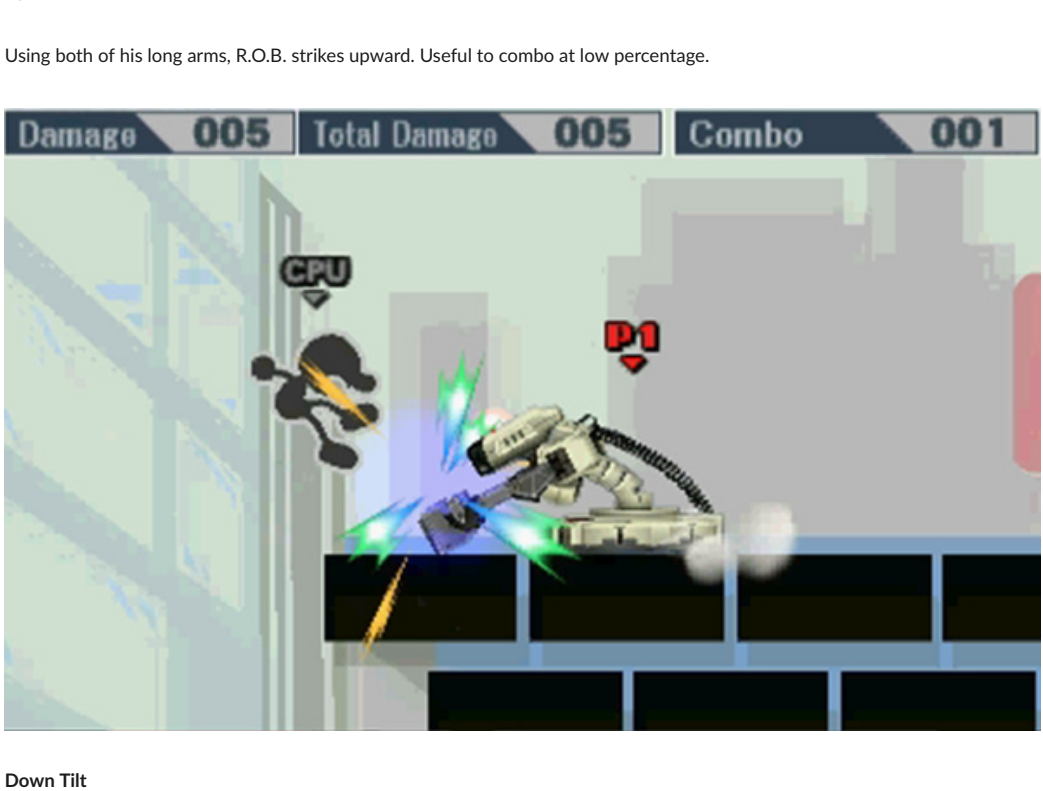
Forward Tilt

R.O.B. delivers a solid hook punch. This can be aimed up or down.


Damage 005
Total Damage 008
Combo 002

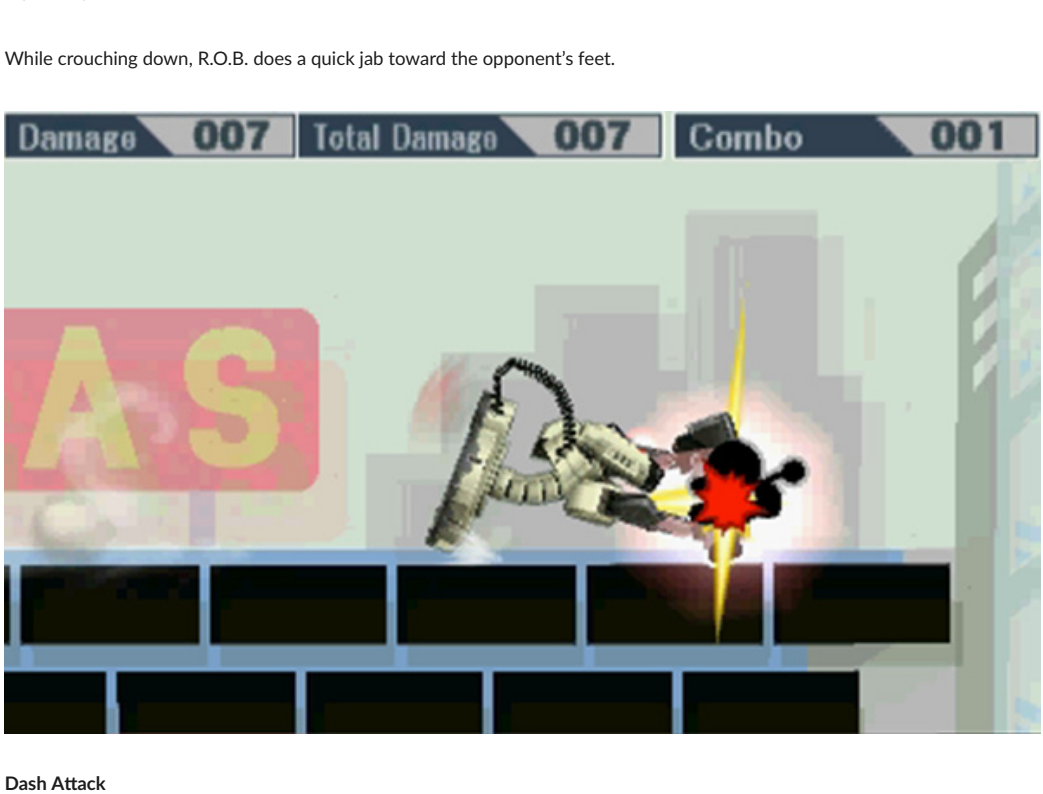
Up Tilt

Using both of his long arms, R.O.B. strikes upward. Useful to combo at low percentage.


Damage 005
Total Damage 005
Combo 001

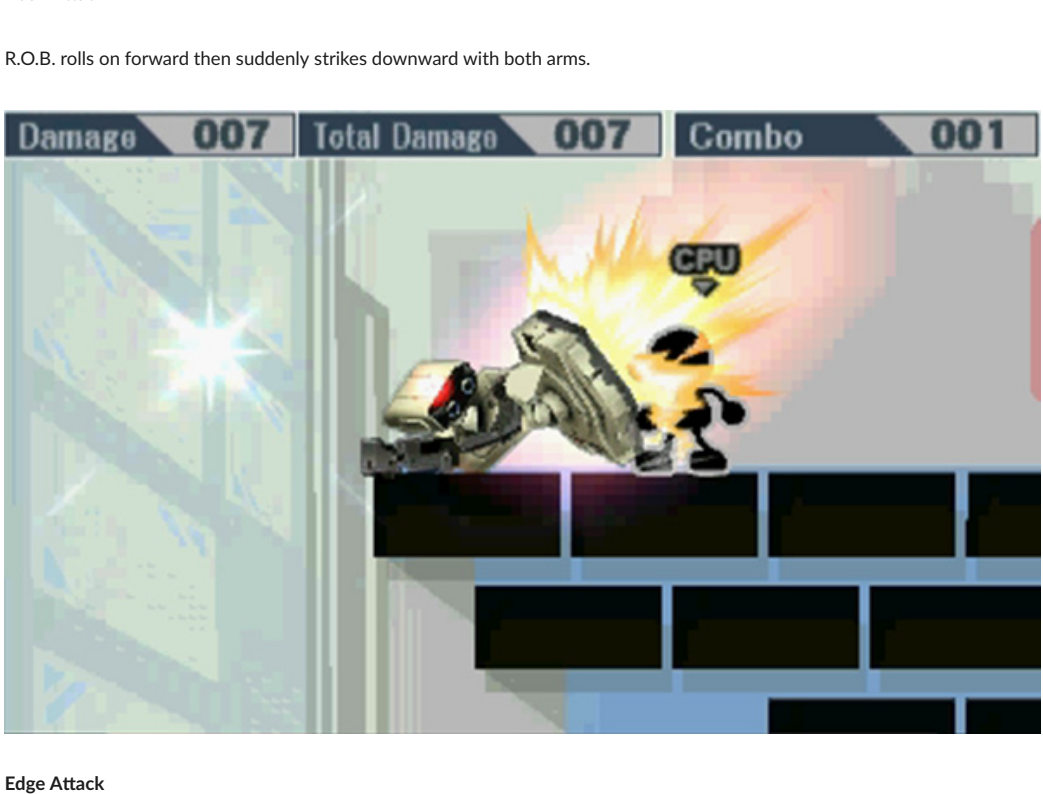
Down Tilt

While crouching down, R.O.B. does a quick jab toward the opponent's feet.


Damage 007
Total Damage 007
Combo 001

Dash Attack

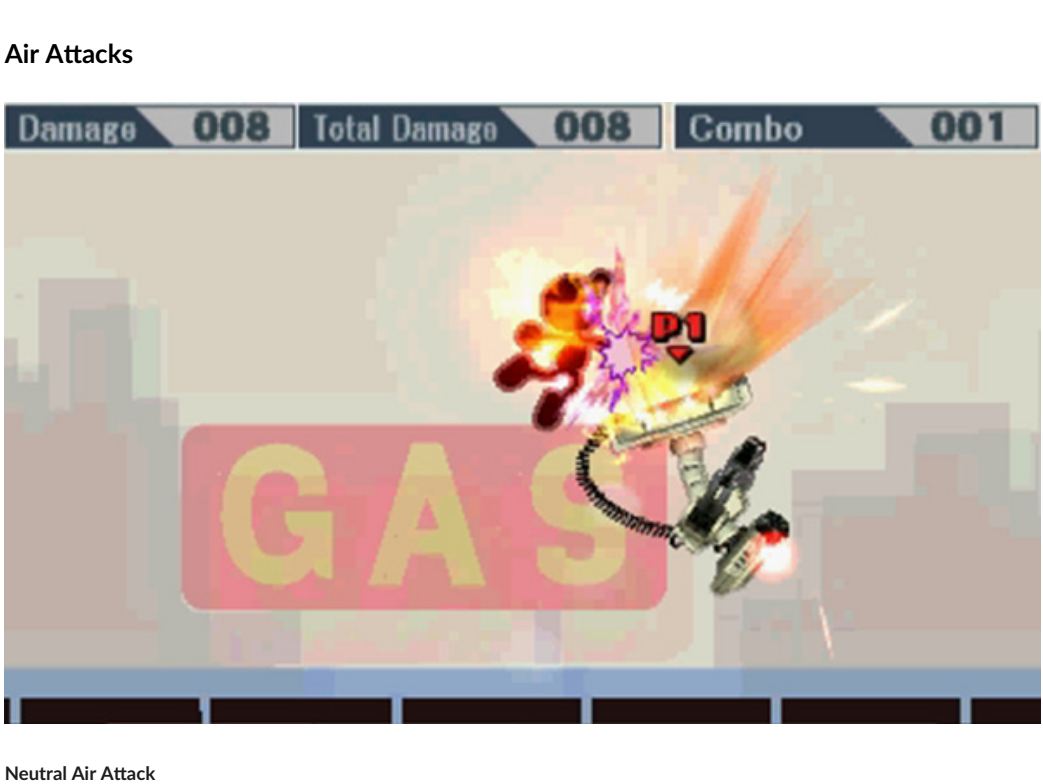
R.O.B. rolls on forward then suddenly strikes downward with both arms.


Damage 007
Total Damage 007
Combo 001

Edge Attack

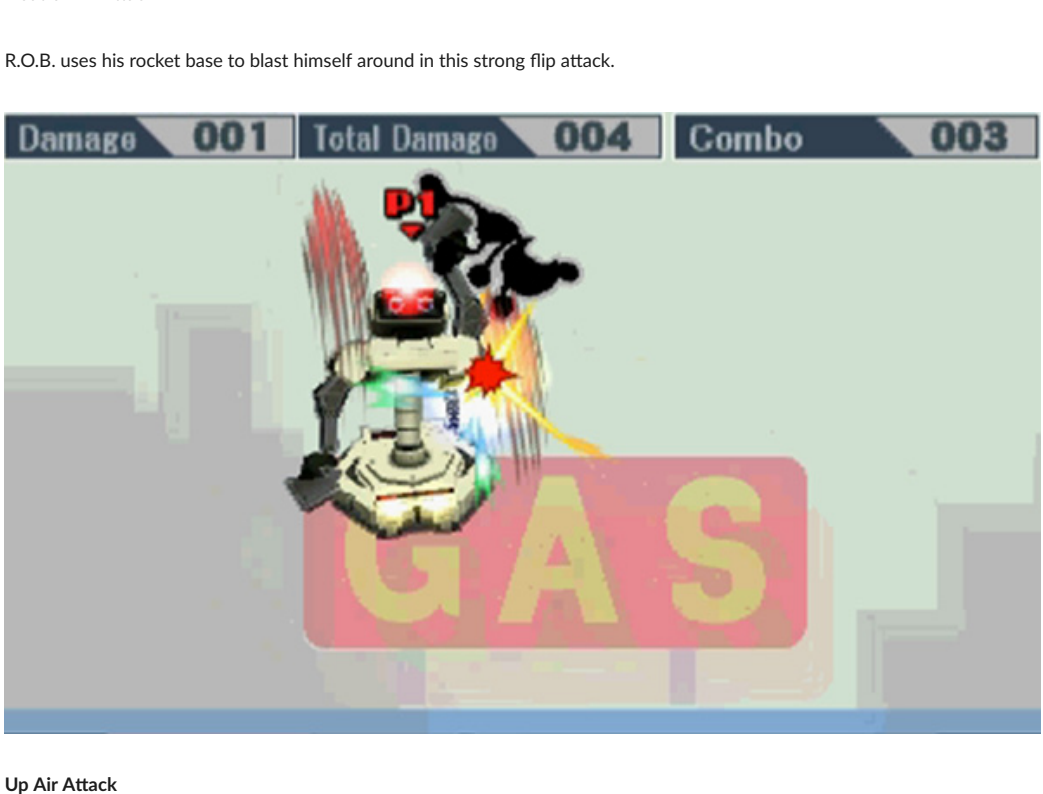
R.O.B. pulls himself up and swings his rocket base at the opponent.

Air Attacks


Damage 008
Total Damage 008
Combo 001

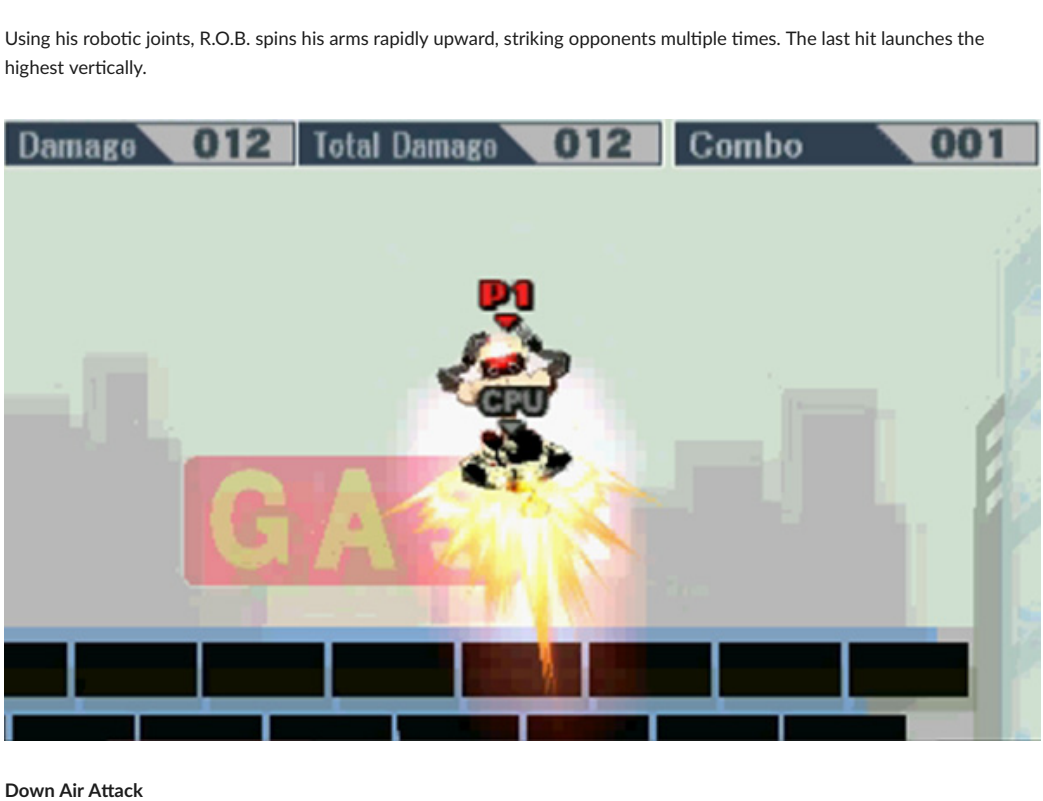
Neutral Air Attack

R.O.B. uses his rocket base to blast himself around in this strong flip attack.


Damage 001
Total Damage 004
Combo 003

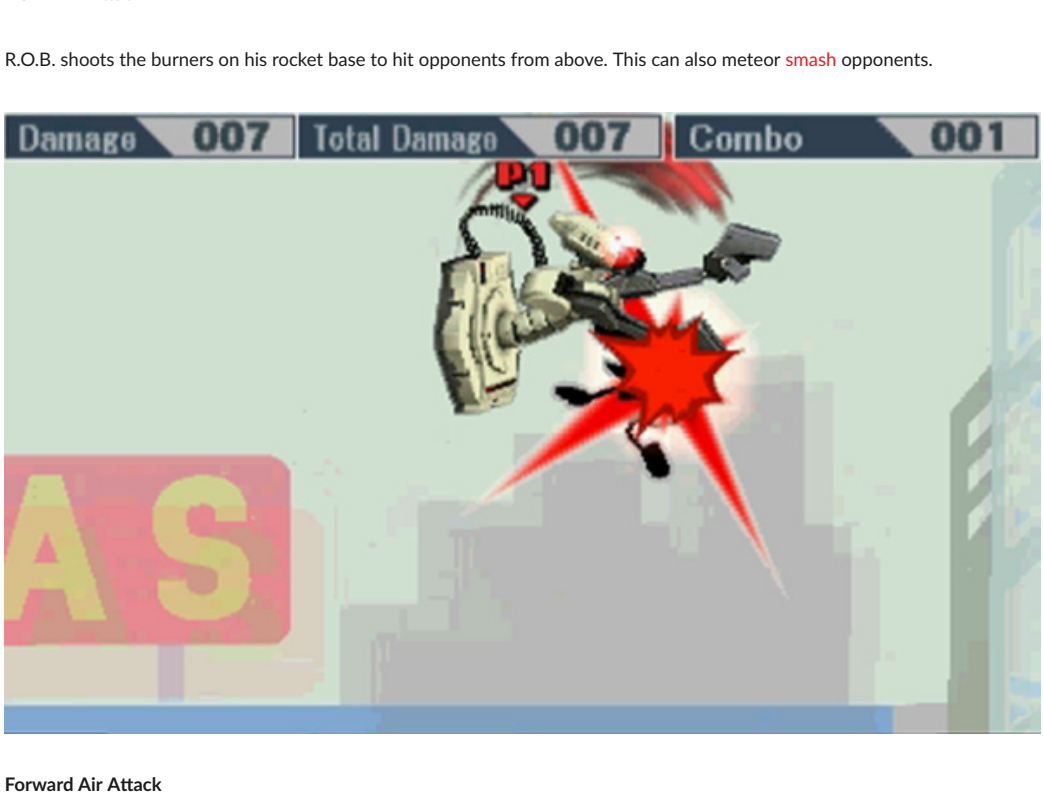
Up Air Attack

Using his robotic joints, R.O.B. spins his arms rapidly upward, striking opponents multiple times. The last hit launches the highest vertically.


Damage 012
Total Damage 012
Combo 001

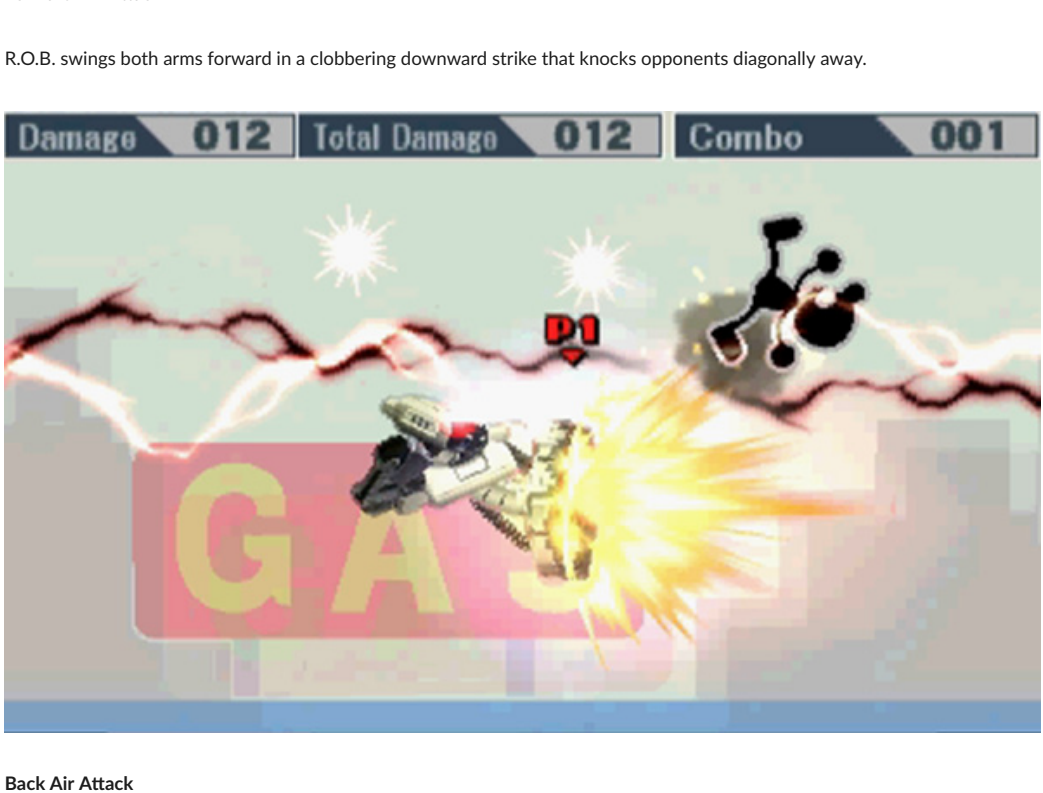
Down Air Attack

R.O.B. shoots the burners on his rocket base to hit opponents from above. This can also meteor smash opponents.


Damage 007
Total Damage 007
Combo 001

Forward Air Attack

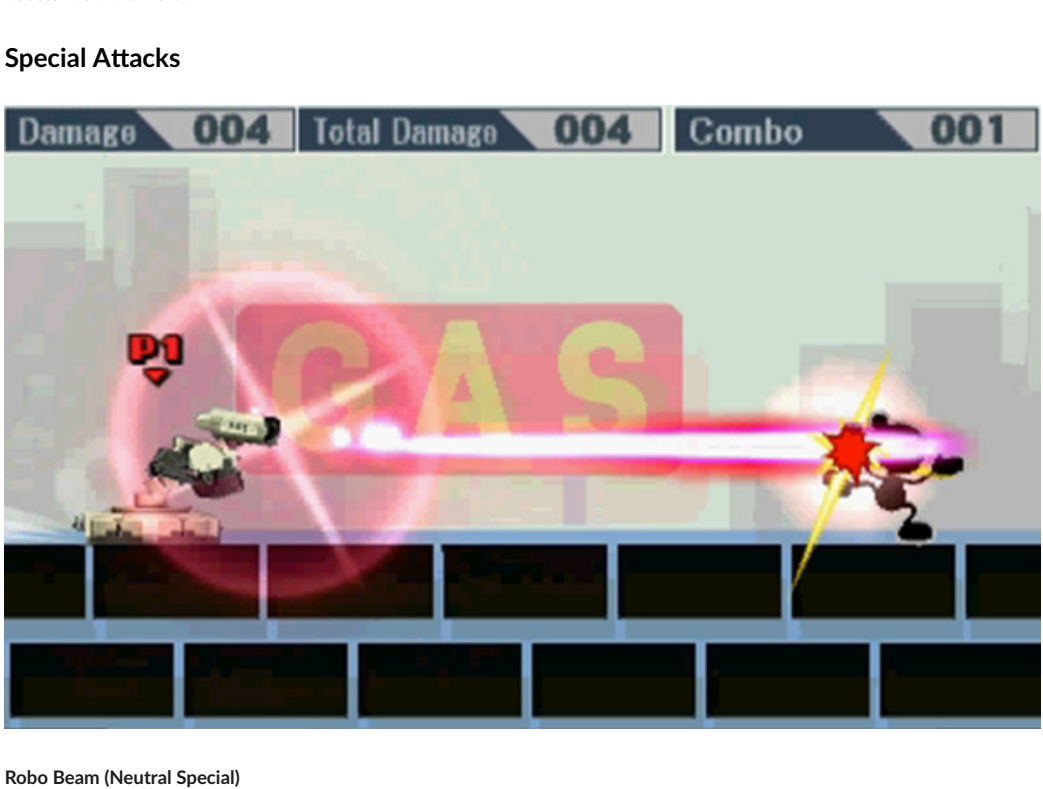
R.O.B. swings both arms forward in a clobbering downward strike that knocks opponents diagonally away.


Damage 012
Total Damage 012
Combo 001

Back Air Attack

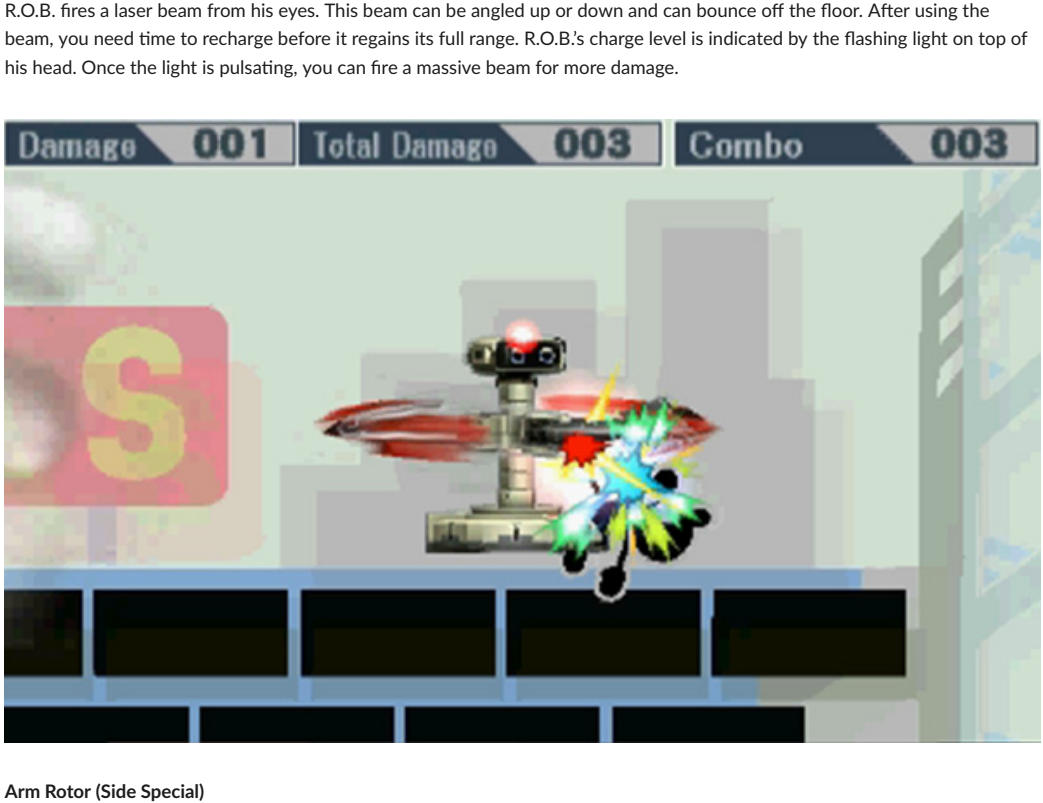
R.O.B. briefly tucks in before extending and exploding the blaster on his rocket base behind him. Note that using this attack boosts R.O.B. forward.

Special Attacks


Damage 004
Total Damage 004
Combo 001

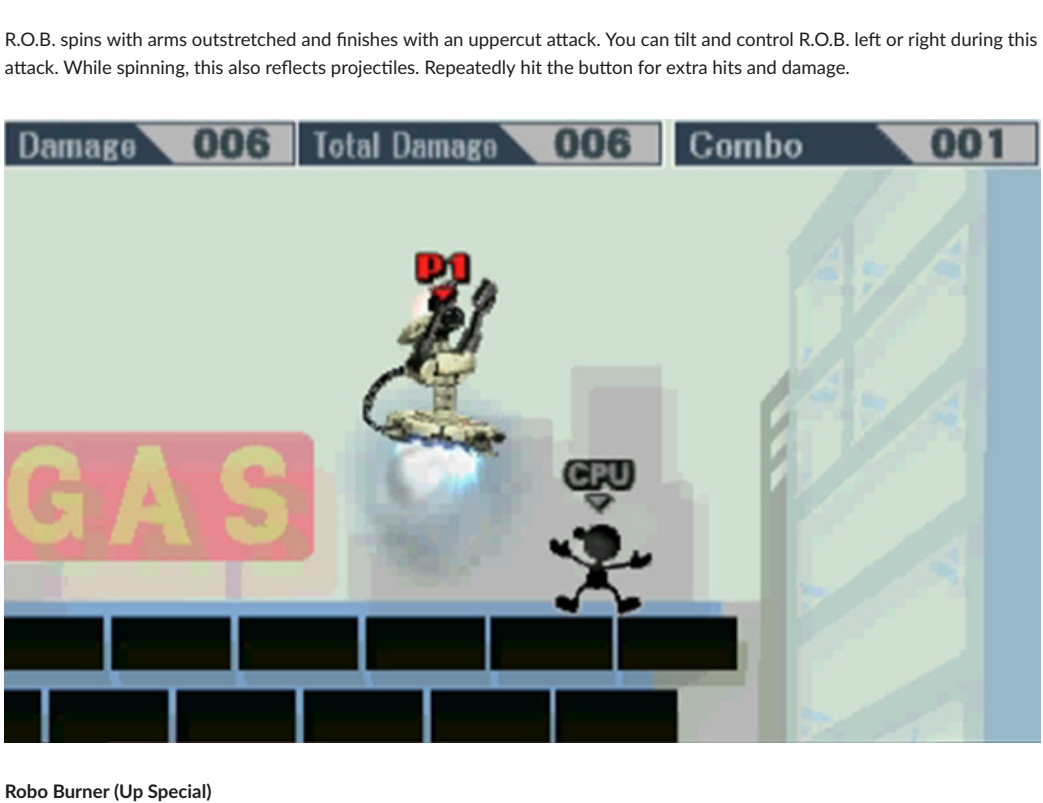
Robo Beam (Neutral Special)

R.O.B. fires a laser beam from his eyes. This beam can be angled up or down and can bounce off the floor. After using the beam, you need time to recharge before it regains its full range. R.O.B.'s charge level is indicated by the flashing light on top of his head. Once the light is pulsating, you can fire a massive beam for more damage.


Damage 001
Total Damage 003
Combo 003

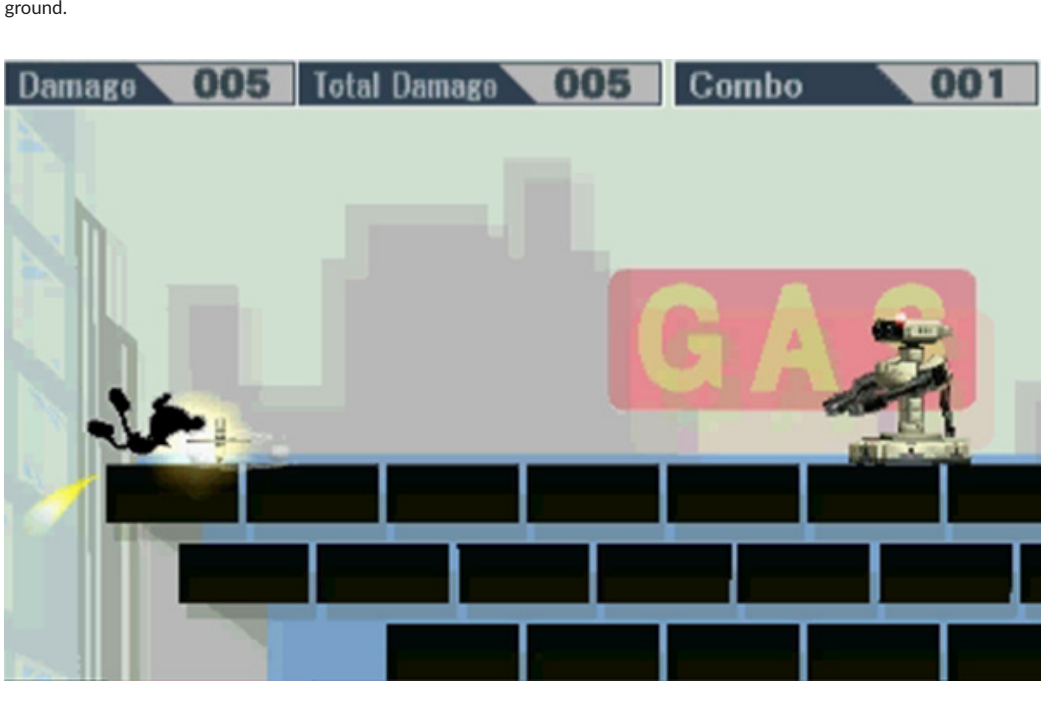
Arm Rotor (Side Special)

R.O.B. spins with arms outstretched and finishes with an uppercut attack. You can tilt and control R.O.B. left or right during this attack. While spinning, this also reflects projectiles. Repeatedly hit the button for extra hits and damage.


Damage 006
Total Damage 006
Combo 001

Robo Burner (Up Special)

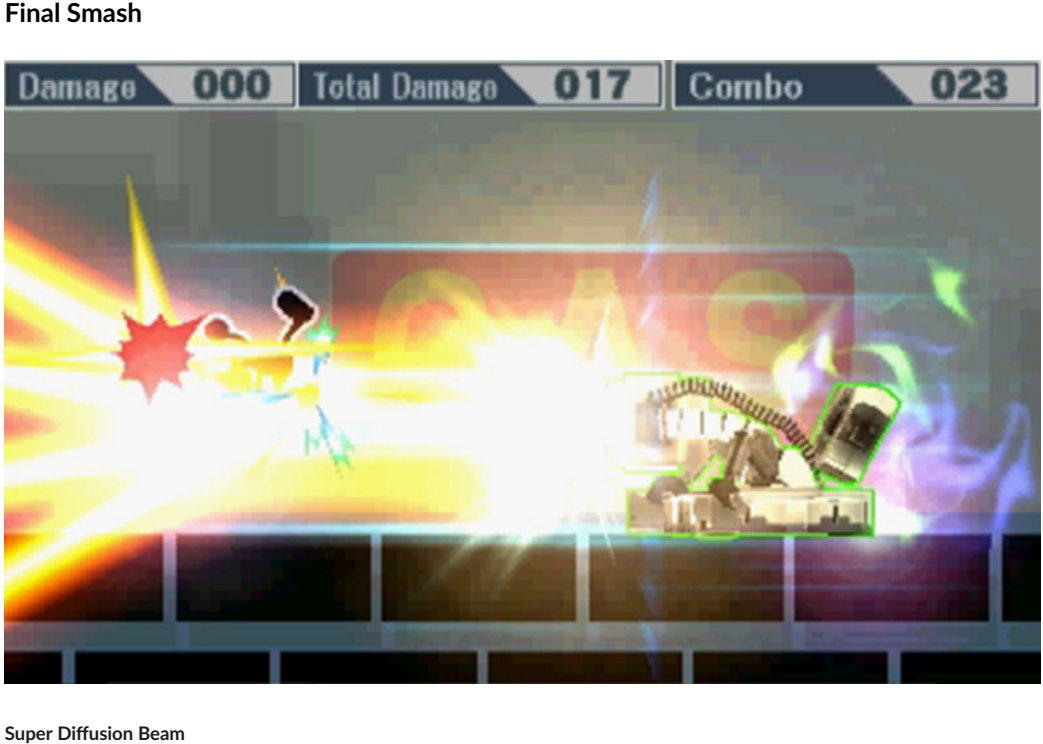
Use your thrusters to boost up into the air. After the initial input, tap Up to use the boosters intermittently and hover until your next attack. R.O.B. can only use Robo Burner when he has enough fuel, and fuel only recharges when R.O.B. is on the ground.


Damage 005
Total Damage 005
Combo 001

Gyro (Down Special)

R.O.B. fires a spinning top at the opponent. The longer you charge the button, the stronger the top is if it hits an opponent, the farther it flies, and the longer it spins. The spinning top can be picked up to throw. Only one top can be out at a time.

Final Smash

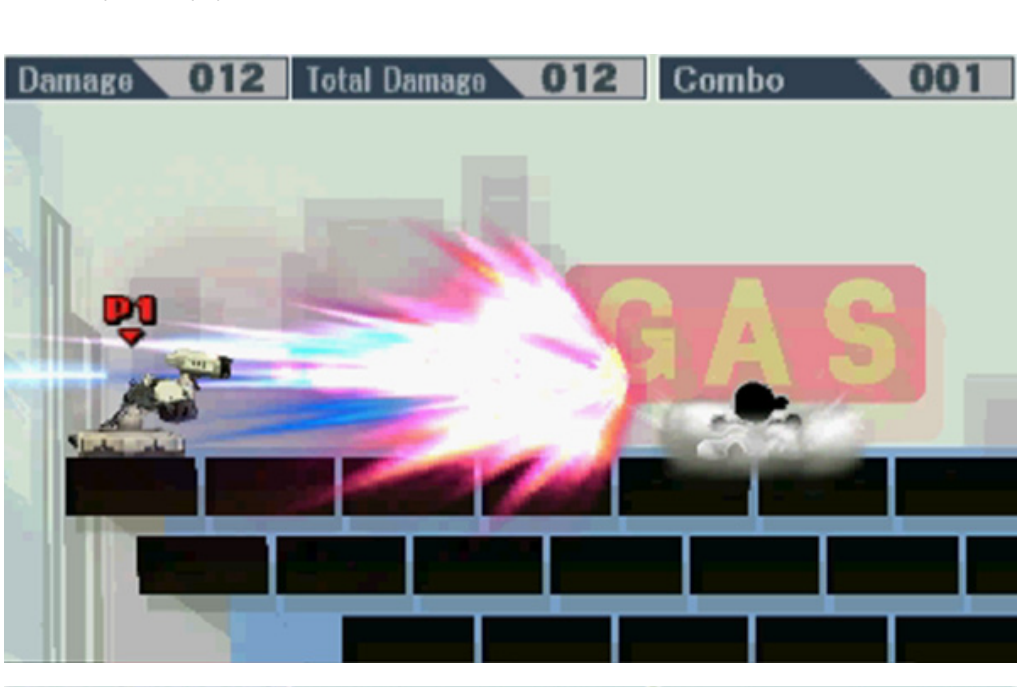

Damage 000
Total Damage 017
Combo 023

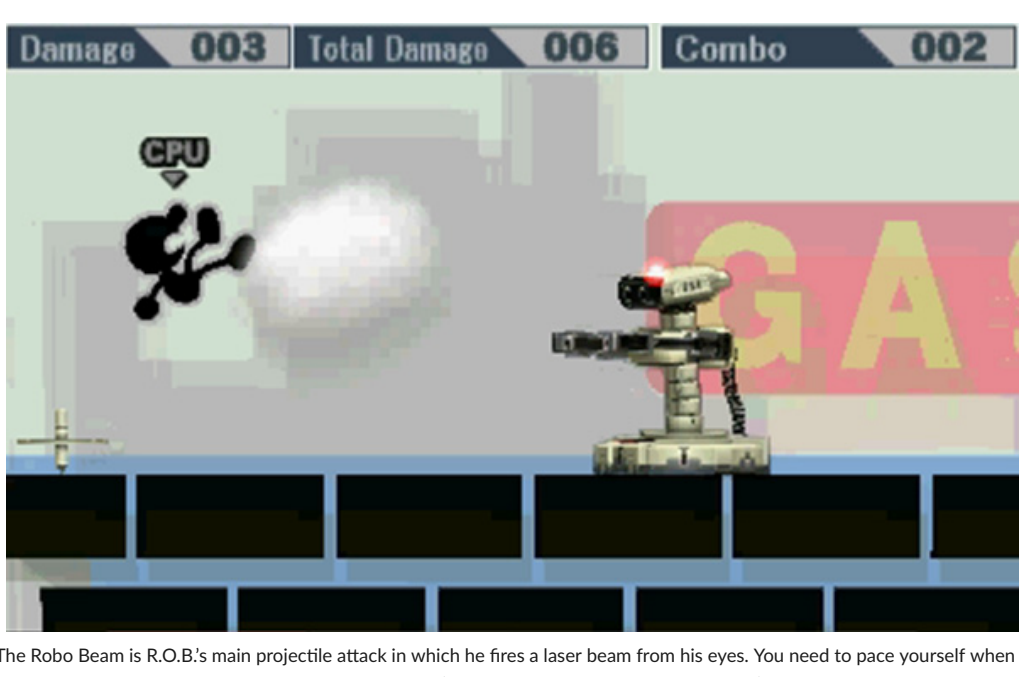
Super Diffusion Beam

Fires a huge beam that branches into four smaller beams at the end. You can slightly move the beams up or down. If an opponent is caught in one of the smaller beams, that opponent is sucked into the bigger beam. After the beam charges to max power, it fires an additional shot that has much more vertical range. For optimal damage, catch an opponent in the area where the beam branches. Doing so gets you 5–10% more damage.

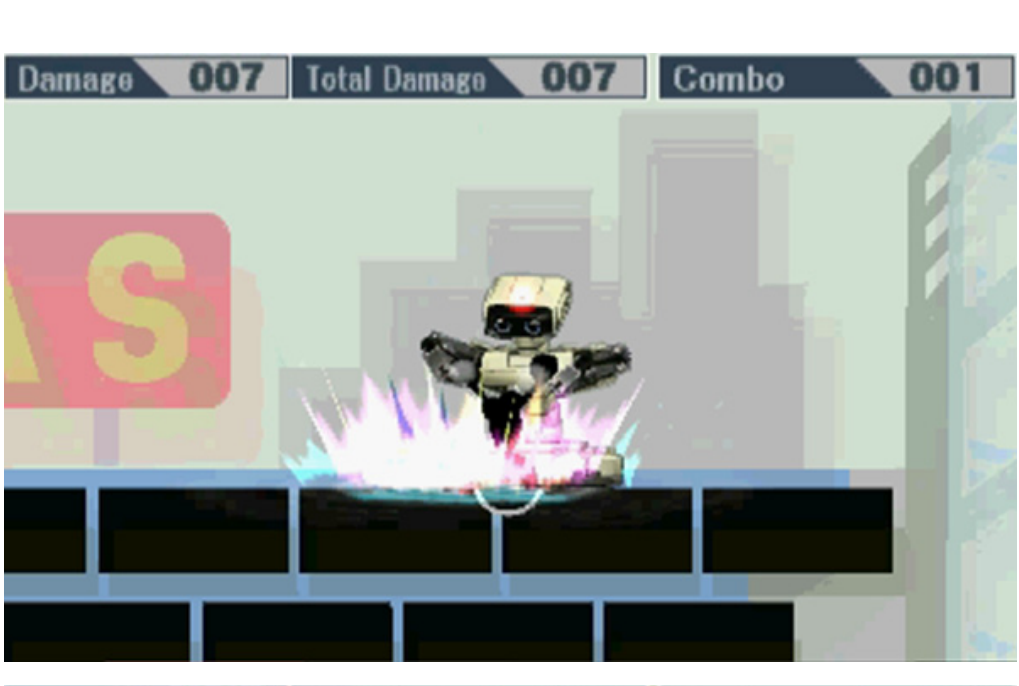
Strategy

As a heavier character, R.O.B. has heavier attacks with slower startup in addition to a couple of strong projectiles to keep opponents at bay. His long robotic arms give him excellent range for his tilt attacks, Smash attacks, and Arm Rotor. While he has a good number of aerial attacks, his weakness is that his stronger options tend to start up slower. So, while he can do massive amounts of damage and blast opponents off-stage, it requires good timing and spacing. Given his heavy weight, he has fantastic recovery options with Robo Burner and his Back Air attack; however, Robo Burner requires fuel to be most effective. His projectiles are useful and deal decent damage, but they require recharge time as well. As you can see, R.O.B. has a lot of great tools, but they generally have some sort of drawback. This means minimizing drawbacks and maximizing strengths is even more important to play R.O.B.


Damage 012
Total Damage 012
Combo 001


Damage 003
Total Damage 006
Combo 002

The Robo Beam is R.O.B.'s main projectile attack in which he fires a laser beam from his eyes. You need to pace yourself when using this attack because its strength lies in how long it's not used. The LED flashing on R.O.B.'s head shows how far along he is in recharging the beam. When fully charged, the beam passes through other beams and projectiles, so use it whenever you have a good opportunity to land it. R.O.B.'s other projectile attack is his Gyro. Charging this attack allows you to throw it farther and allows the top to spin longer. You can cancel out of the charging animation while maintaining the charge by rolling, shielding, or grabbing. Attack opponents with this directly, or set it as a trap on-stage. There's some cooldown time after using this attack, and if you try to use it again while it's on cooldown—or if you try to use it again while it's already out—R.O.B. goes through an animation in which he tries to throw one out, leaving him vulnerable! Arm Rotor is a good tool to hit opponents multiple times with its long range, so use it to rack up damage on opponents. It can also be used to reflect projectiles, but the reflection window does not start up immediately, This comes in handy against projectile-heavy characters.


Damage 007
Total Damage 007
Combo 001

Damage 006
Total Damage 006
Combo 001

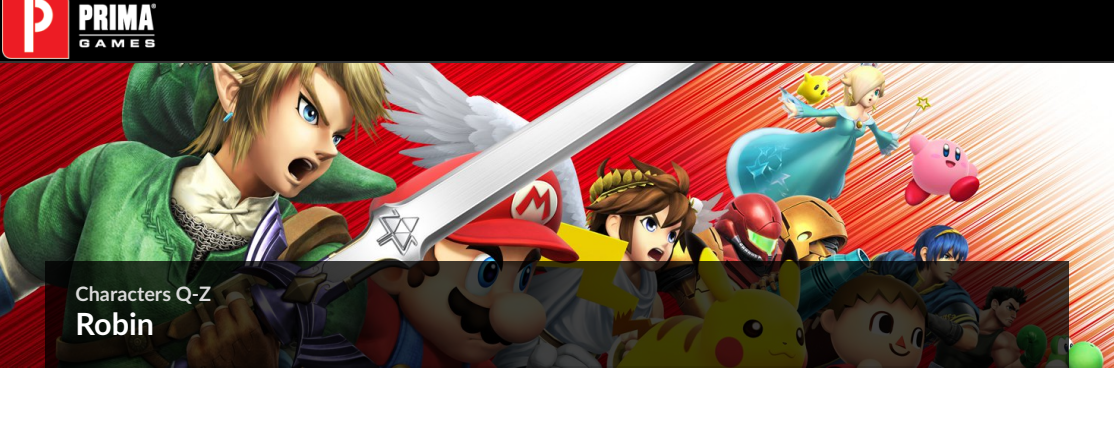
For KOs in the air, Back Air is your best choice. Down Air is useful for meteor smashes, and Up Air is useful for racking up damage and launching opponents vertically. Forward Air is decent at knocking opponents away diagonally and forward because of its speed, but Neutral Air is generally a harder-hitting choice. For ground attacks, R.O.B.'s Side Tilt is particularly quick for its range, and Up Tilt is good for combos when you don't land it cleanly. For KOs on the ground, Side Smash and Up Smash are your best options. Up Smash starts up slowly, so be sure you have enough time before trying to land this. When edge-guarding, use your Gyro as a trap to make opponents' returns more difficult. If you have Robo Beam available, the higher the charge, the better. You can also chase opponents off-stage with your Robo Burner and Back Air or Forward Air. Just make sure you have enough fuel before attempting this!

Recovery

R.O.B. has quite a few options for recovery. For vertical recovery, use his Robo Burner thrusters to boost into the air. Using Robo Burner leaves you in a fall state, so be sure to use your double jump beforehand. Once you've started Robo Burner, press the Special button to use R.O.B.'s thrusters. This also allows you to move R.O.B. horizontally by hitting Left or Right, making Robo Burner good for horizontal recovery as well. You can only use thrusters if R.O.B. has enough fuel, so don't stay up there too long! Additionally, fuel only replenishes when R.O.B. is on the ground, so don't jump too much if you think you might need fuel. For horizontal recovery, you can also use R.O.B.'s Back Air attack to move forward. Finally, when you use his Arm Rotor in the air, R.O.B. gets a bit of height and moves forward. Don't expect to grab the edge after this spin, though, because of the uppercut after the spin! The best way to use this is to land on the edge of the stage while attacking.

Damage 012
Total Damage 012
Combo 001

Damage 012
Total Damage 012
Combo 001



Characters Q-Z

Robin

Trophy Description

This is the male Robin, your avatar in *Fire Emblem Awakening*. The goal of this adventure doesn't change much because of your gender choice, but Robin's marriage options do. In *Smash Bros.*, Robin brings powerful magic and swordplay to bear. He can exhaust his moves, but they'll be restored over time.

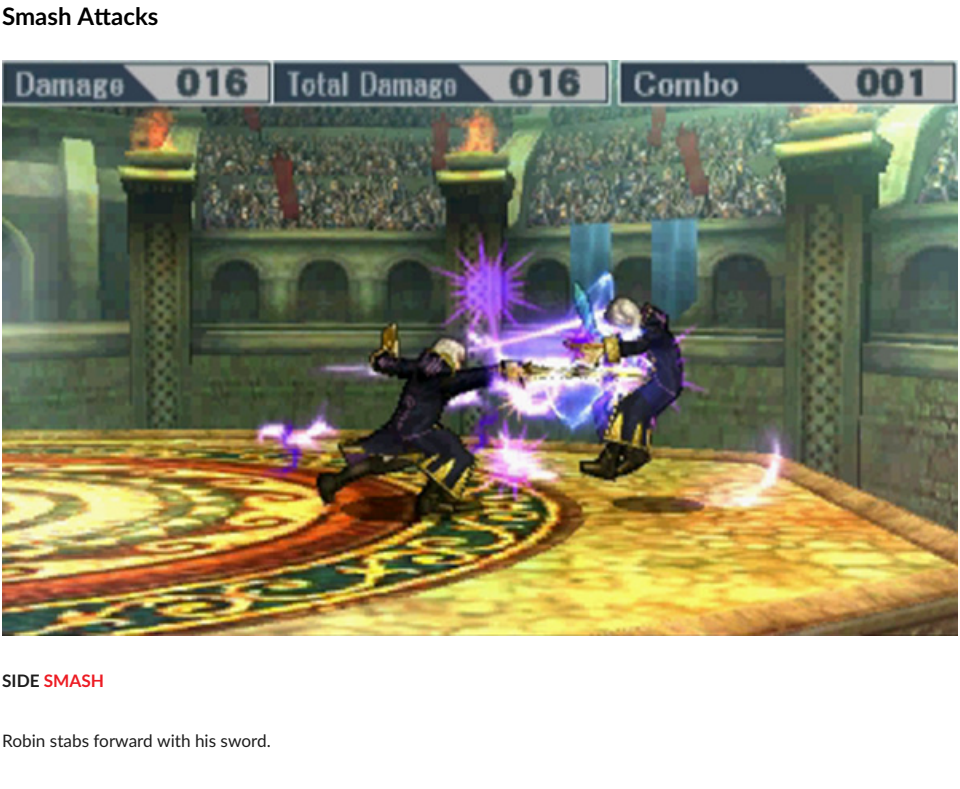
Statistics

- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Thunder Sword

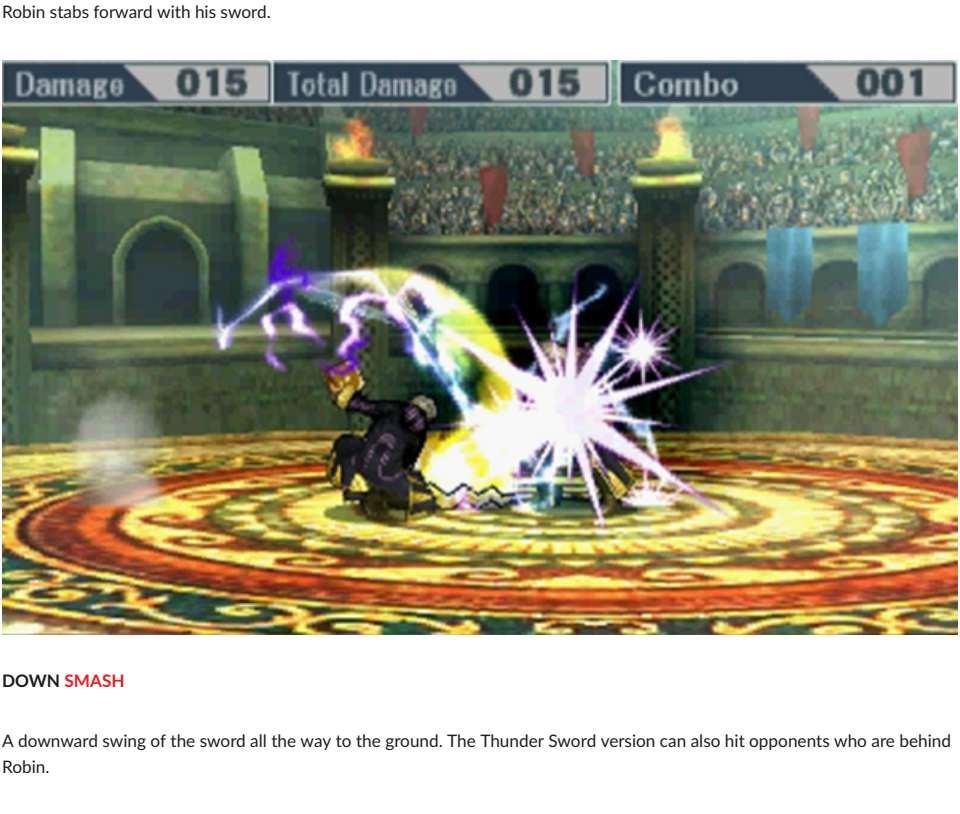
If Thunder Sword is available, all Smash attacks use it. If it is not available, they are performed with the Bronze Sword.

Smash Attacks


Damage 016
Total Damage 016
Combo 001

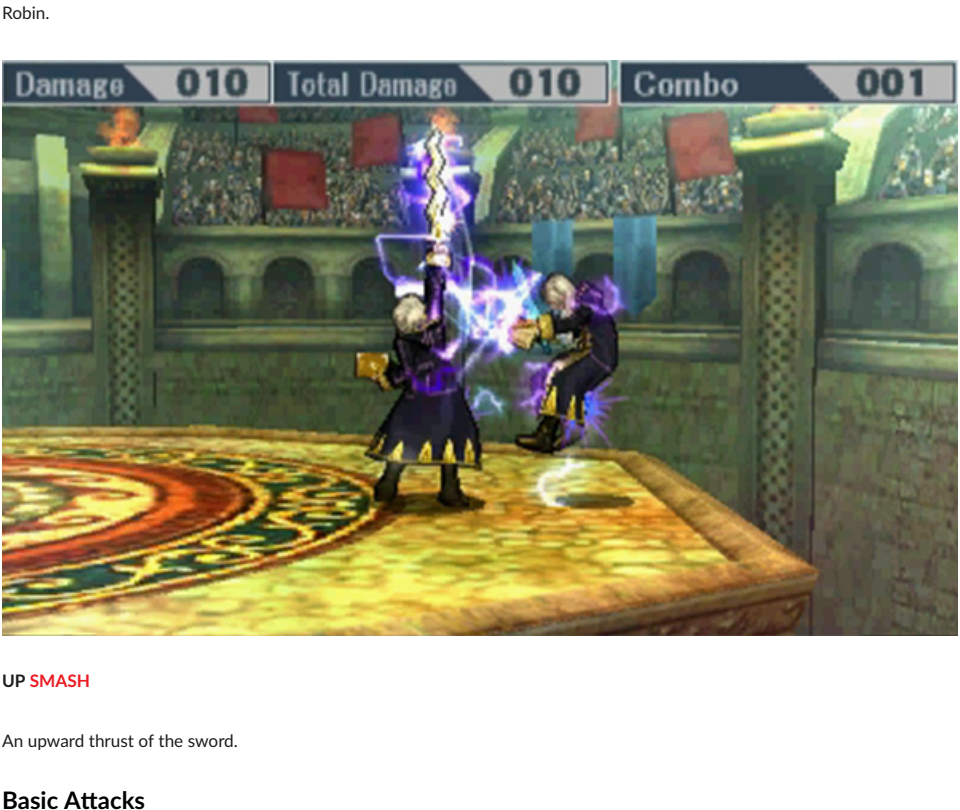
SIDE SMASH

Robin stabs forward with his sword.


Damage 015
Total Damage 015
Combo 001

DOWN SMASH

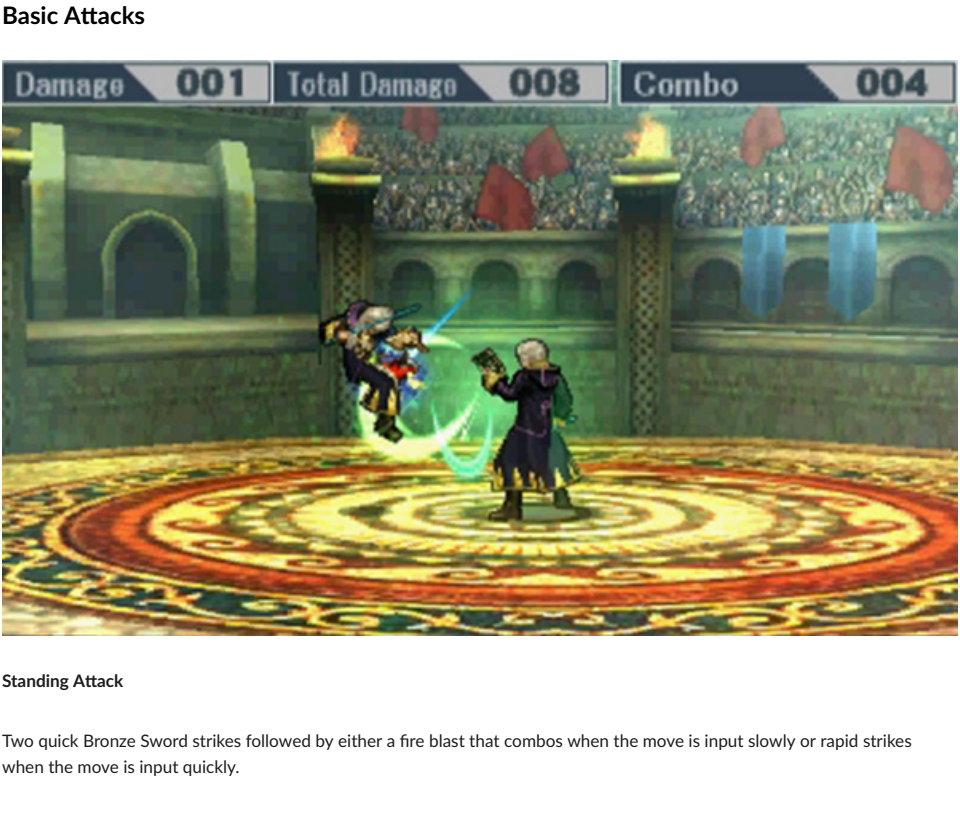
A downward swing of the sword all the way to the ground. The Thunder Sword version can also hit opponents who are behind Robin.


Damage 010
Total Damage 010
Combo 001

UP SMASH

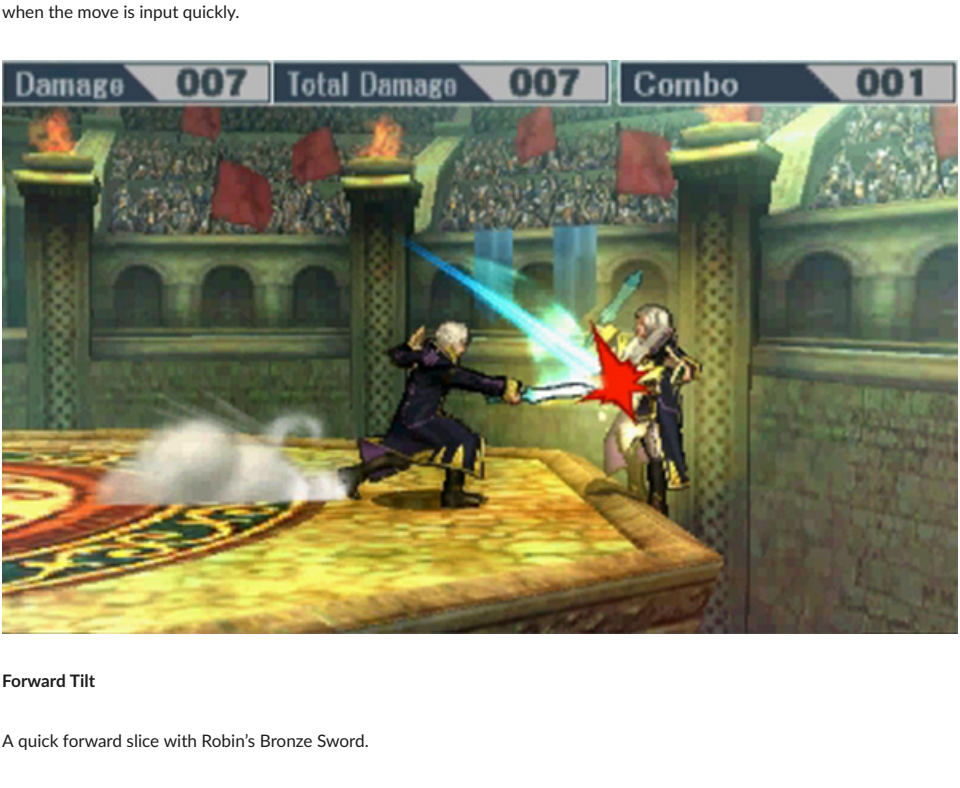
An upward thrust of the sword.

Basic Attacks


Damage 001
Total Damage 008
Combo 004

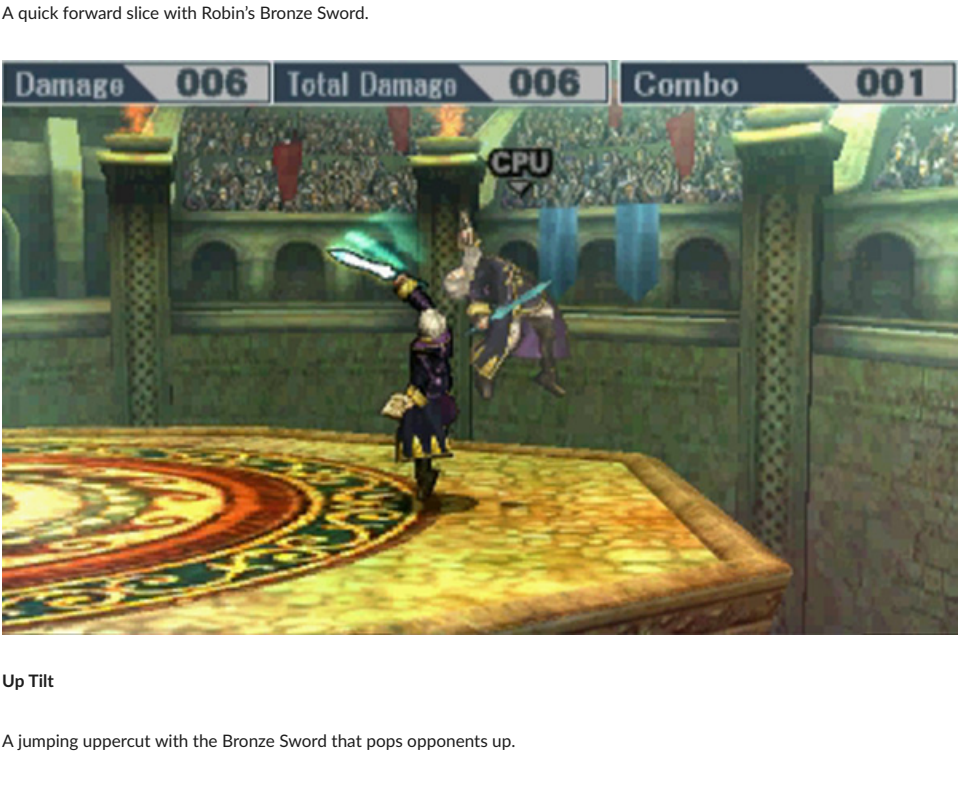
Standing Attack

Two quick Bronze Sword strikes followed by either a fire blast that combos when the move is input slowly or rapid strikes when the move is input quickly.


Damage 007
Total Damage 007
Combo 001

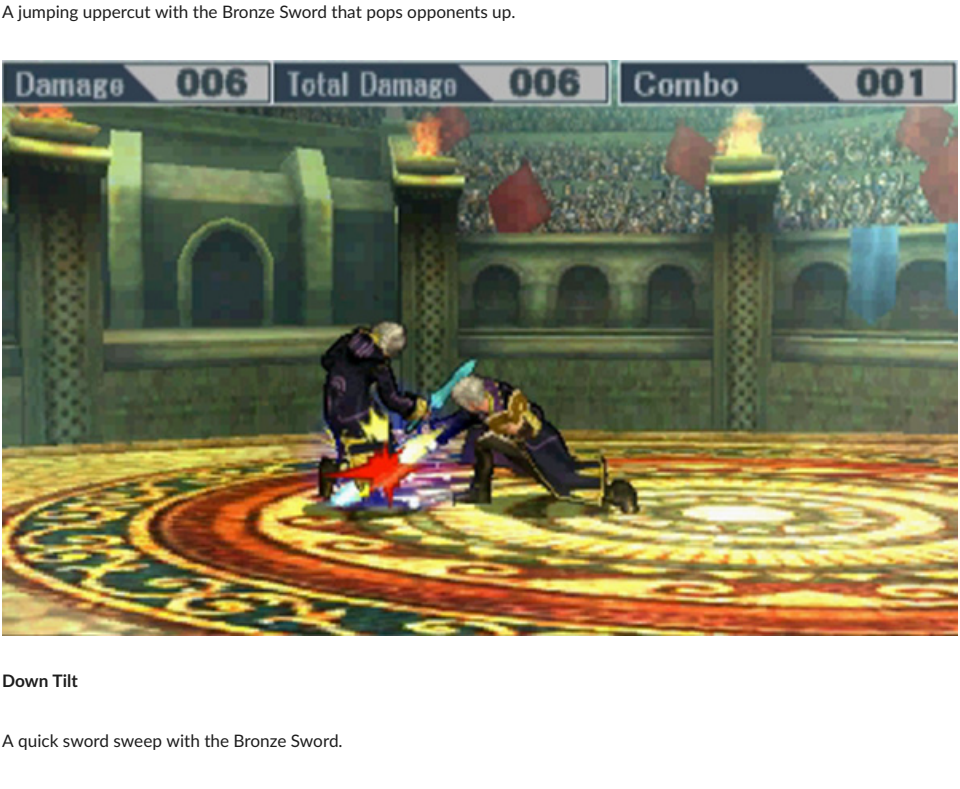
Forward Tilt

A quick forward slice with Robin's Bronze Sword.


Damage 006
Total Damage 006
Combo 001
CPU

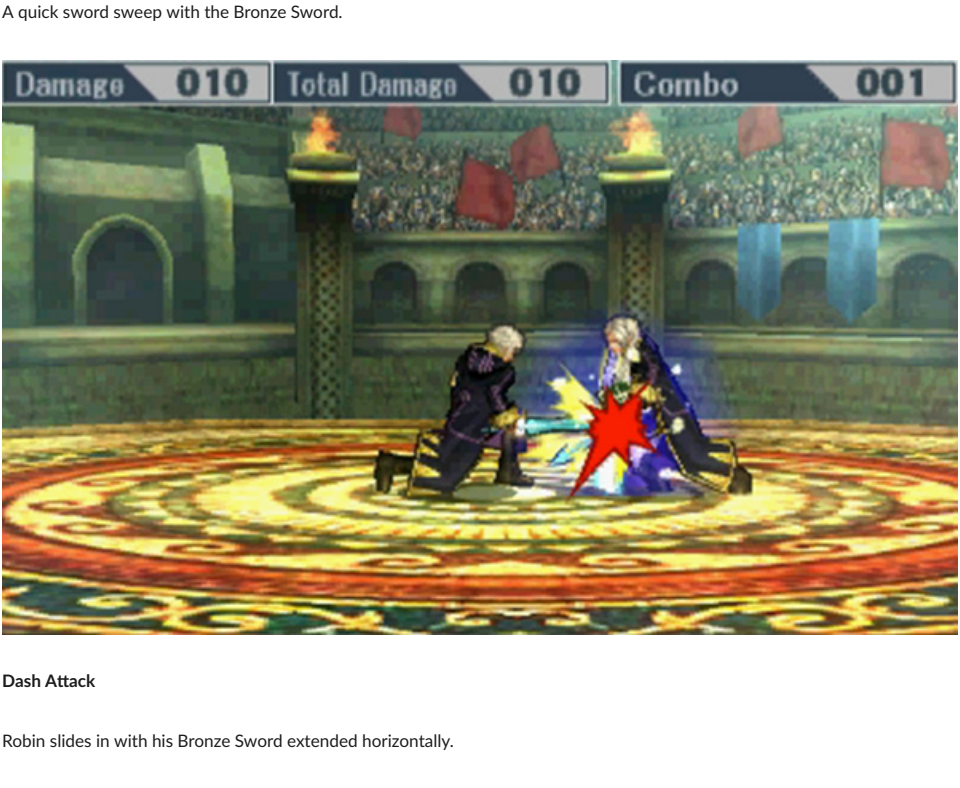
Up Tilt

A jumping uppercut with the Bronze Sword that pops opponents up.


Damage 006
Total Damage 006
Combo 001

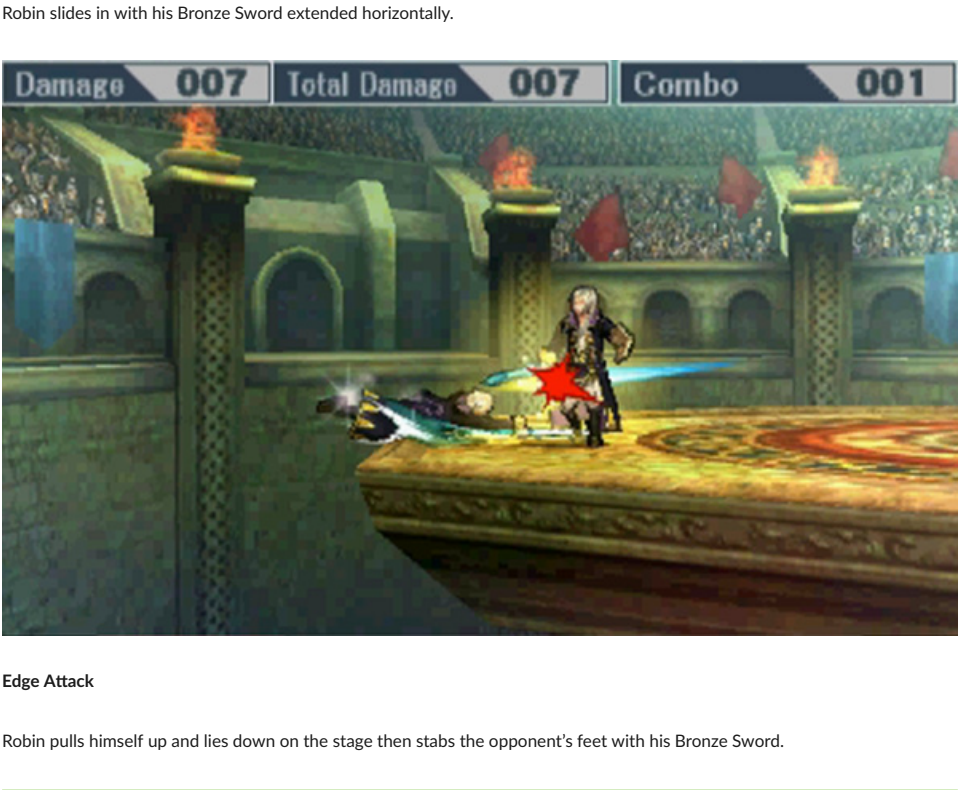
Down Tilt

A quick sword sweep with the Bronze Sword.


Damage 010
Total Damage 010
Combo 001

Dash Attack

Robin slides in with his Bronze Sword extended horizontally.


Damage 007
Total Damage 007
Combo 001

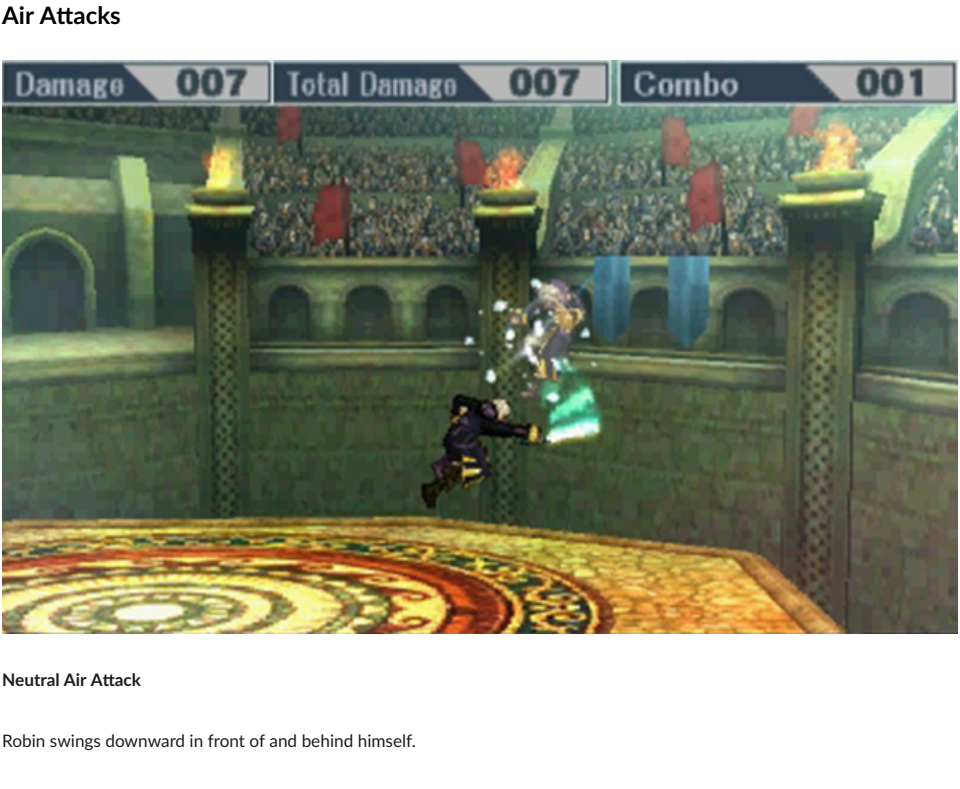
Edge Attack

Robin pulls himself up and lies down on the stage then stabs the opponent's feet with his Bronze Sword.

Thunder Sword Aerials

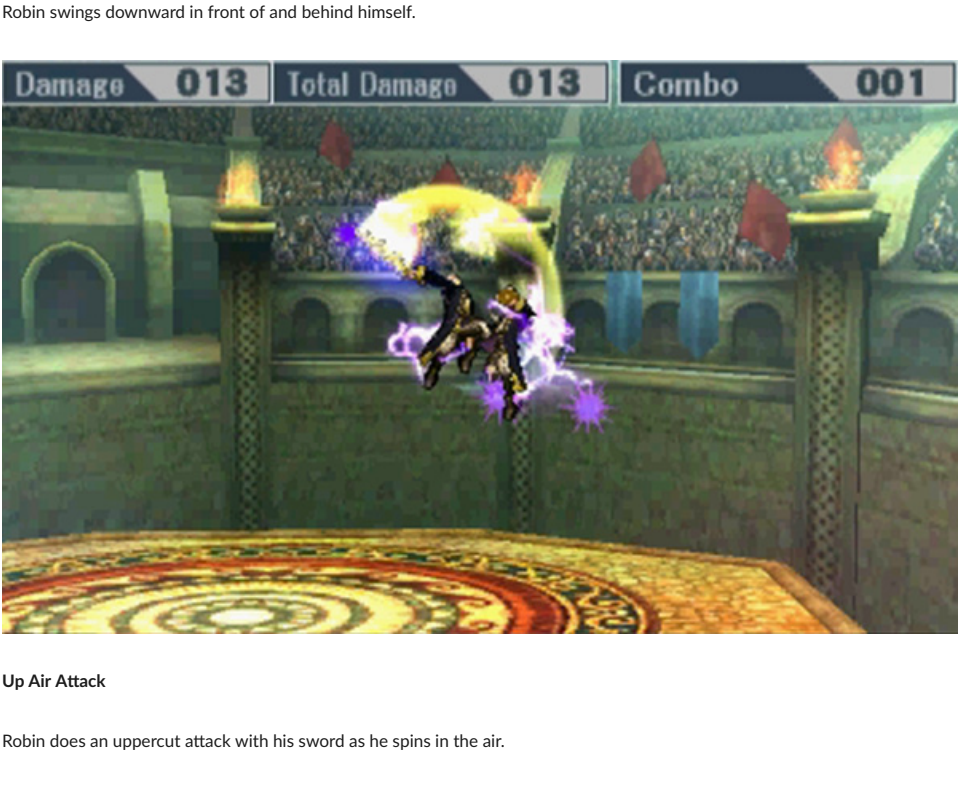
If Robin has Thunder Sword available, you can perform all aerial attacks, except Neutral Air, with the Thunder Sword. This is accomplished by using a Smash input for your aerial attacks. With the Thunder Sword, you have more damage and range.

Air Attacks


Damage 007
Total Damage 007
Combo 001

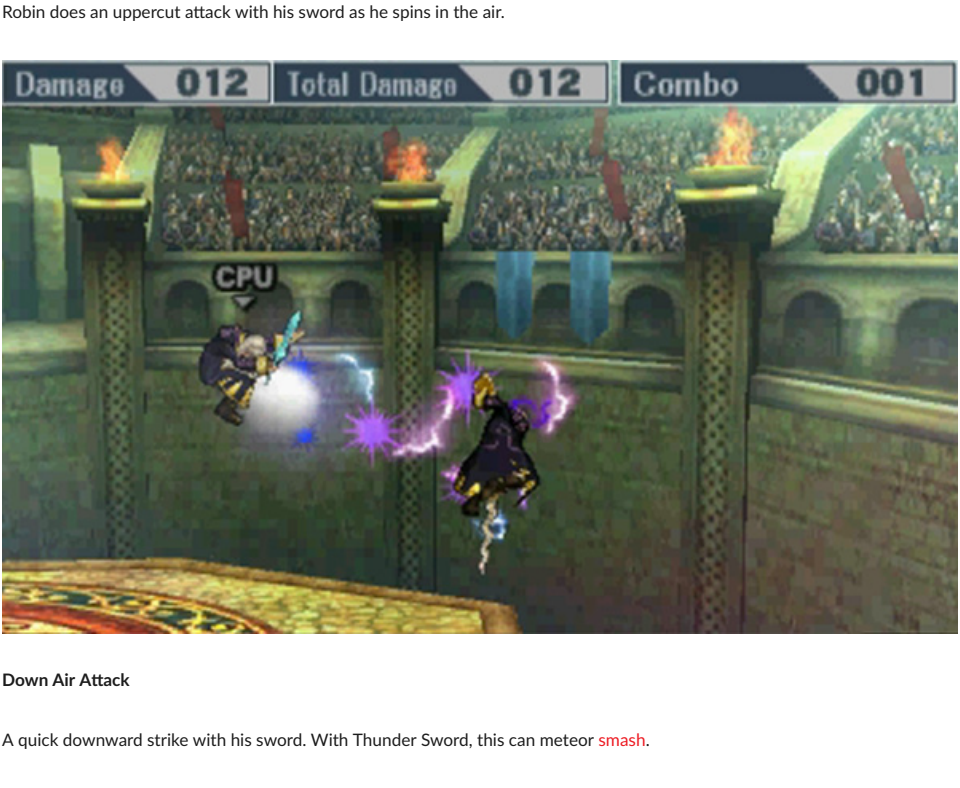
Neutral Air Attack

Robin swings downward in front of and behind himself.


Damage 013
Total Damage 013
Combo 001

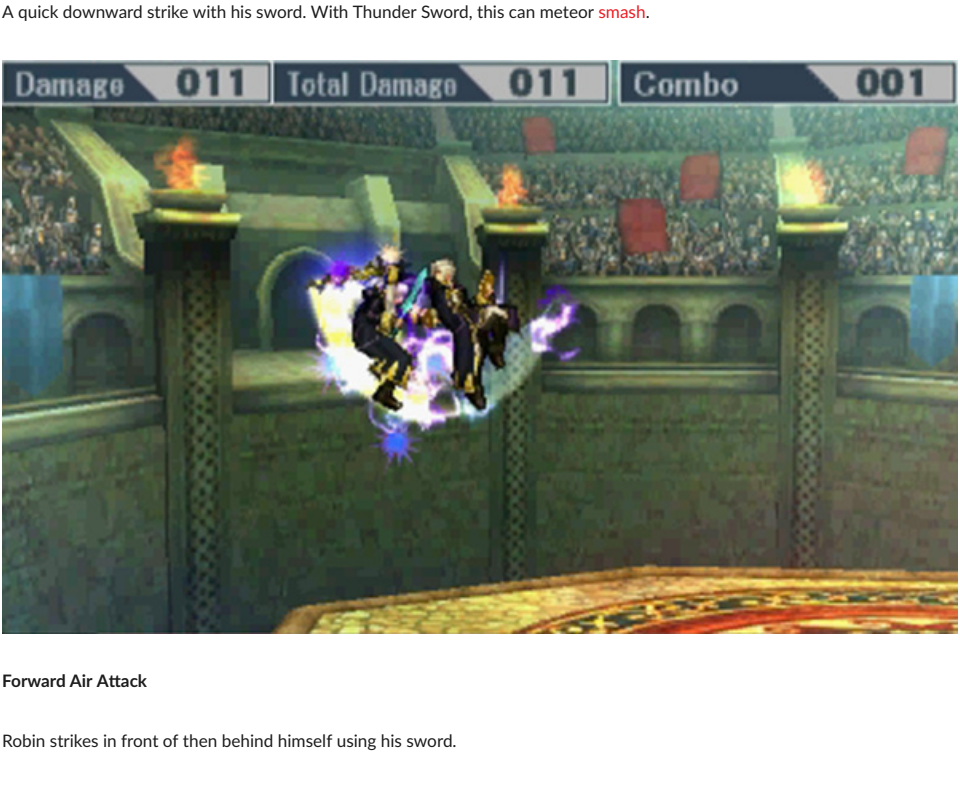
Up Air Attack

Robin does an uppercut attack with his sword as he spins in the air.


Damage 012
Total Damage 012
Combo 001
CPU

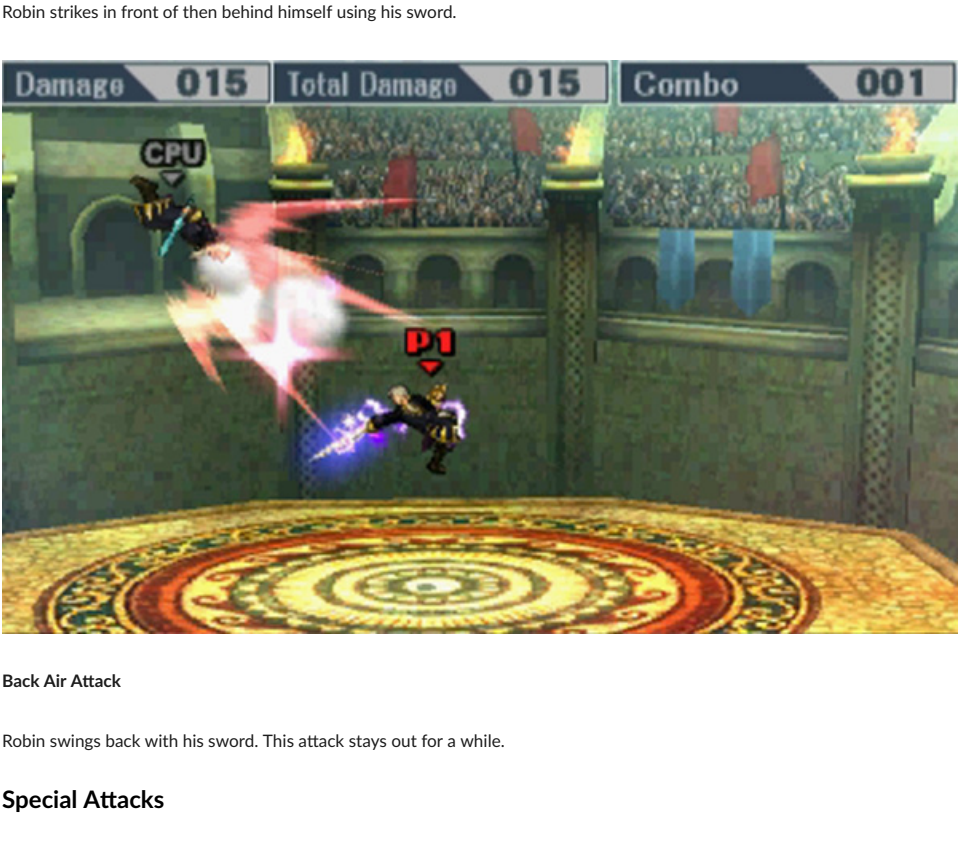
Down Air Attack

A quick downward strike with his sword. With Thunder Sword, this can meteor smash.


Damage 011
Total Damage 011
Combo 001

Forward Air Attack

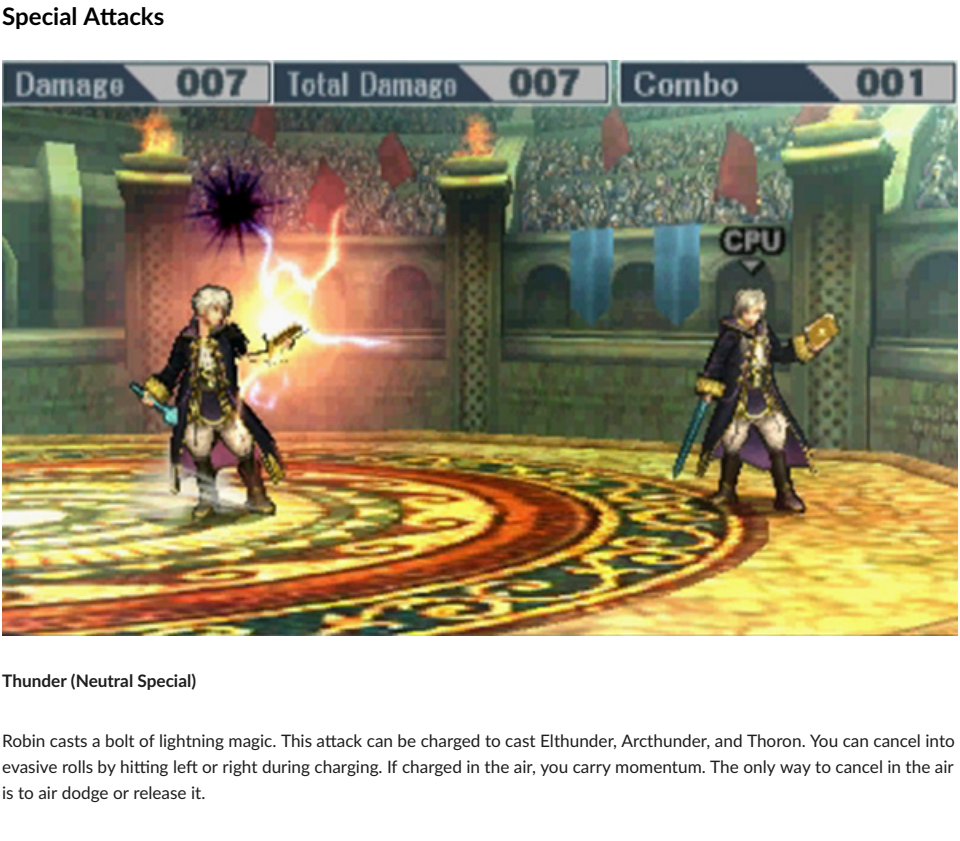
Robin strikes in front of then behind himself using his sword.


Damage 015
Total Damage 015
Combo 001
CPU
P1

Back Air Attack

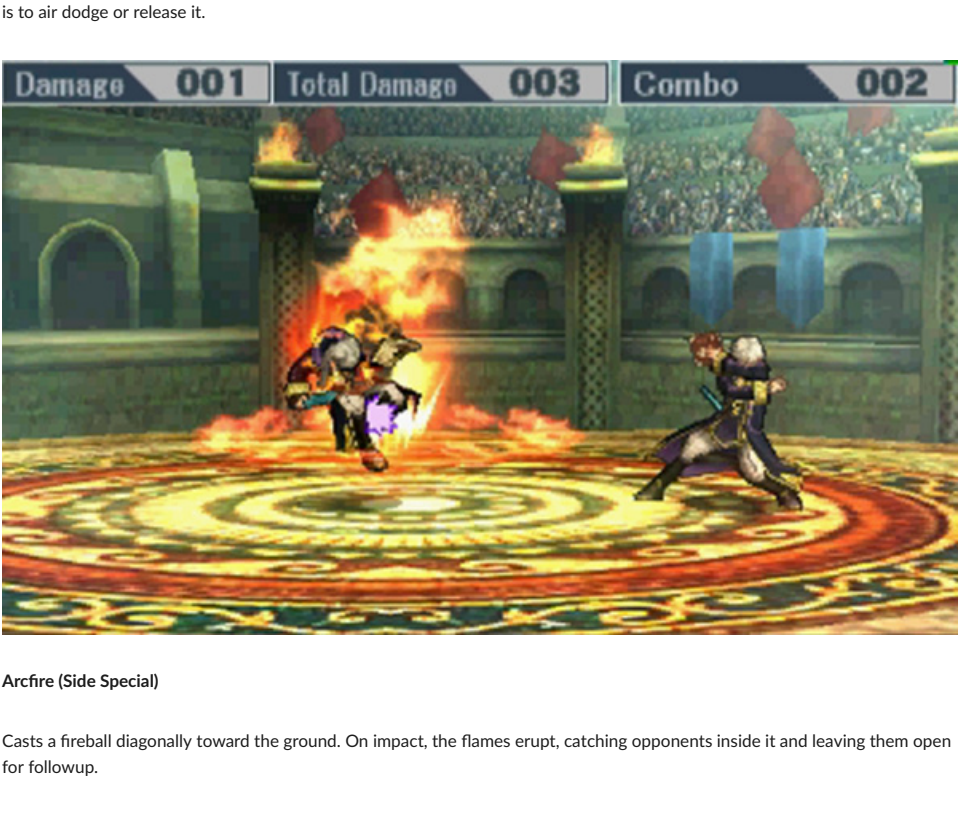
Robin swings back with his sword. This attack stays out for a while.

Special Attacks


Damage 007
Total Damage 007
Combo 001
CPU

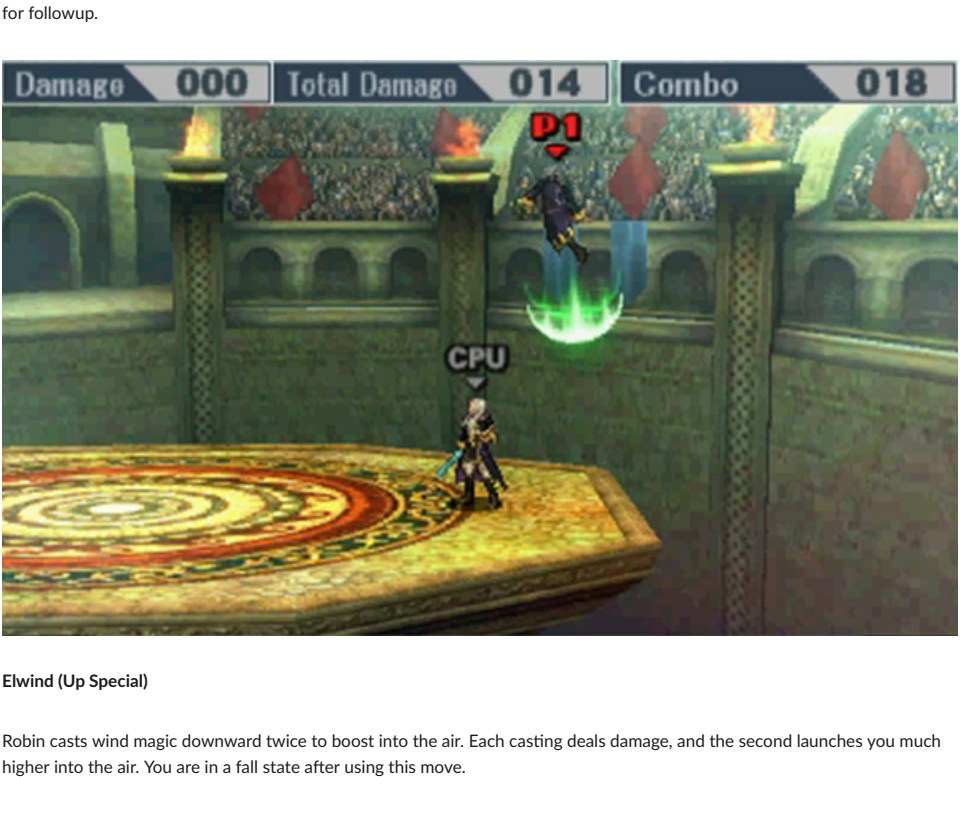
Thunder (Neutral Special)

Robin casts a bolt of lightning magic. This attack can be charged to cast Elthunder, Arcthunder, and Thoron. You can cancel into evasive rolls by hitting left or right during charging. If charged in the air, you carry momentum. The only way to cancel in the air is to air dodge or release it.


Damage 001
Total Damage 003
Combo 002

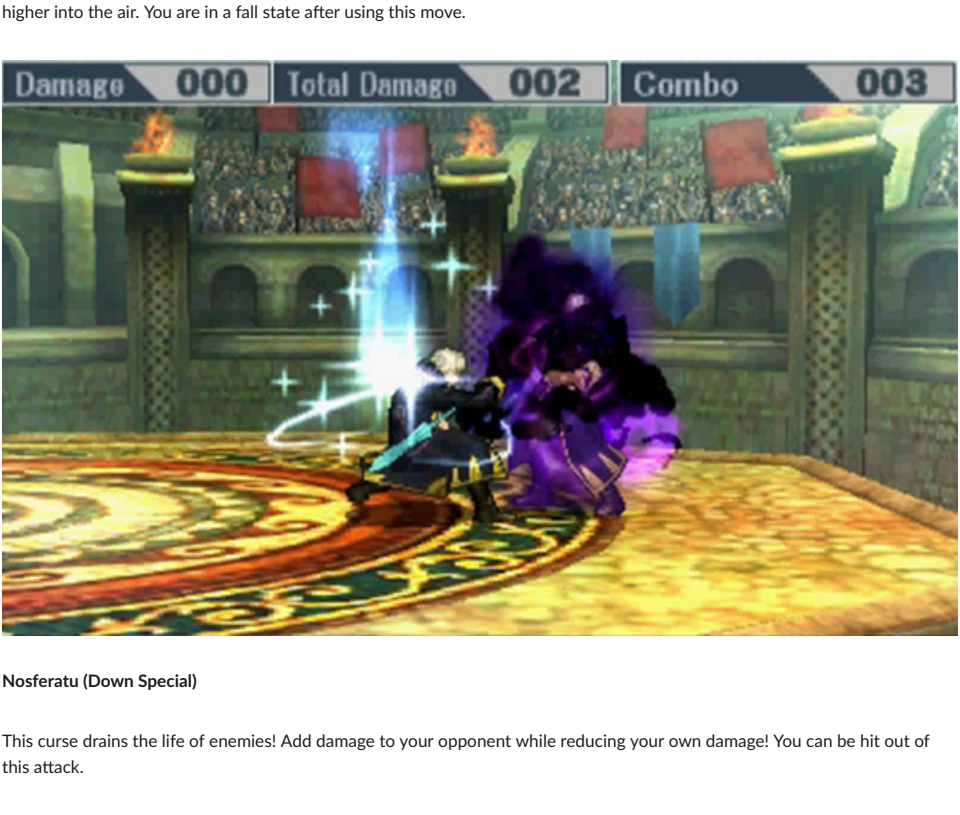
Arcfire (Side Special)

Casts a fireball diagonally toward the ground. On impact, the flames erupt, catching opponents inside it and leaving them open for followup.


Damage 000
Total Damage 014
Combo 018
P1
CPU

Elwind (Up Special)

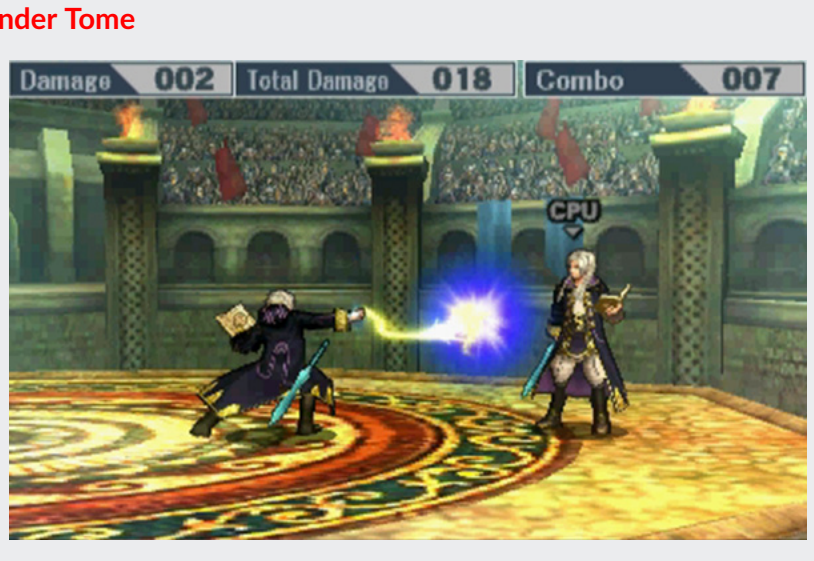
Robin casts wind magic downward twice to boost into the air. Each casting deals damage, and the second launches you much higher into the air. You are in a fall state after using this move.

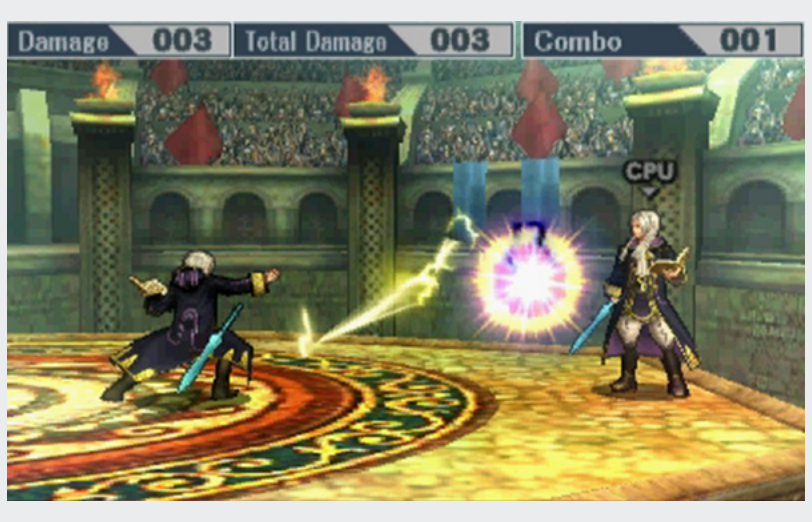

Damage 000
Total Damage 002
Combo 003

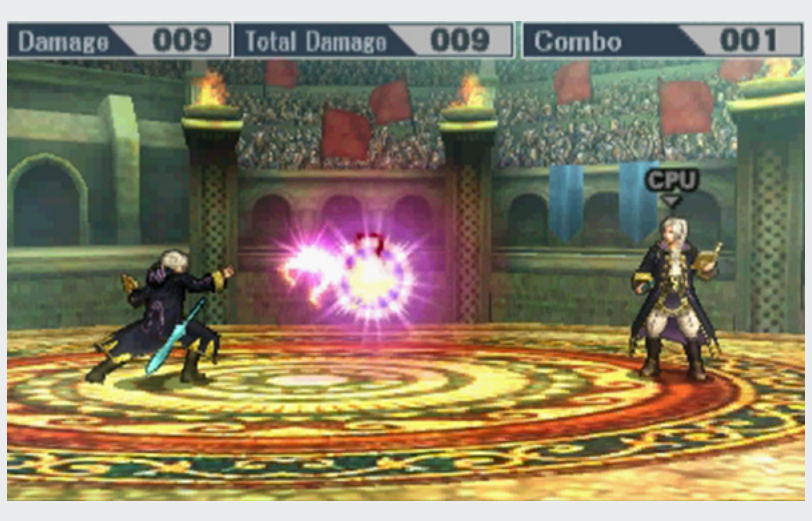
Nosferatu (Down Special)

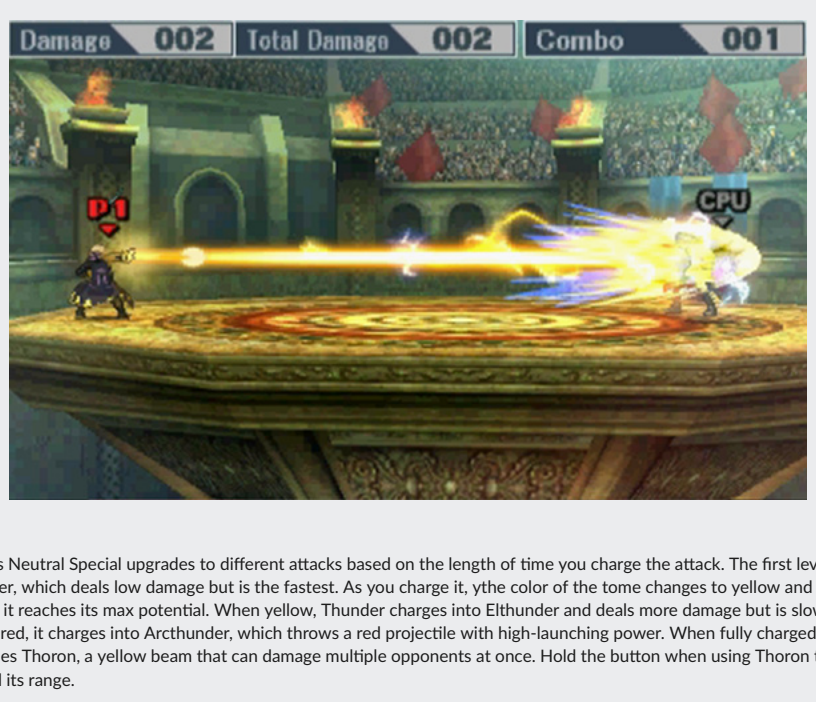
This curse drains the life of enemies! Add damage to your opponent while reducing your own damage! You can be hit out of this attack.

Thunder Tome


Damage 002
Total Damage 018
Combo 007
CPU

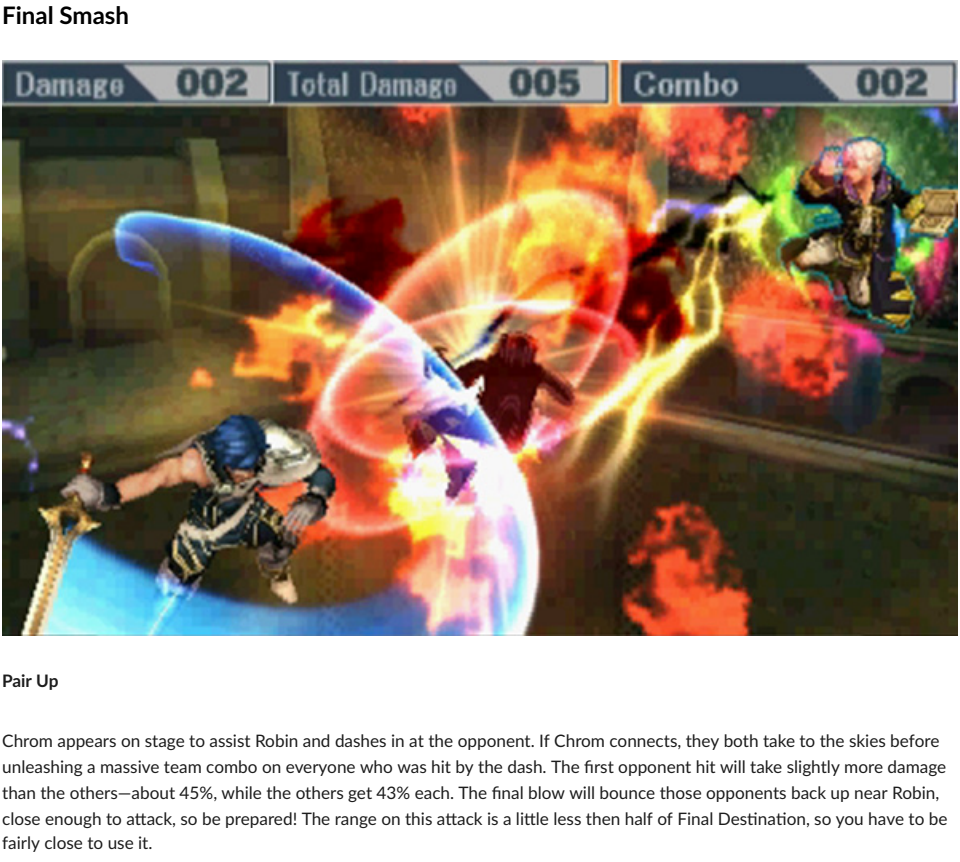

Damage 003
Total Damage 003
Combo 001
CPU


Damage 009
Total Damage 009
Combo 001
CPU


Damage 002
Total Damage 002
Combo 001
P1
CPU

Robin's Neutral Special upgrades to different attacks based on the length of time you charge the attack. The first level is Thunder, which deals low damage but is the fastest. As you charge it, ythe color of the tome changes to yellow and to red before it reaches its max potential. When yellow, Thunder charges into Elthunder and deals more damage but is slower. When red, it charges into Arcthunder, which throws a red projectile with high-launching power. When fully charged, it becomes Thoron, a yellow beam that can damage multiple opponents at once. Hold the button when using Thoron to extend its range.

Final Smash

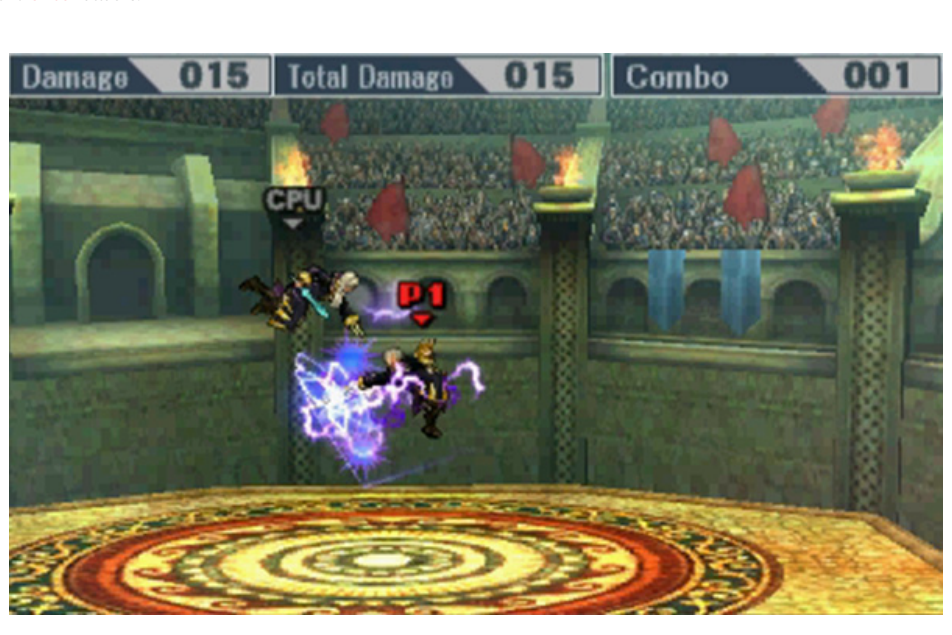

Damage 002
Total Damage 005
Combo 002

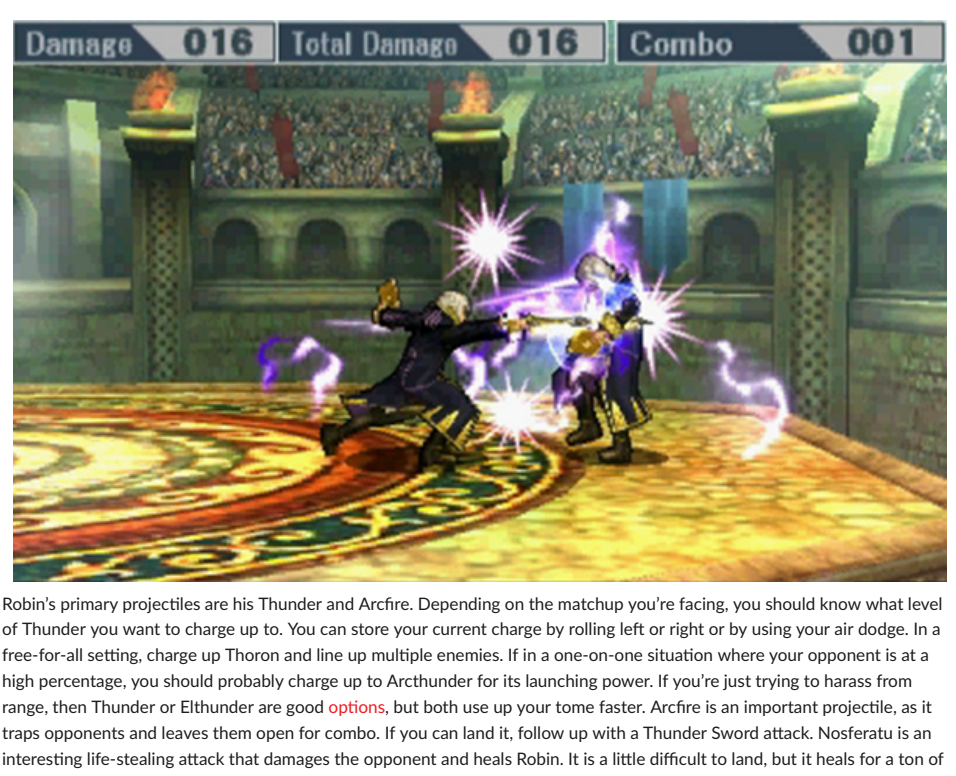
Pair Up

Chrom appears on stage to assist Robin and dashes in at the opponent. If Chrom connects, they both take to the skies before unleashing a massive team combo on everyone who was hit by the dash. The first opponent hit will take slightly more damage than the others—about 45%, while the others get 43% each. The final blow will bounce those opponents back up near Robin, close enough to attack, so be prepared! The range on this attack is a little less then half of Final Destination, so you have to be fairly close to use it.

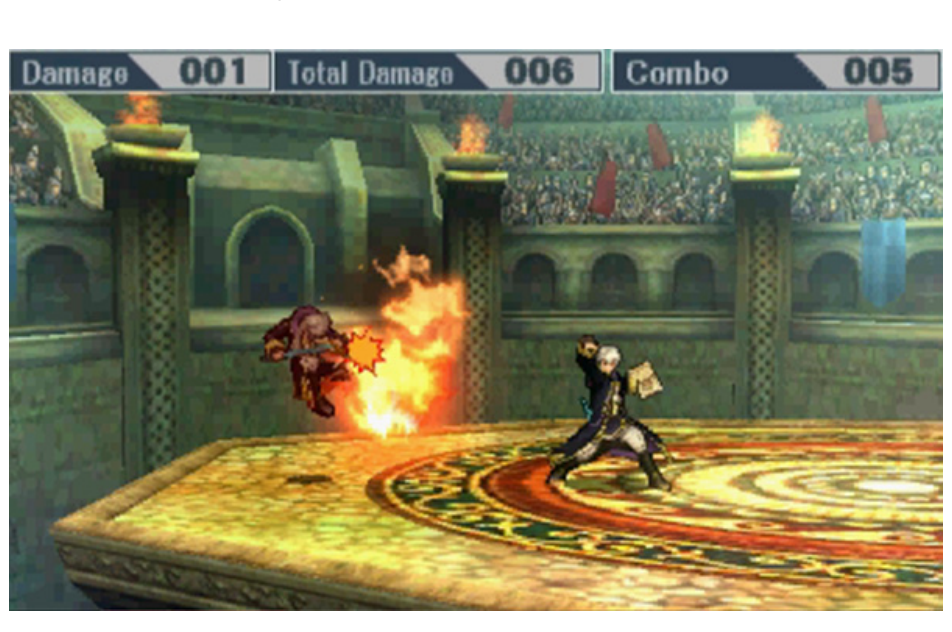
Strategy

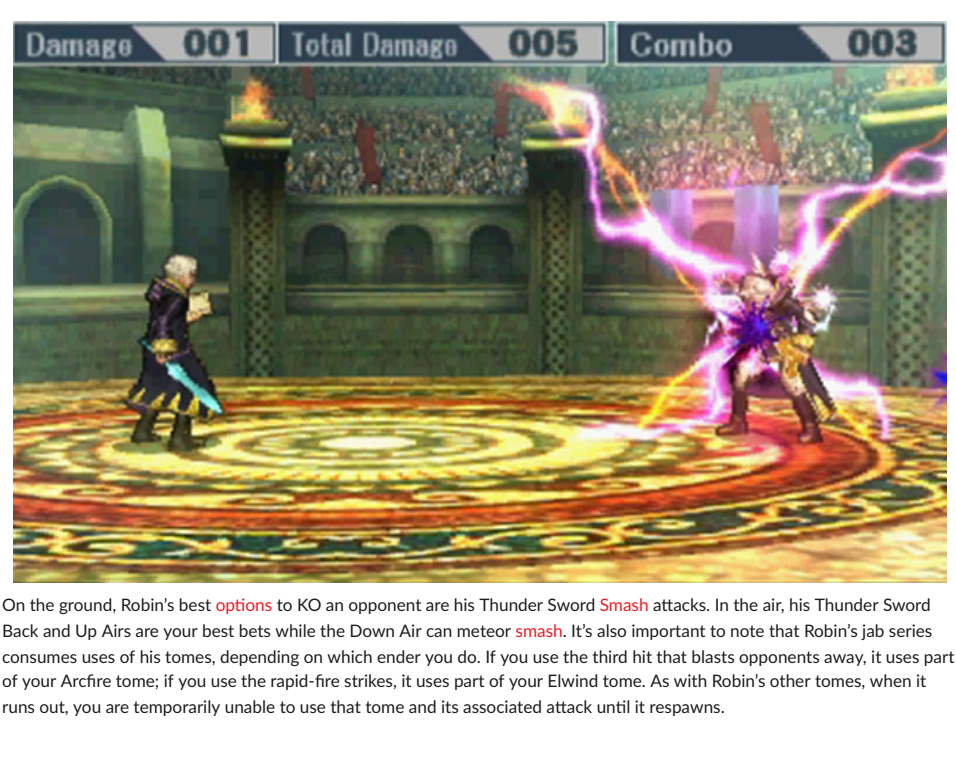
Robin is an average-weight character with features of both a swordfighter and a projectile-based character. On top of this, Robin also has resource management thrown in, as his tomes and Thunder Sword have limited uses. They respawn in time, but you have to be prepared to fight with or without these tools. His sword-fighting range and damage is greatly increased, both on the ground and in the air, when he has his Thunder Sword. Thunder Sword requires some precision, however, to maximize its damage and effectiveness. His Bronze Sword has less range and deals less damage, but its damage is consistent for aerials and Smash attacks.


Damage 015
Total Damage 015
Combo 001
CPU
P1


Damage 016
Total Damage 016
Combo 001

Robin's primary projectiles are his Thunder and Arcfire. Depending on the matchup you're facing, you should know what level of Thunder you want to charge up to. You can store your current charge by rolling left or right or by using your air dodge. In a free-for-all setting, charge up Thoron and line up multiple enemies. If in a one-on-one situation where your opponent is at a high percentage, you should probably charge up to Arcthunder for its launching power. If you're just trying to harass from range, then Thunder or Elthunder are good options, but both use up your tome faster. Arcfire is an important projectile, as it traps opponents and leaves them open for combo. If you can land it, follow up with a Thunder Sword attack. Nosferatu is an interesting life-stealing attack that damages the opponent and heals Robin. It is a little difficult to land, but it heals for a ton of health! Land it on an opponent's back, and it's even stronger! Elwind is Robin's primary recovery tool, but as an attack, its first blast also has a meteor effect that might come in handy.

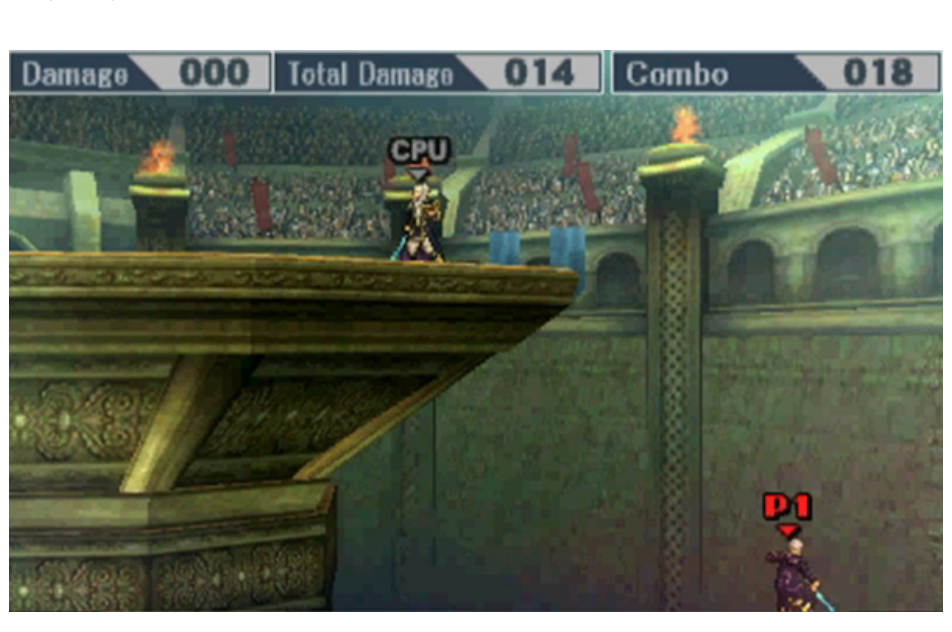

Damage 001
Total Damage 006
Combo 005

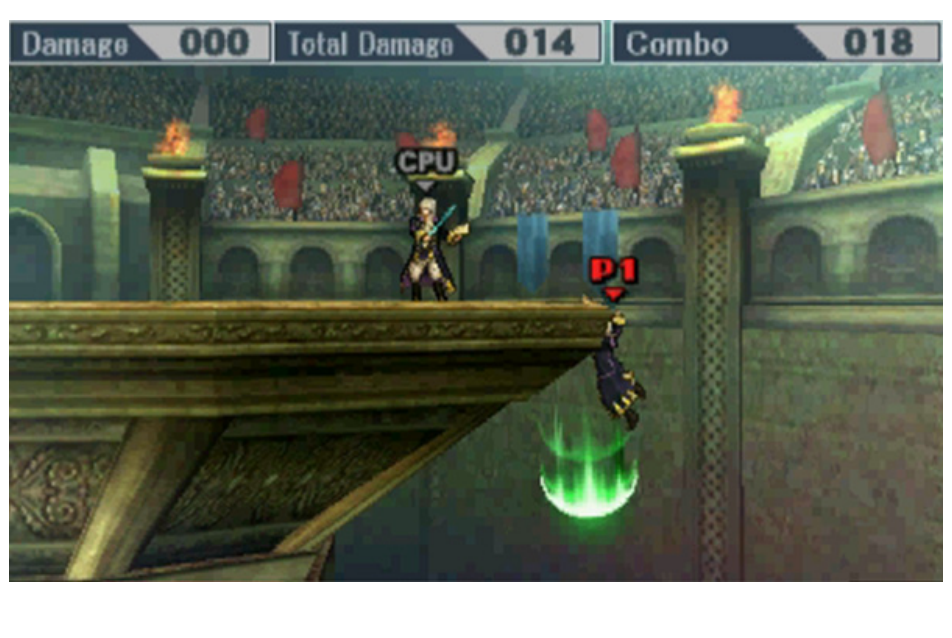

Damage 001
Total Damage 005
Combo 003

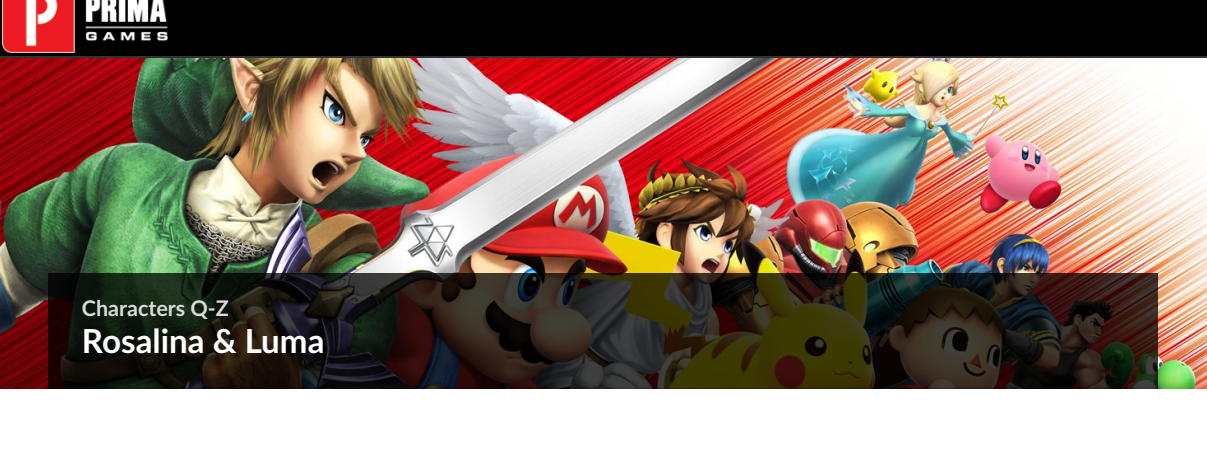
On the ground, Robin's best options to KO an opponent are his Thunder Sword Smash attacks. In the air, his Thunder Sword Back and Up Airs are your best bets while the Down Air can meteor smash. It's also important to note that Robin's jab series consumes uses of his tomes, depending on which ender you do. If you use the third hit that blasts opponents away, it uses part of your Arcfire tome; if you use the rapid-fire strikes, it uses part of your Elwind tome. As with Robin's other tomes, when it runs out, you are temporarily unable to use that tome and its associated attack until it respawns.

Recovery

For recovery, Robin's main tool is Elwind. You can choose the direction of Elwind when you input the direction of the attack to make sure Robin heads in the correct direction. As Elwind is a two-hit attack, you can actually change directions on the second hit, which sends Robin much higher. Be careful, though—if you use Elwind too much, the tome runs out, and the attack does nothing, leaving Robin with no recovery option!


Damage 000
Total Damage 014
Combo 018
CPU
P1


Damage 000
Total Damage 014
Combo 018
CPU
P1



Rosalina & Luma

Trophy Description

The mysterious Rosalina lives in the Comet Observatory with the Lumas. She first traveled with them in search of their mother. In *Smash Bros.*, Rosalina and Luma can fight in different places at the same time. If you can trap someone between Rosalina and Luma, you'll be able to unleash incredible damage!

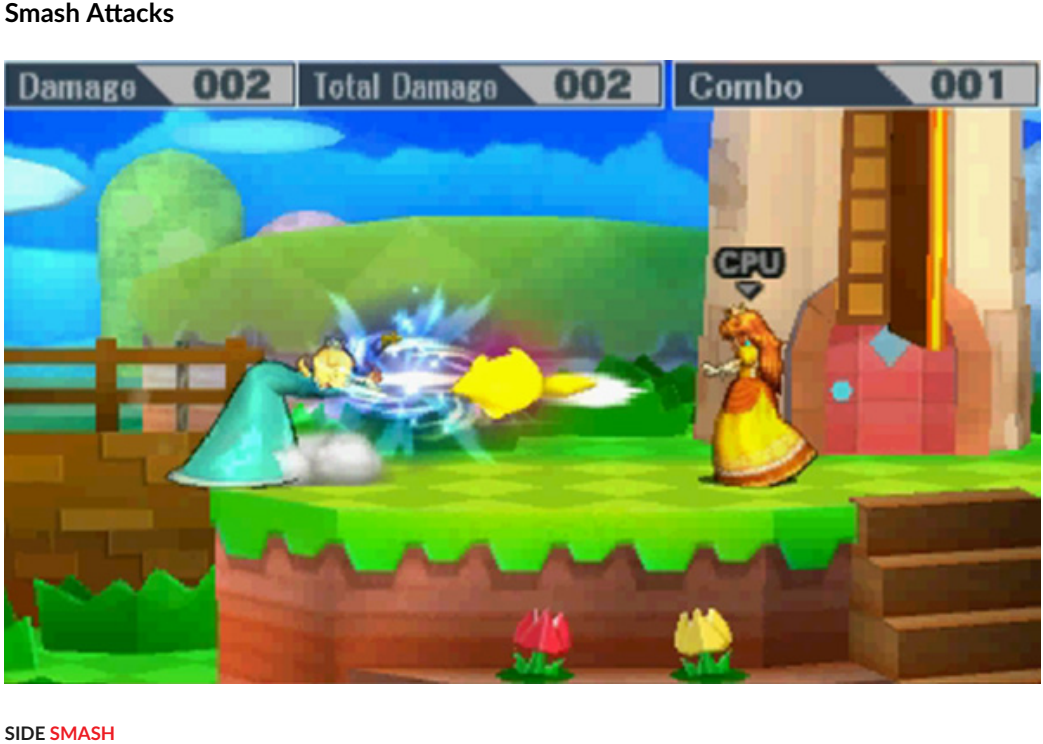
Statistics

- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Introduction

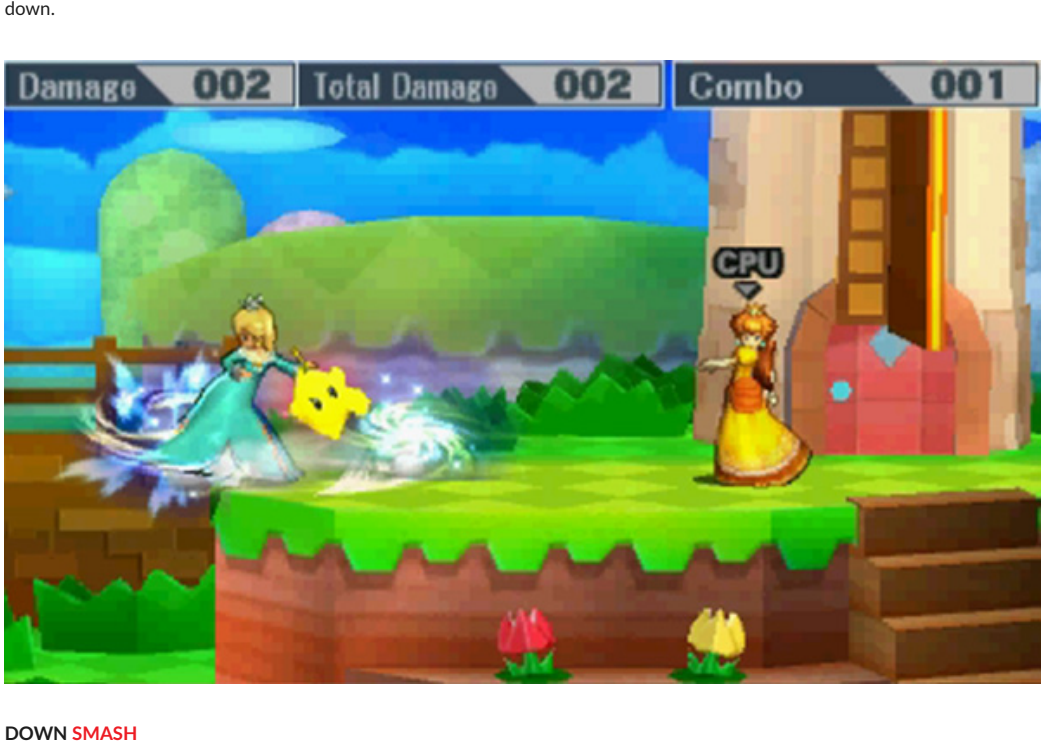
Rosalina & Luma is one of the more technical characters in the game. Understanding Luma and how to place it in battle will be central in using this character effectively. Despite being two characters, they are still one of the lightest in the game. Luckily, Luma makes a great shield—and can also attack! Learning to use Luma effectively will take some practice, but it will pay off in the long run.

Smash Attacks


Damage 002
Total Damage 002
Combo 001
CPU

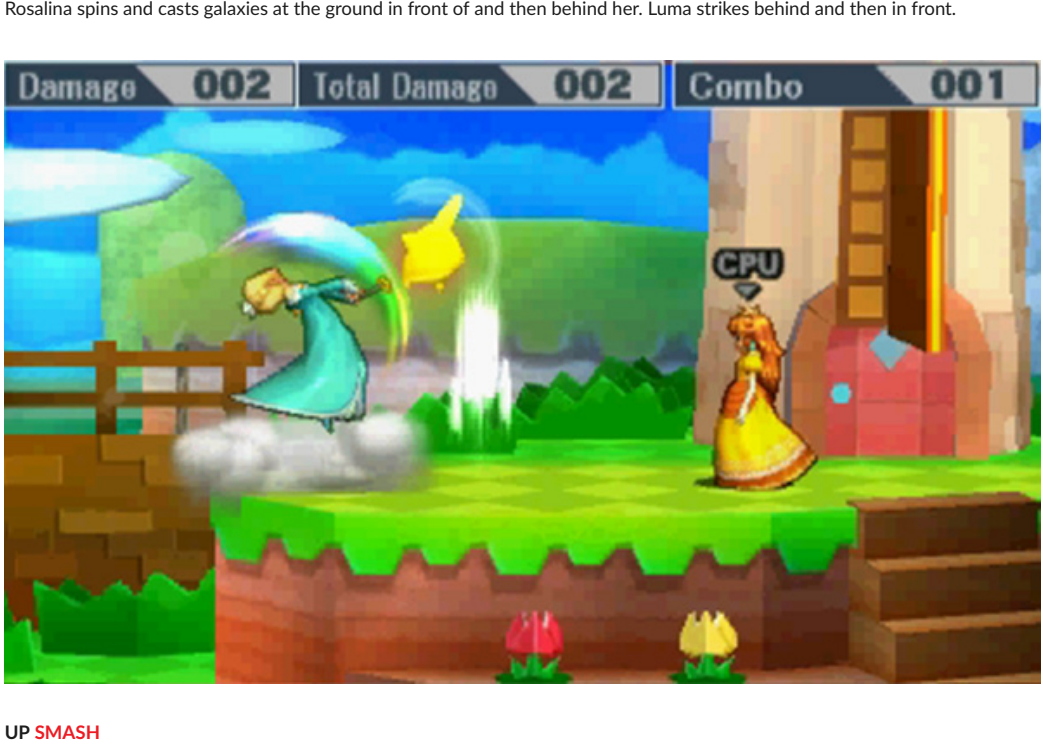
SIDE SMASH

Rosalina leans forward and casts a galaxy in front of her. Luma surges forward horizontally. This can be aimed slightly up or down.


Damage 002
Total Damage 002
Combo 001
CPU

DOWN SMASH

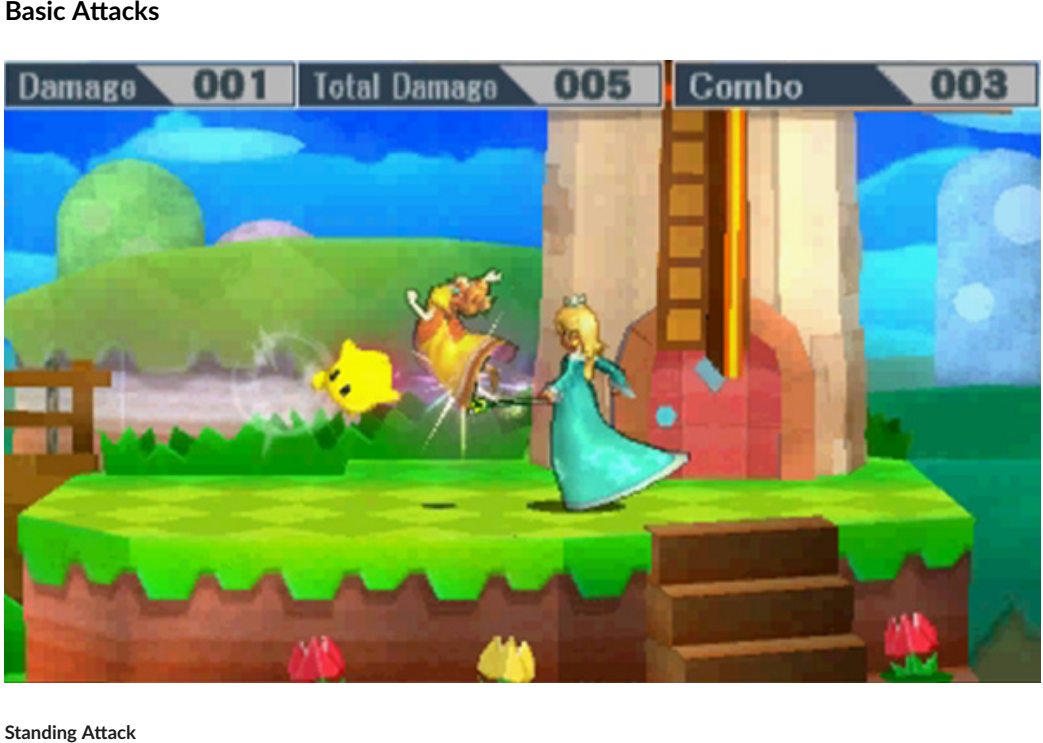
Rosalina spins and casts galaxies at the ground in front of and then behind her. Luma strikes behind and then in front.


Damage 002
Total Damage 002
Combo 001
CPU

UP SMASH

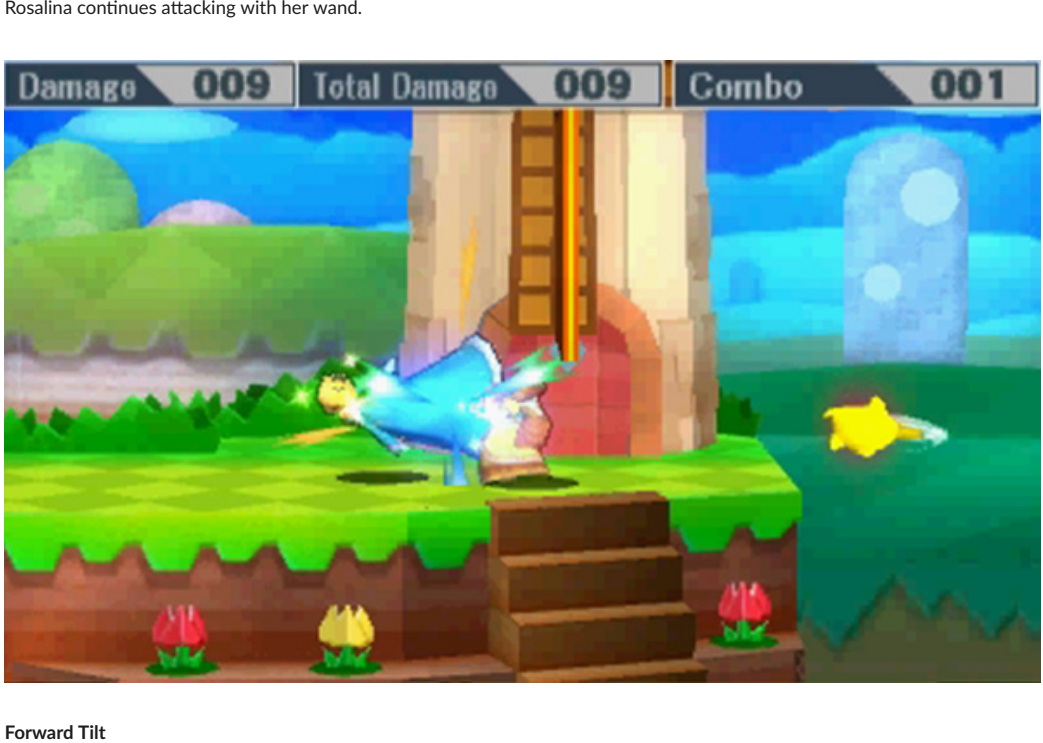
Rosalina arches her back as she swings upward. Luma does an upward spinning attack.

Basic Attacks


Damage 001
Total Damage 005
Combo 003

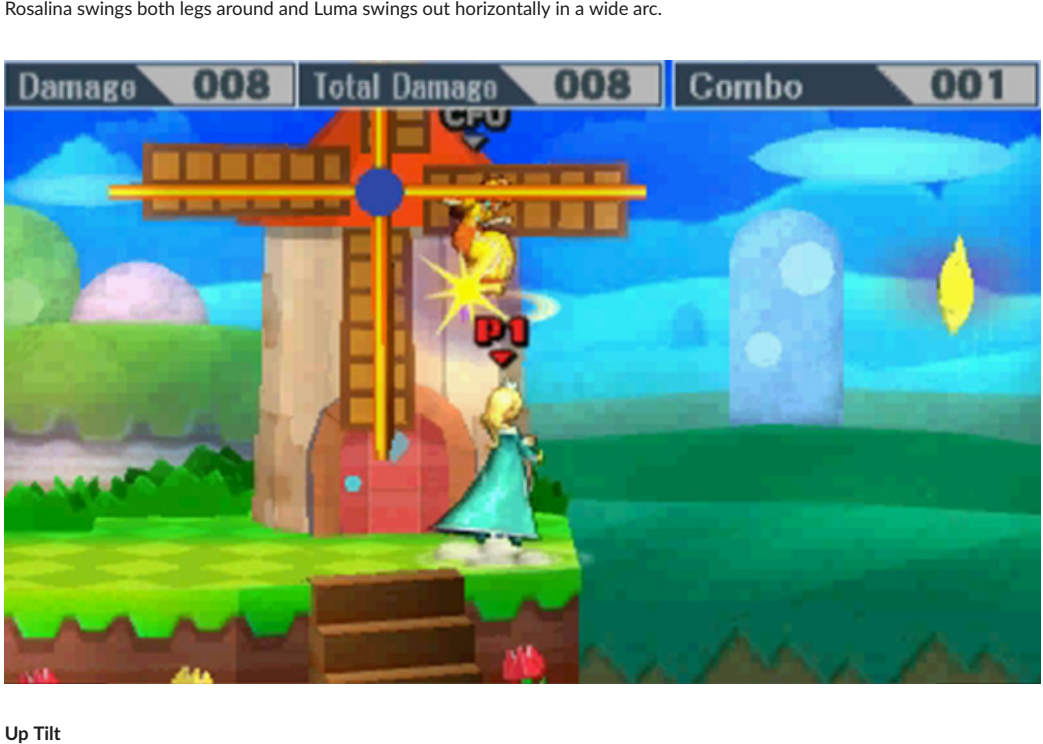
Standing Attack

A multi-hitting attack in which Rosalina attacks with her wand while Luma swings. When doing rapid hits, Luma spins while Rosalina continues attacking with her wand.


Damage 009
Total Damage 009
Combo 001

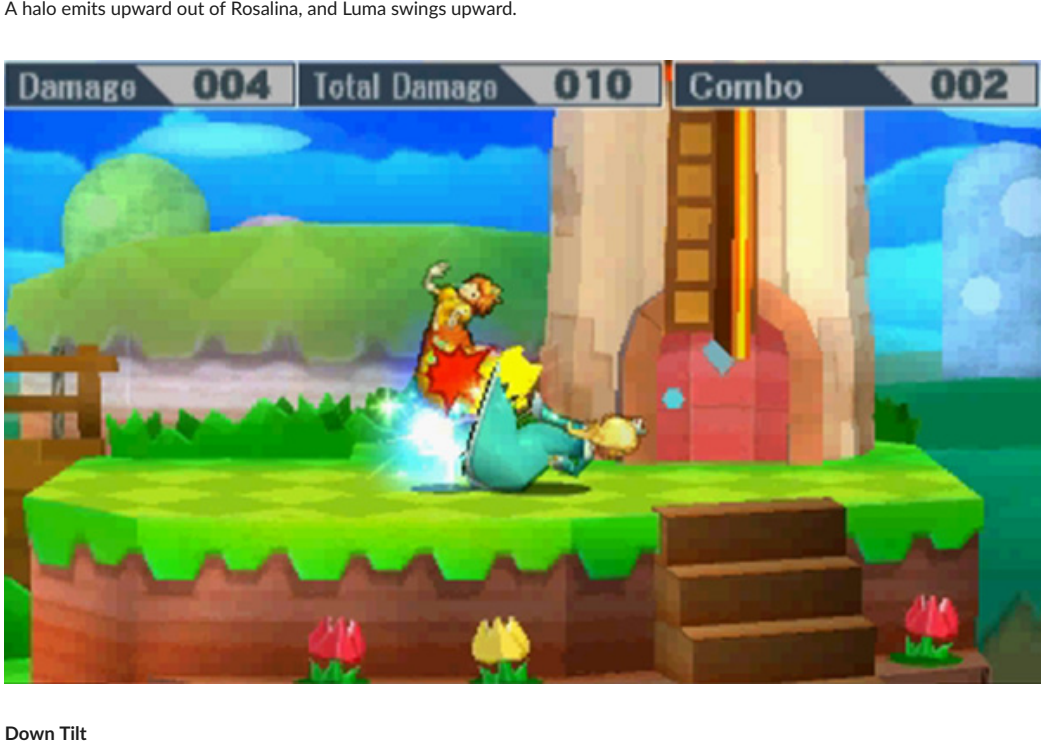
Forward Tilt

Rosalina swings both legs around and Luma swings out horizontally in a wide arc.


Damage 008
Total Damage 008
Combo 001
CPU
P1

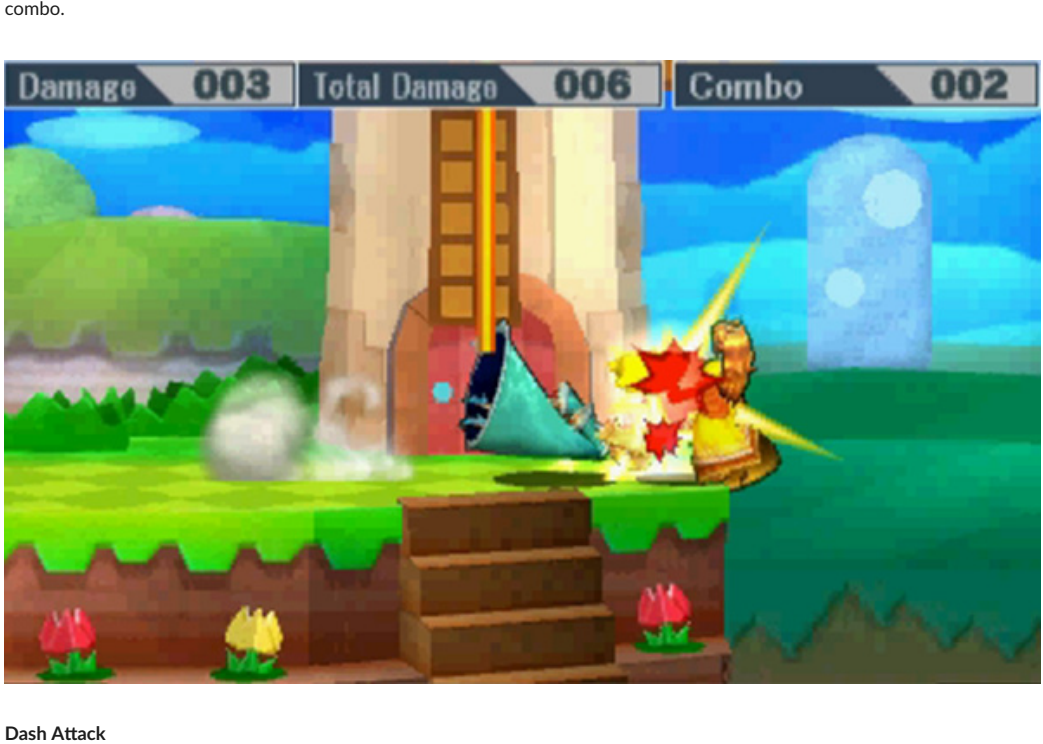
Up Tilt

A halo emits upward out of Rosalina, and Luma swings upward.


Damage 004
Total Damage 010
Combo 002

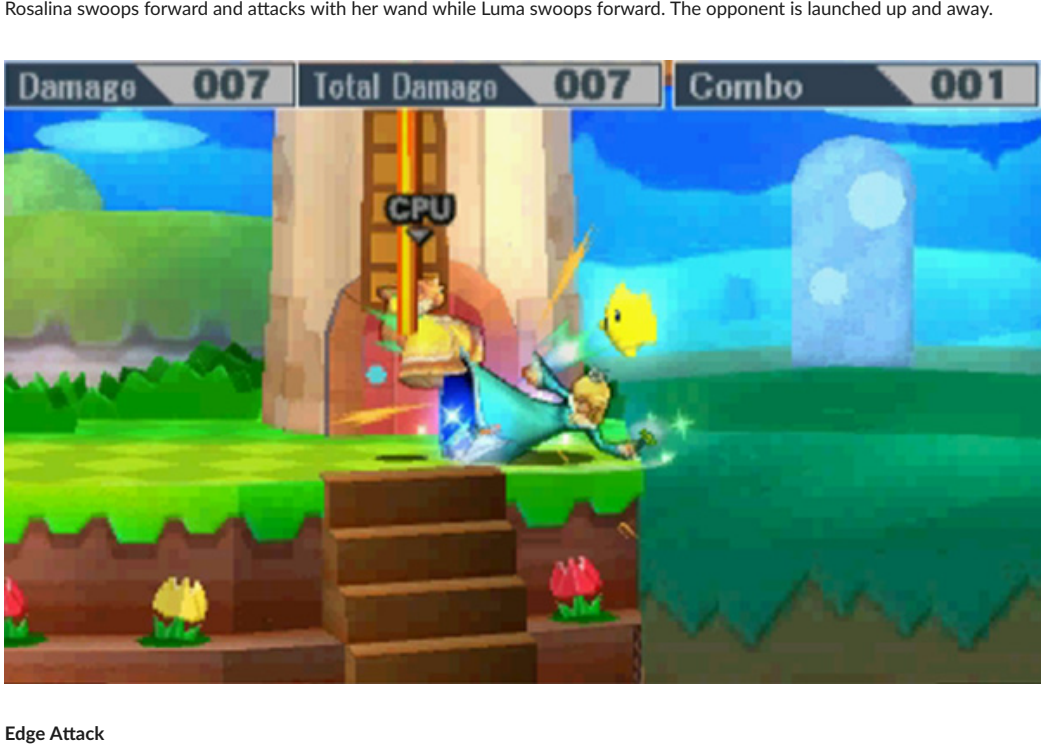
Down Tilt

Rosalina trips far out in front of her, and Luma dives downward toward the opponent's feet. When Luma is close, this is a 2-hit combo.


Damage 003
Total Damage 006
Combo 002

Dash Attack

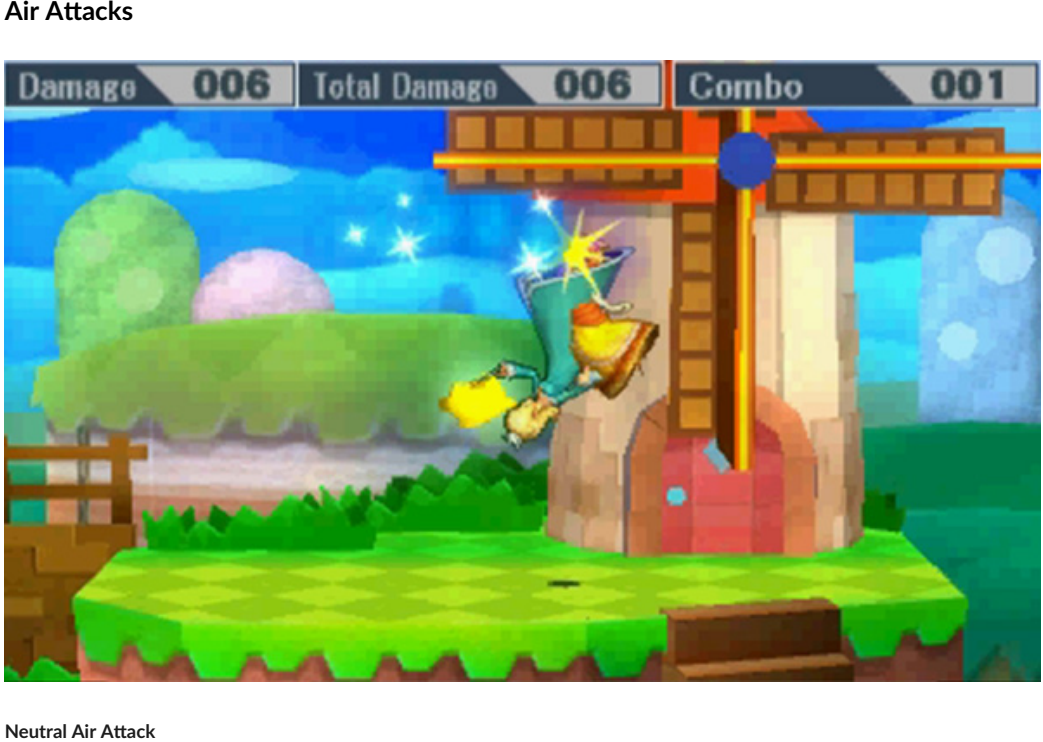
Rosalina swoops forward and attacks with her wand while Luma swoops forward. The opponent is launched up and away.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

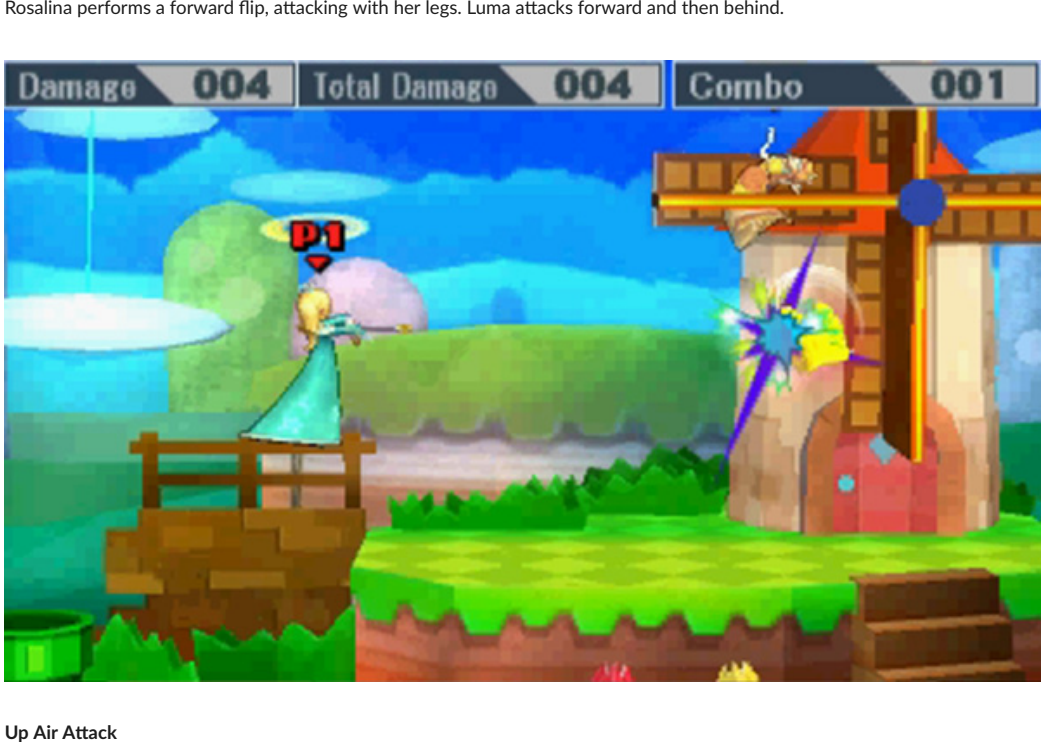
Rosalina pulls herself up and performs a trip attack similar to her Down Tilt.

Air Attacks


Damage 006
Total Damage 006
Combo 001

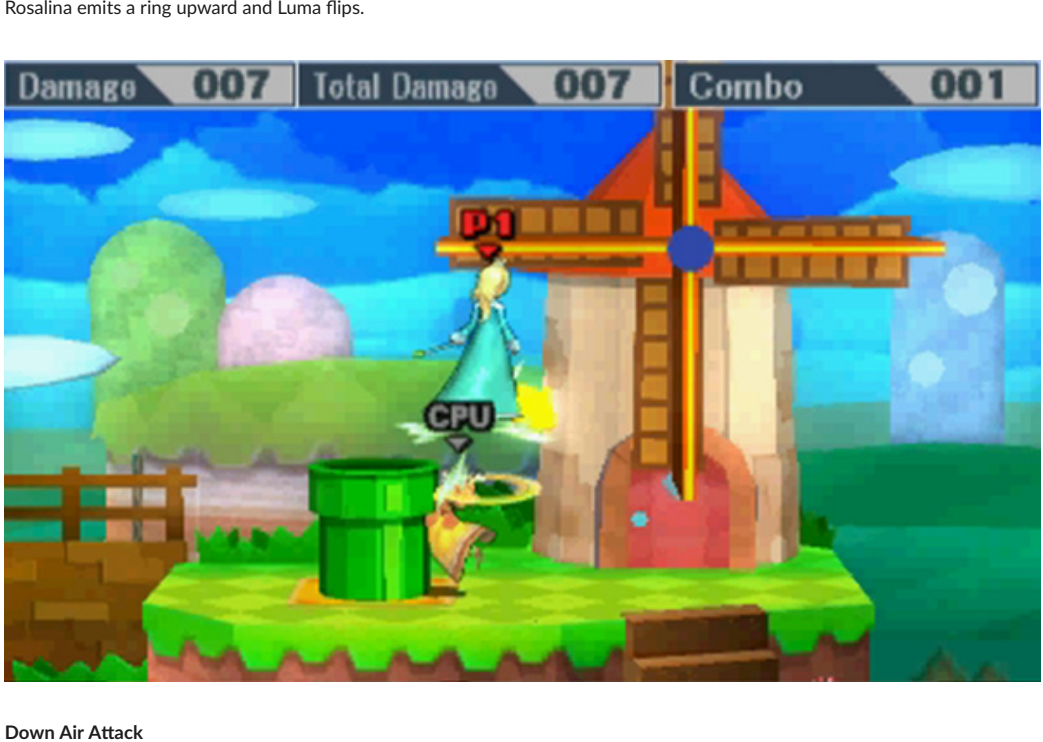
Neutral Air Attack

Rosalina performs a forward flip, attacking with her legs. Luma attacks forward and then behind.


Damage 004
Total Damage 004
Combo 001
P1

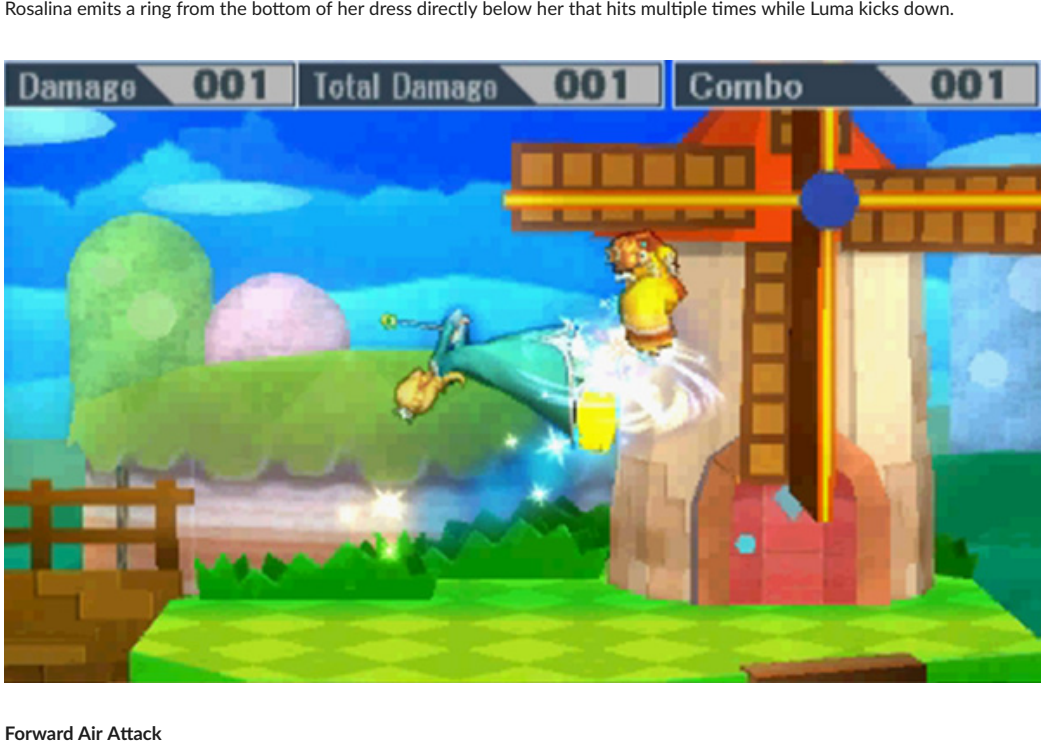
Up Air Attack

Rosalina emits a ring upward and Luma flips.


Damage 007
Total Damage 007
Combo 001
P1
CPU

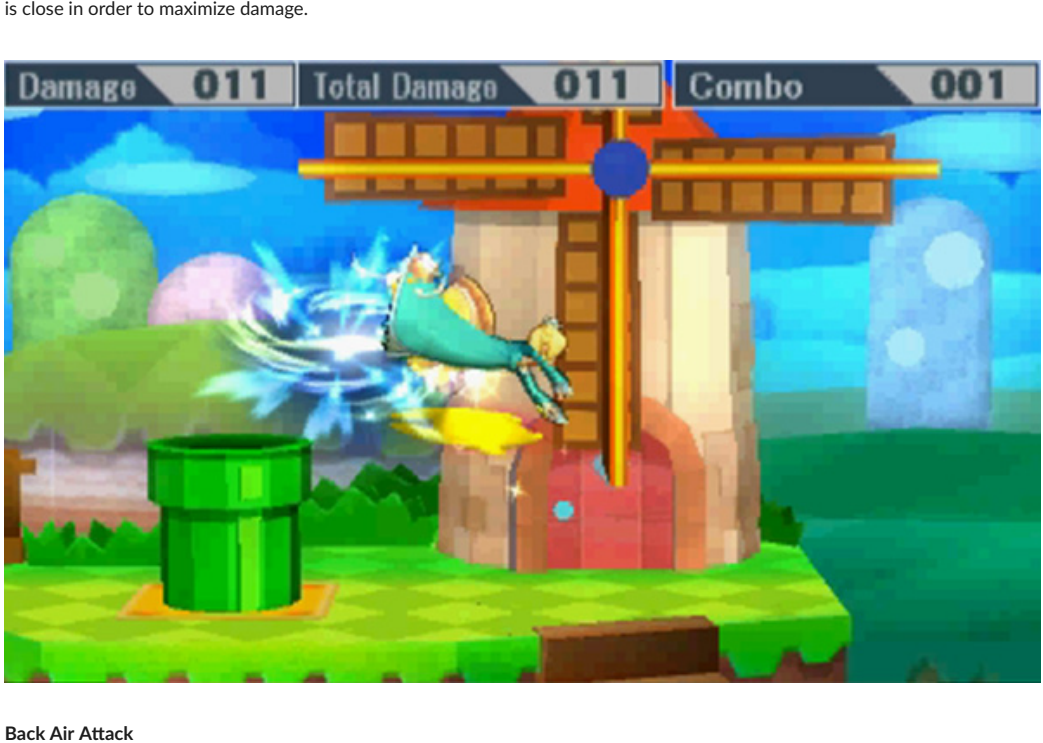
Down Air Attack

Rosalina emits a ring from the bottom of her dress directly below her that hits multiple times while Luma kicks down.


Damage 001
Total Damage 001
Combo 001

Forward Air Attack

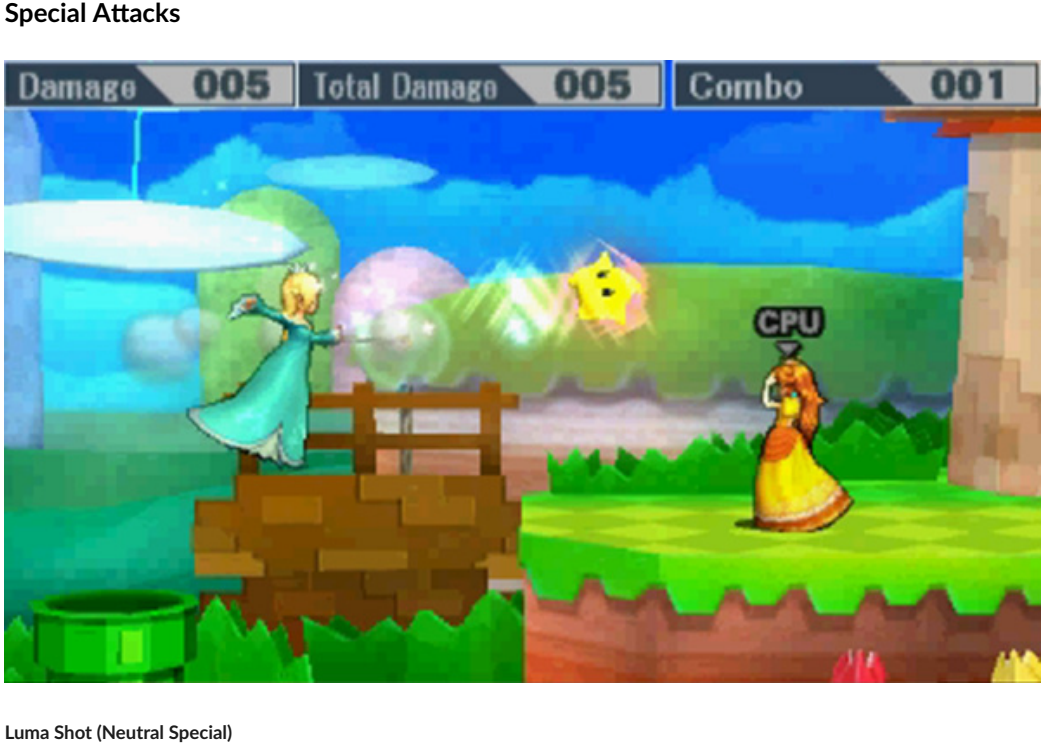
Rosalina backflips with a galaxy in front of her, while Luma swings forward. This multi-hitting backflip is best used when Luma is close in order to maximize damage.


Damage 011
Total Damage 011
Combo 001

Back Air Attack

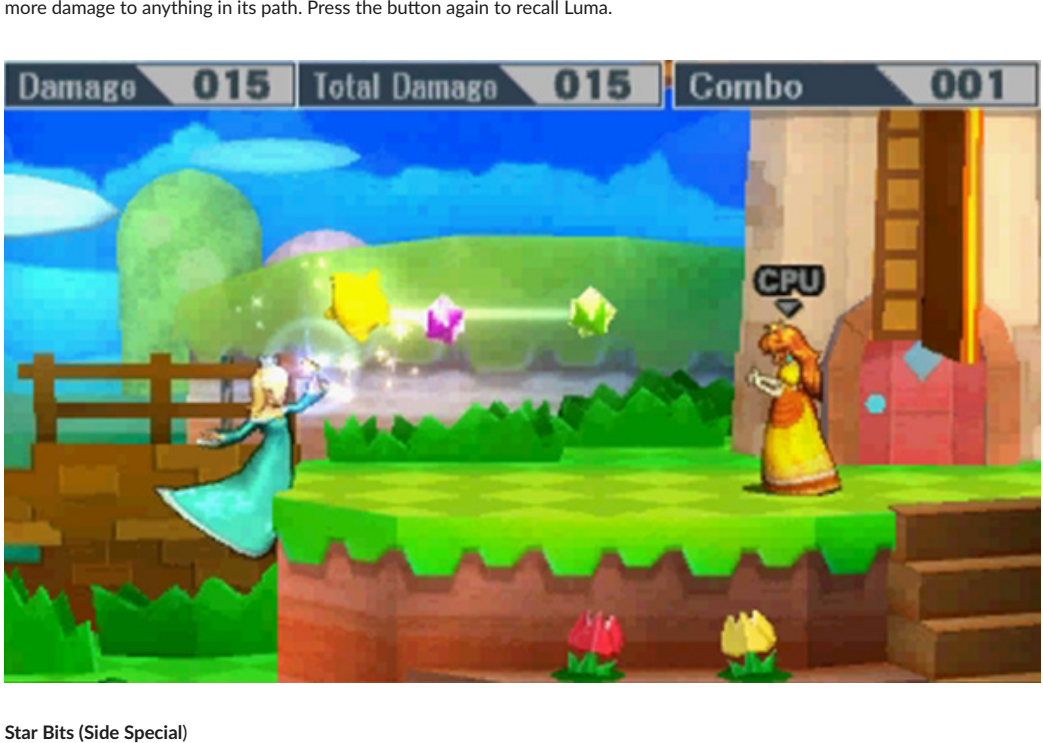
Rosalina gets horizontal with a galaxy and kicks out directly behind her while Luma dashes in to kick in the same direction.

Special Attacks


Damage 005
Total Damage 005
Combo 001
CPU

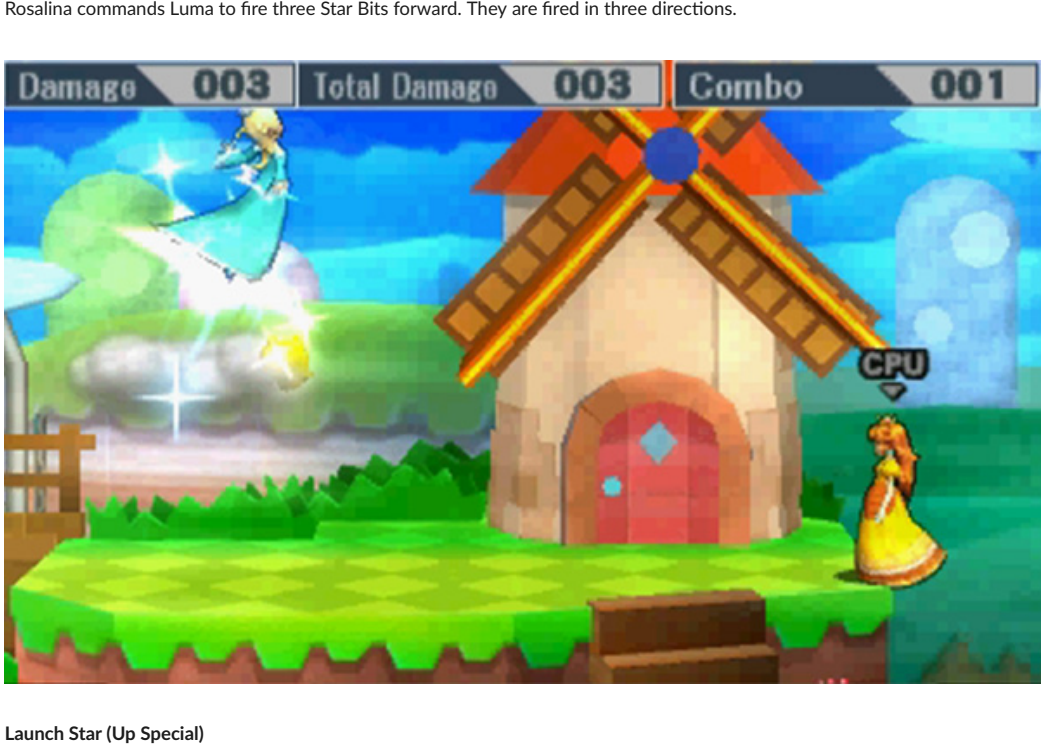
Luma Shot (Neutral Special)

Use this to send Luma forward, ahead of Rosalina. The longer you hold the Special button, the farther Luma will go, dealing more damage to anything in its path. Press the button again to recall Luma.


Damage 015
Total Damage 015
Combo 001
CPU

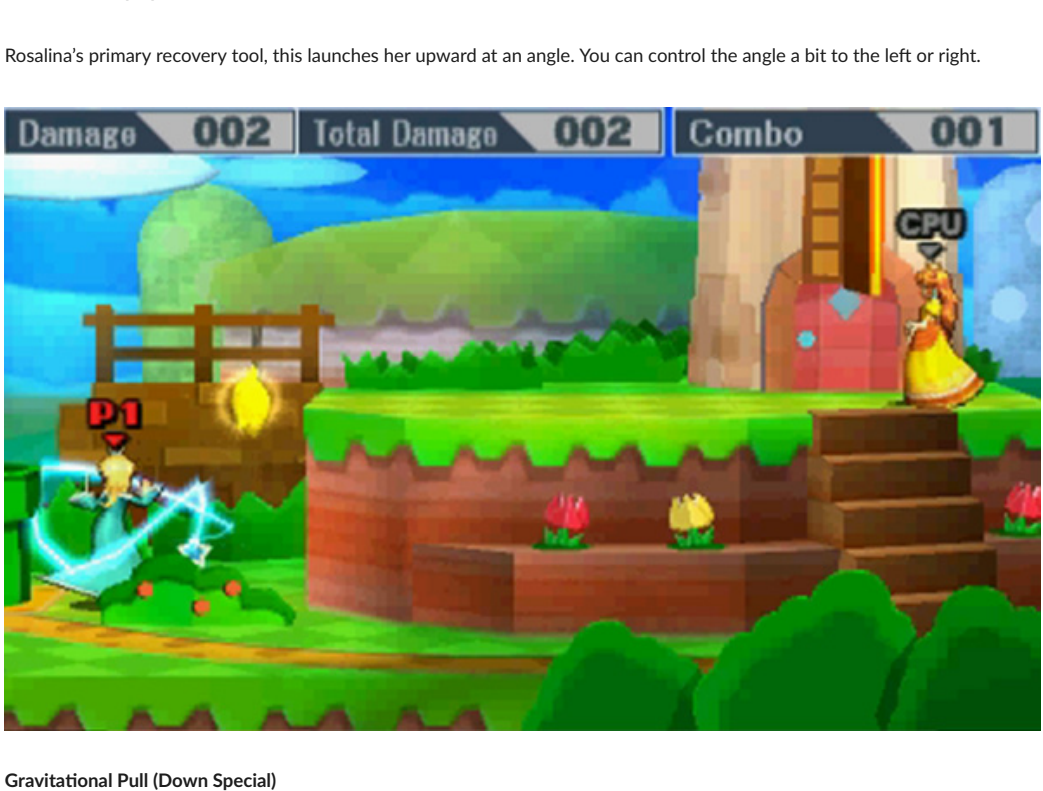
Star Bits (Side Special)

Rosalina commands Luma to fire three Star Bits forward. They are fired in three directions.


Damage 003
Total Damage 003
Combo 001
CPU

Launch Star (Up Special)

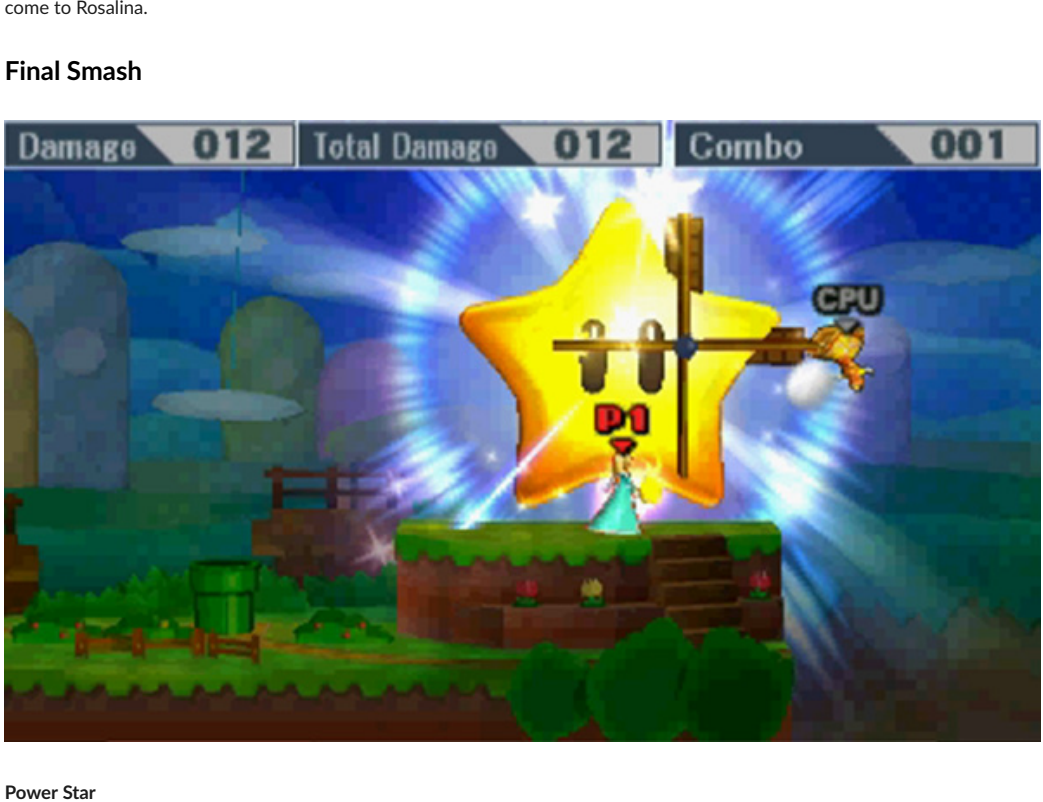
Rosalina's primary recovery tool, this launches her upward at an angle. You can control the angle a bit to the left or right.


Damage 002
Total Damage 002
Combo 001
CPU
P1

Gravitational Pull (Down Special)

This Special draws in surrounding items and projectiles toward Rosalina. Note that this can cause damage to opponents as they come to Rosalina.

Final Smash

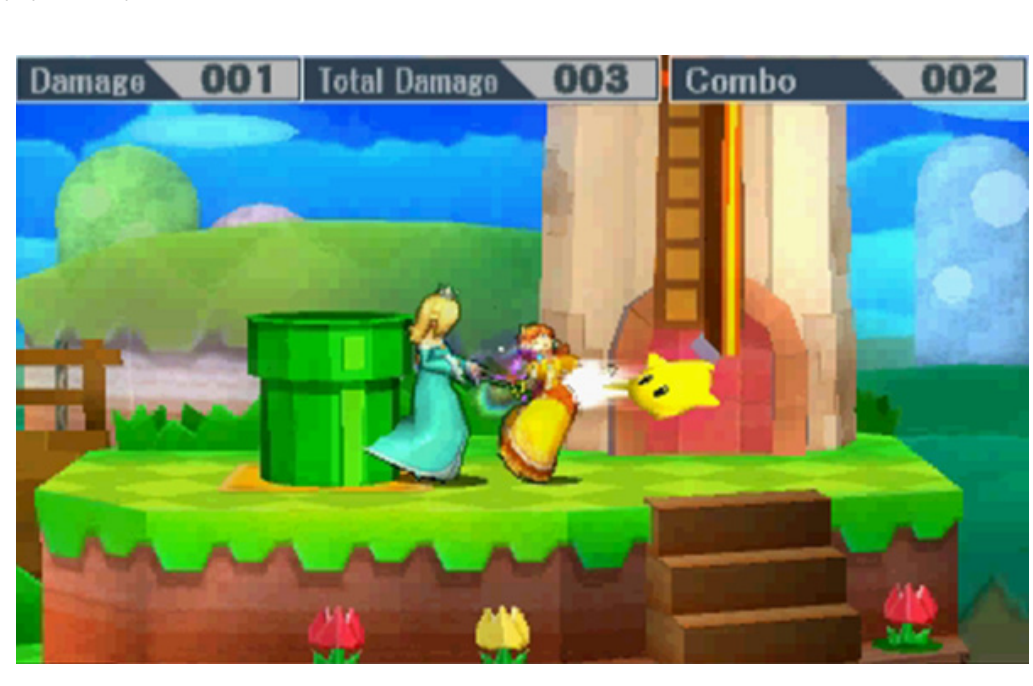

Damage 012
Total Damage 012
Combo 001
CPU
P1

Power Star

Rosalina summons a Power Star, which shoots out multiple smaller stars across the stage. The Power Star grows larger and larger, damaging players in its vicinity. When it reaches its peak size, it lets out one more explosive burst with a lot of knockout potential. While the Power Star is growing and shooting out smaller stars, Rosalina & Luma are free to move around and attack. Try to hit opponents into the star to rack up damage. This works better on stages with platforms, as the Power Star always spawns above Rosalina. Placing it beside opponents who are close to an edge can force them out and over.

Strategy

The duo of Rosalina & Luma makes for one of the more interesting characters in the game, as you really have to manage them as a unit to maximize their potential. Damage that Luma takes will not be added to Rosalina's percentage, making Luma an effective shield. Additionally, for some Final Smash attacks, if Luma gets hit but Rosalina doesn't, Luma will take the damage, and Rosalina will be left unscathed. If Luma takes too much damage, however, Rosalina will have to fend for herself for a while, but Luma will respawn eventually. Note that Luma destructing does not cost Rosalina any stocks. So, use Luma as a shield as much as possible, but remember that Luma's attacks do less damage than Rosalina's do. If your opponents decide to focus on Luma, use that opportunity to go in with Rosalina! If they try to avoid Luma and make a beeline for Rosalina, recall Luma and be prepared with your Smash attacks!


Damage 001
Total Damage 003
Combo 002

Damage 010
Total Damage 010
Combo 001
CPU
P1

Luma Shot is your primary way of setting Luma's distance away from Rosalina, and it's also a great long-range attack. After a short amount of time, Luma will slowly return to Rosalina, if you don't decide to use Luma Shot again to recall Luma. If a lot of opponents are near you, be sure to keep Luma close. Against projectile-heavy characters, use Luma as a shield at a distance while still attacking! Don't forget that against projectile characters, you can also use Gravitational Pull to draw in projectiles or other items. Star Bits should be your primary way of racking up damage on opponents while preferably keeping Rosalina at a safe distance. Rosalina's Up Tilt and Forward Tilt are good tools to keep opponents out. Her Down Air and Back Air are her stronger options while her Forward Air is active the longest. Don't underestimate her jab as well, since the wand extends this farther than expected. When going for KOs, try to use her Smash attacks instead of aerials, and use a charged-up Luma Shot for long-distance KOs.

Damage 004
Total Damage 004
Combo 001
CPU
P1

Damage 012
Total Damage 012
Combo 001
CPU
P1

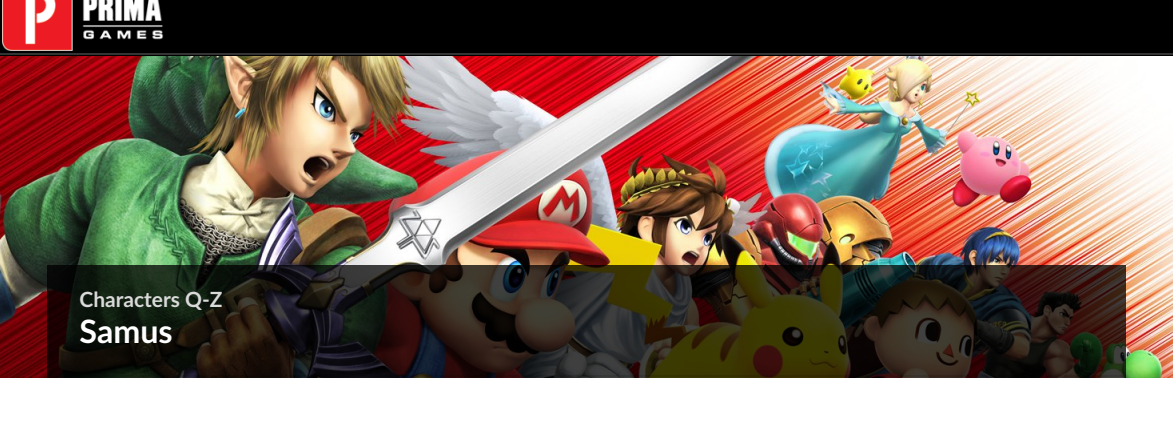
One of the more advanced strategies for this character is to send Luma past your opponent, then sandwich that opponent between Rosalina and Luma. Dash attack behind Rosalina to make Luma attack forward at the opponent! Another interesting option to try is their Down Smash as they attack in opposite directions. As the game progresses, these sandwich strategies will undoubtedly separate average Rosalina players from great ones. Additionally, when guarding the edge, Luma can cause all sorts of problems for returning opponents. Lastly, note that Luma can attack even while Rosalina is sleeping or stunned. This can save you from many attacks in the game, even if you break your own shield!

Recovery

Rosalina's only real tool for recovery is her Launch Star. This Special has fantastic range and can be used for both horizontal and vertical recovery. If you want to use it to go directly vertical, you can do so by hitting back after inputting the Launch Star. You'll be in a fall state after Launch Star ends, so you'll want to use it to grab onto an edge or to get as far from opponents as possible. This move can cover the Final Destination form horizontally, so be prepared for it. If you use Luma Shot to send Luma far out over the edge, Luma will only have three jumps to get back to the platform before falling. Be sure to recall Luma by hitting the Special button again to prevent Luma from self-destructing.

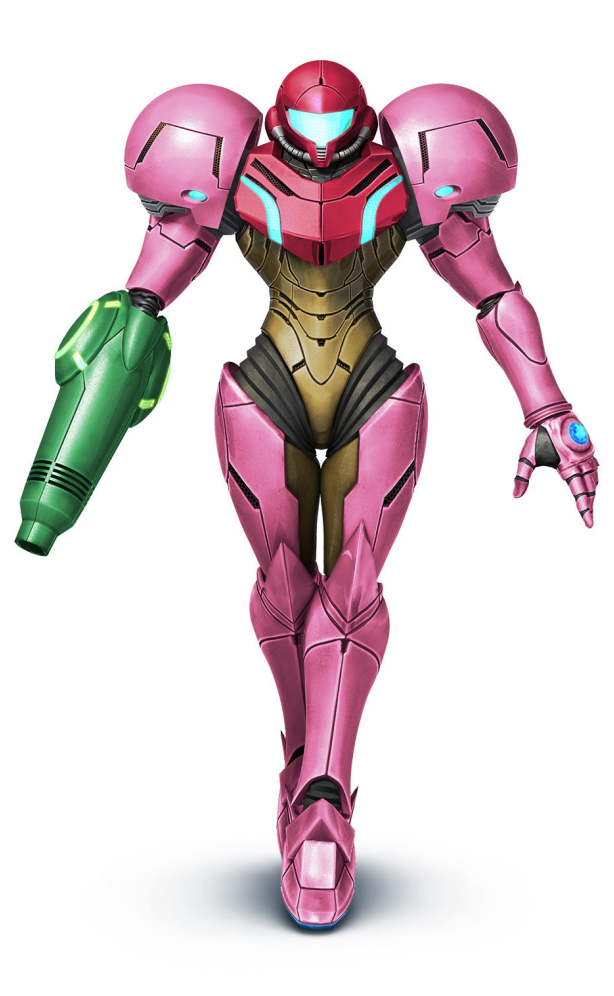
Damage 004
Total Damage 010
Combo 003
CPU
P1

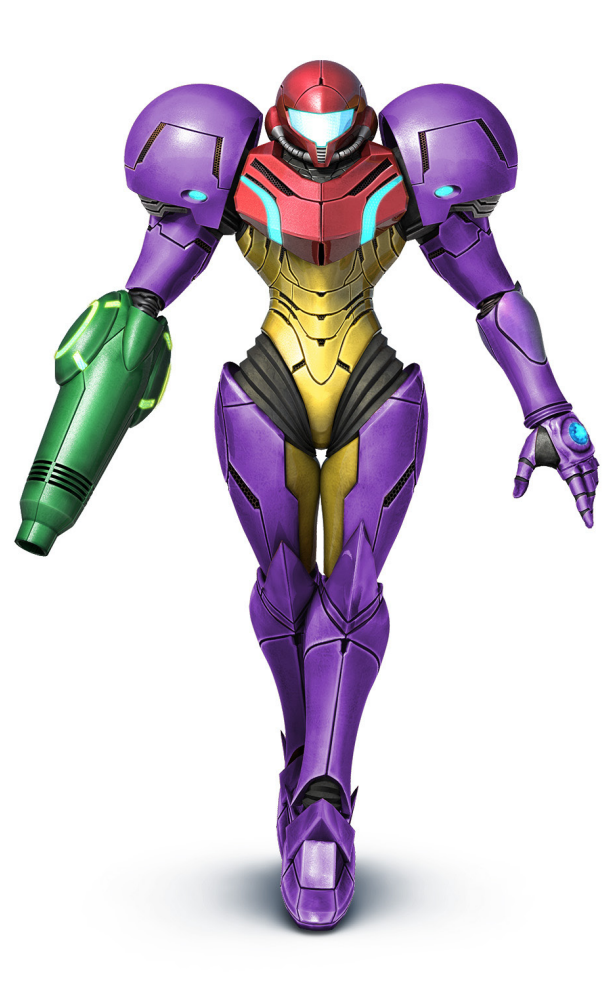
Damage 003
Total Damage 003
Combo 001
CPU
P1



Characters Q-Z

Samus





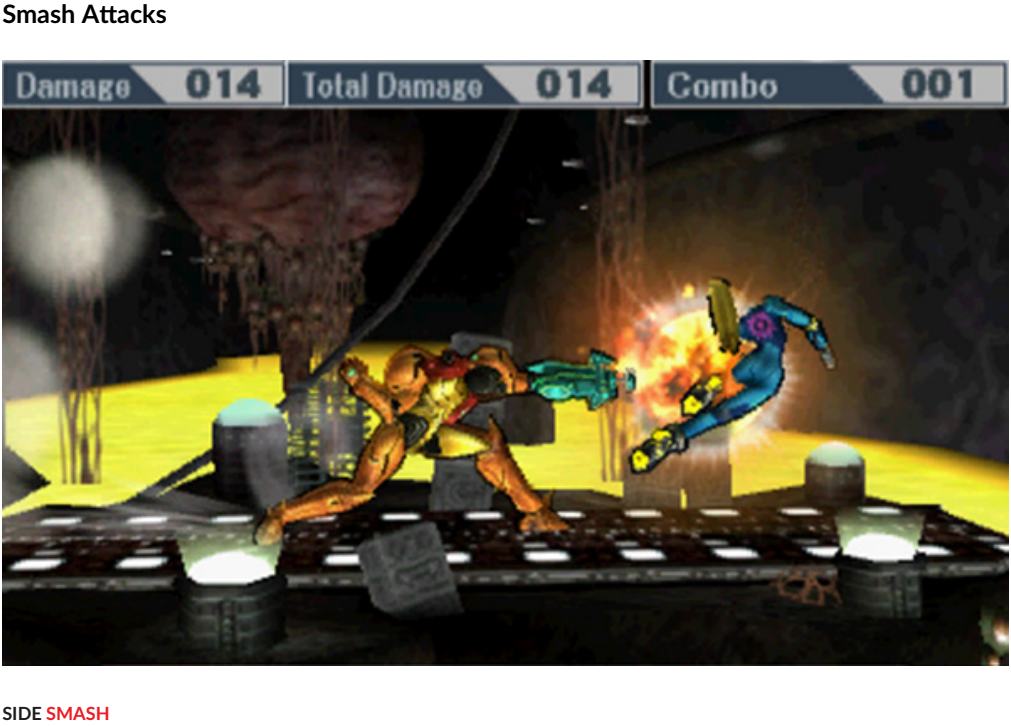
Trophy Description

Samus Aran has fought her way across a variety of planets in the *Metroid* series. She wears a Power Suit designed by the Chozo, giving her incredible versatility in a fight. She can wade in, but she favors beams and missiles. A fully charged Charge Shot packs a serious punch!

Statistics

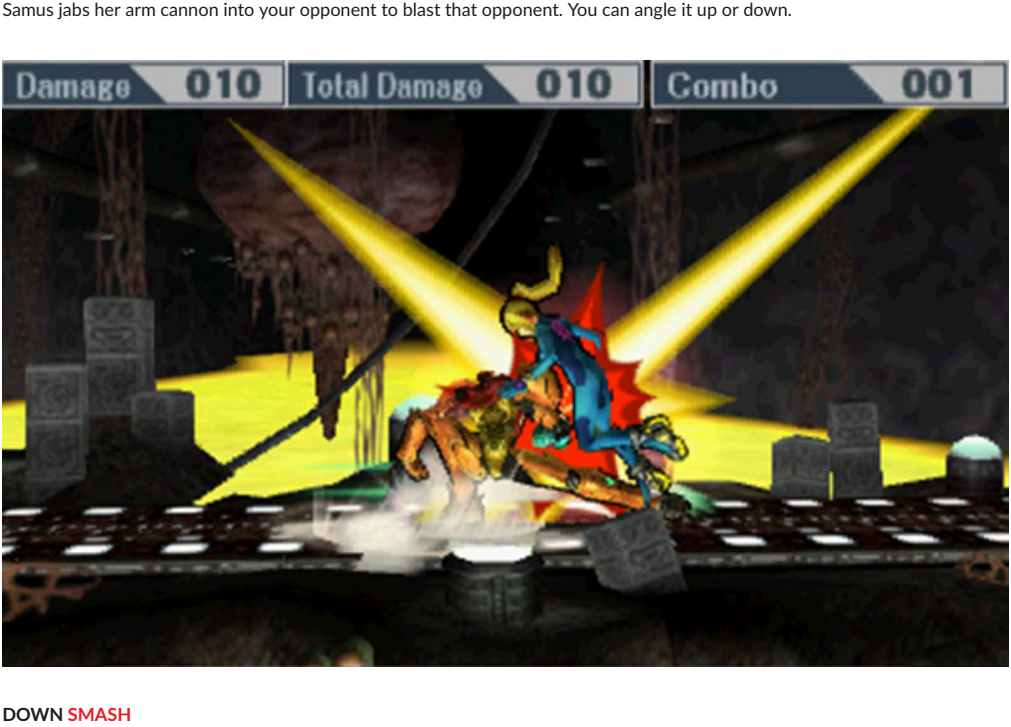
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 014
Total Damage 014
Combo 001

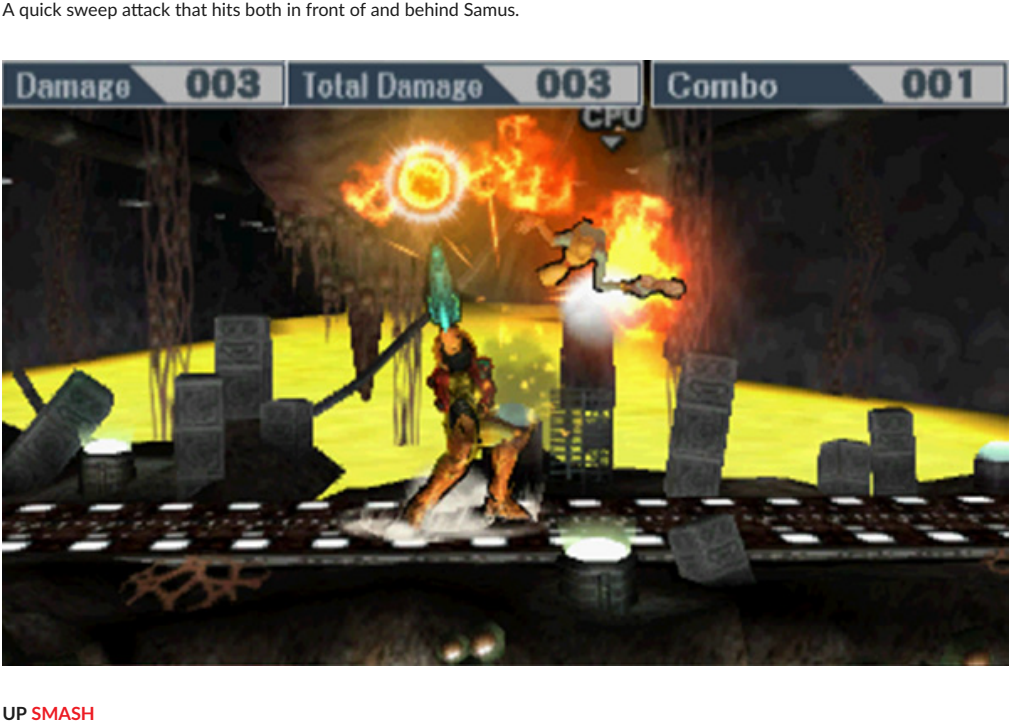
SIDE SMASH

Samus jabs her arm cannon into your opponent to blast that opponent. You can angle it up or down.


Damage 010
Total Damage 010
Combo 001

DOWN SMASH

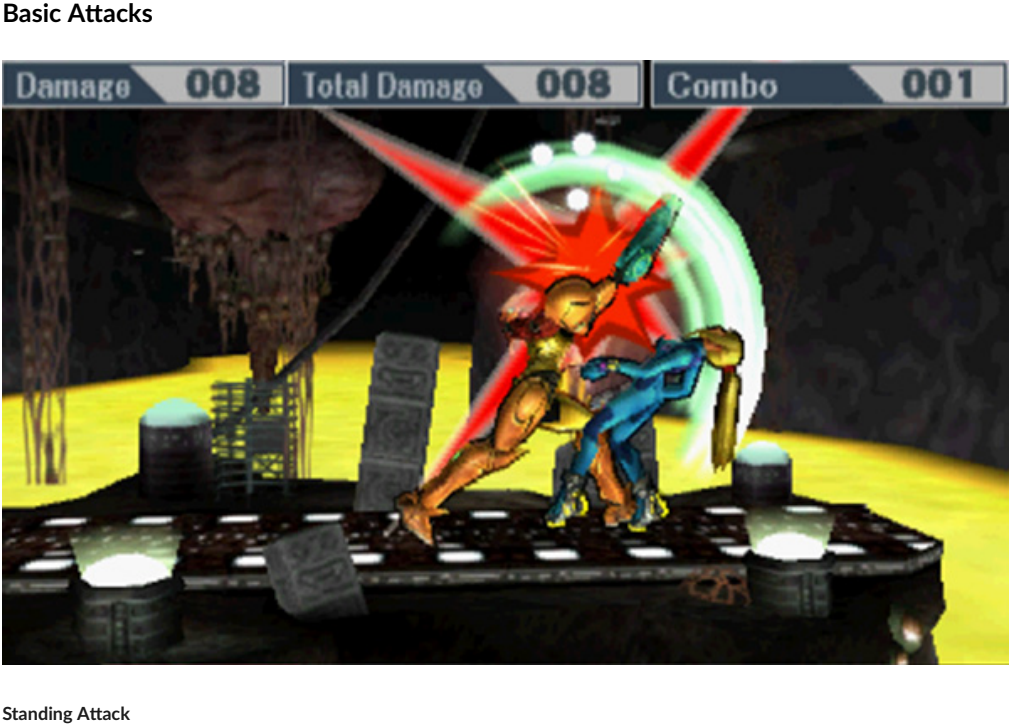
A quick sweep attack that hits both in front of and behind Samus.


Damage 003
Total Damage 003
Combo 001
CPU

UP SMASH

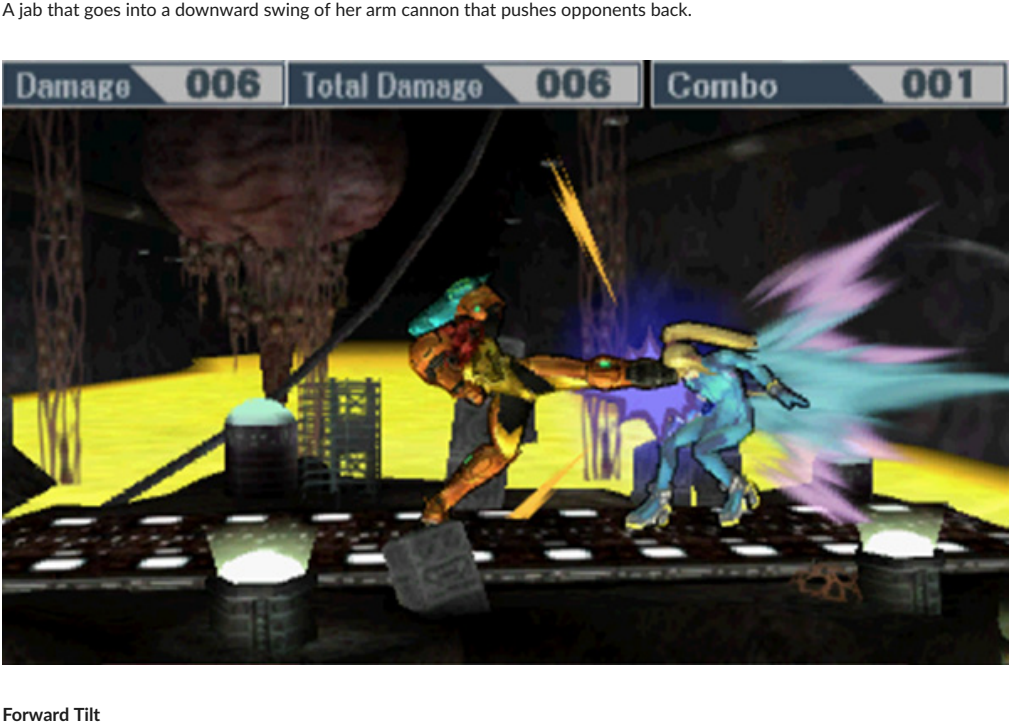
Samus uses her arm cannon in an arc above her head. This can hit grounded opponents but more often hits multiple times against airborne opponents.

Basic Attacks


Damage 008
Total Damage 008
Combo 001

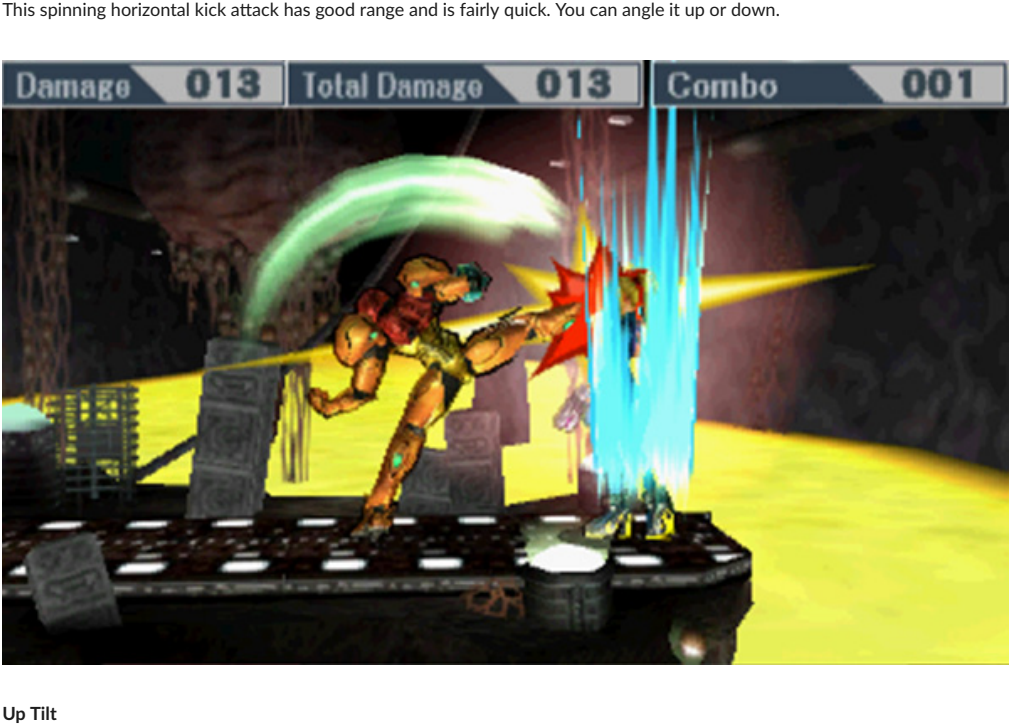
Standing Attack

A jab that goes into a downward swing of her arm cannon that pushes opponents back.


Damage 006
Total Damage 006
Combo 001

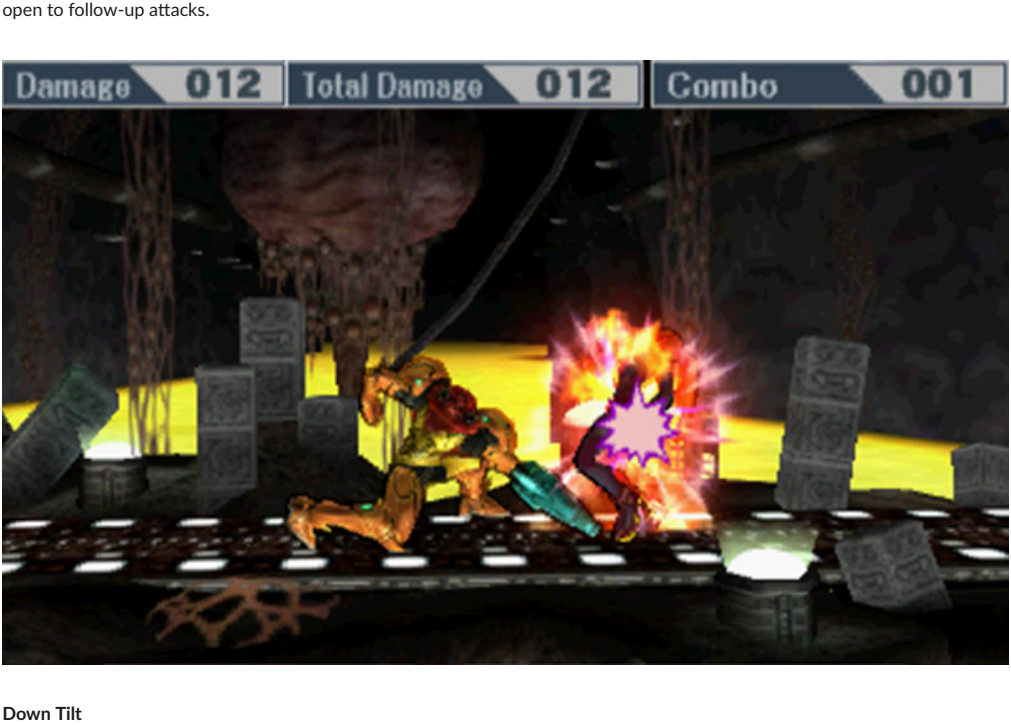
Forward Tilt

This spinning horizontal kick attack has good range and is fairly quick. You can angle it up or down.


Damage 013
Total Damage 013
Combo 001

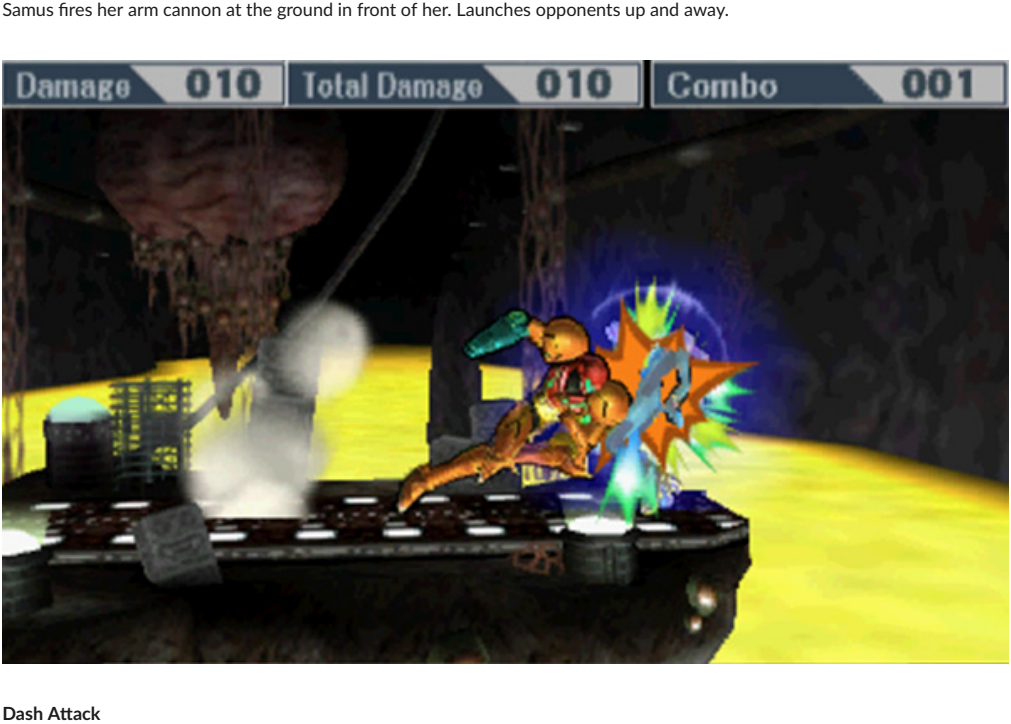
Up Tilt

Samus raises her leg before bringing it down on anyone in front of her. When this hits grounded opponents, it leaves them open to follow-up attacks.


Damage 012
Total Damage 012
Combo 001

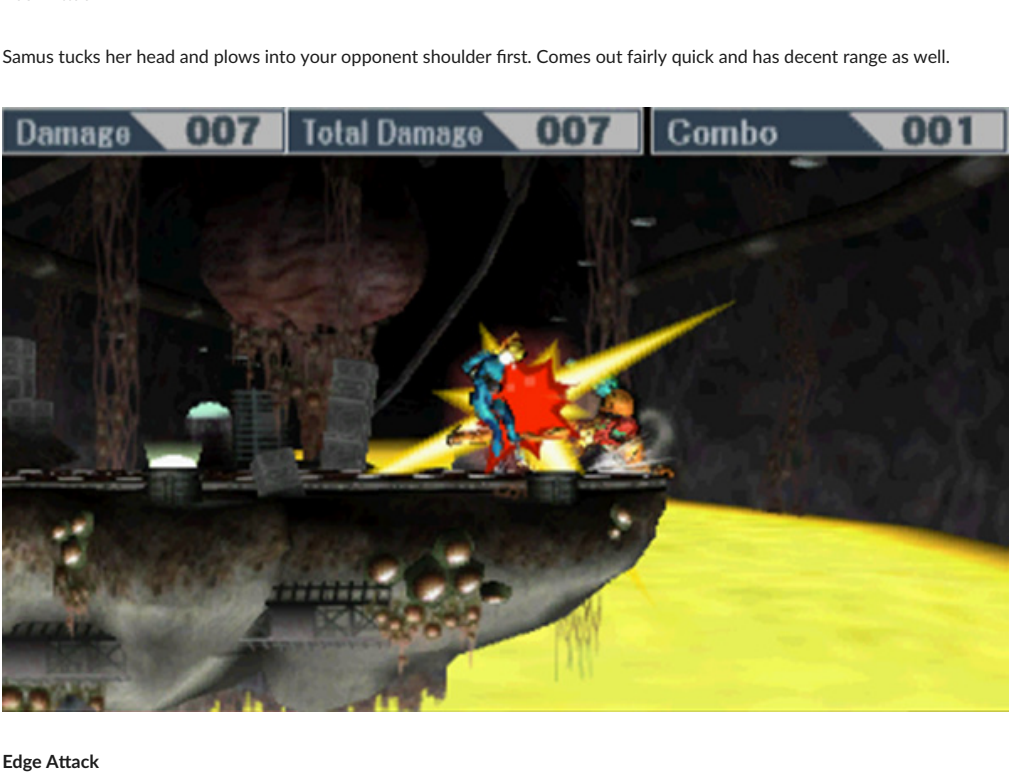
Down Tilt

Samus fires her arm cannon at the ground in front of her. Launches opponents up and away.


Damage 010
Total Damage 010
Combo 001

Dash Attack

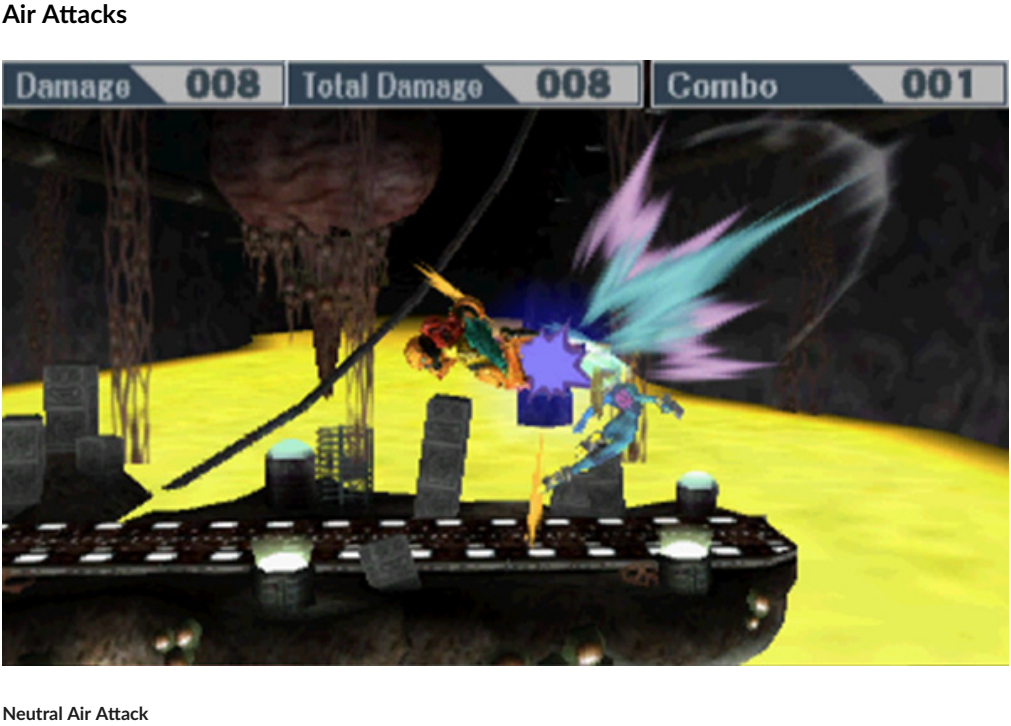
Samus tucks her head and plows into your opponent shoulder first. Comes out fairly quick and has decent range as well.


Damage 007
Total Damage 007
Combo 001

Edge Attack

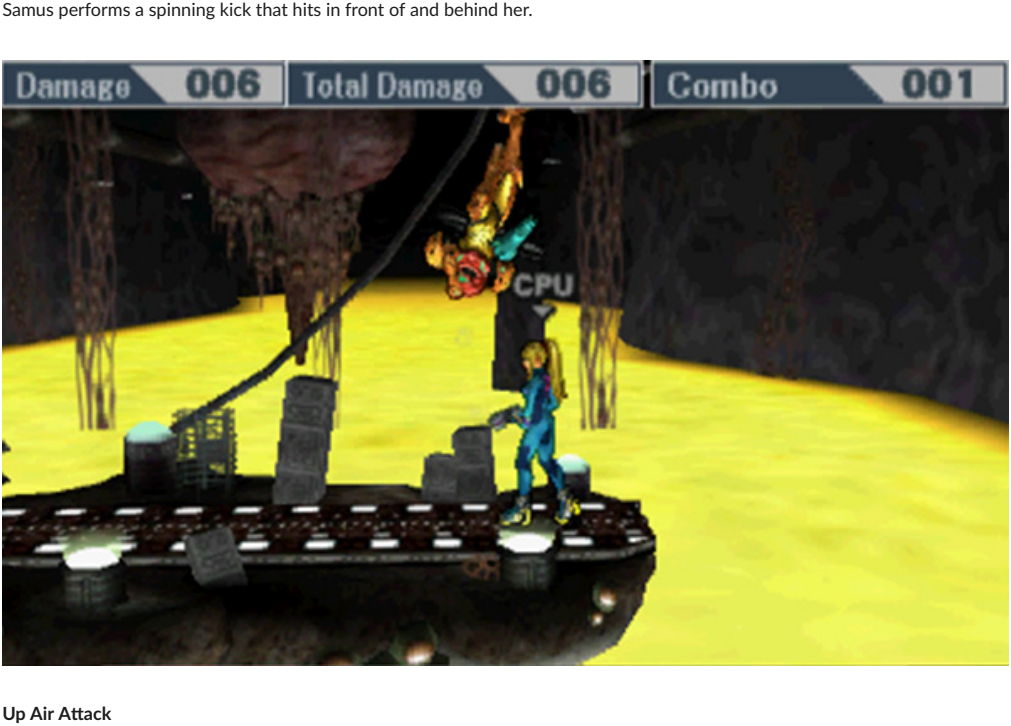
Samus returns to the stage with a long-range trip attack.

Air Attacks


Damage 008
Total Damage 008
Combo 001

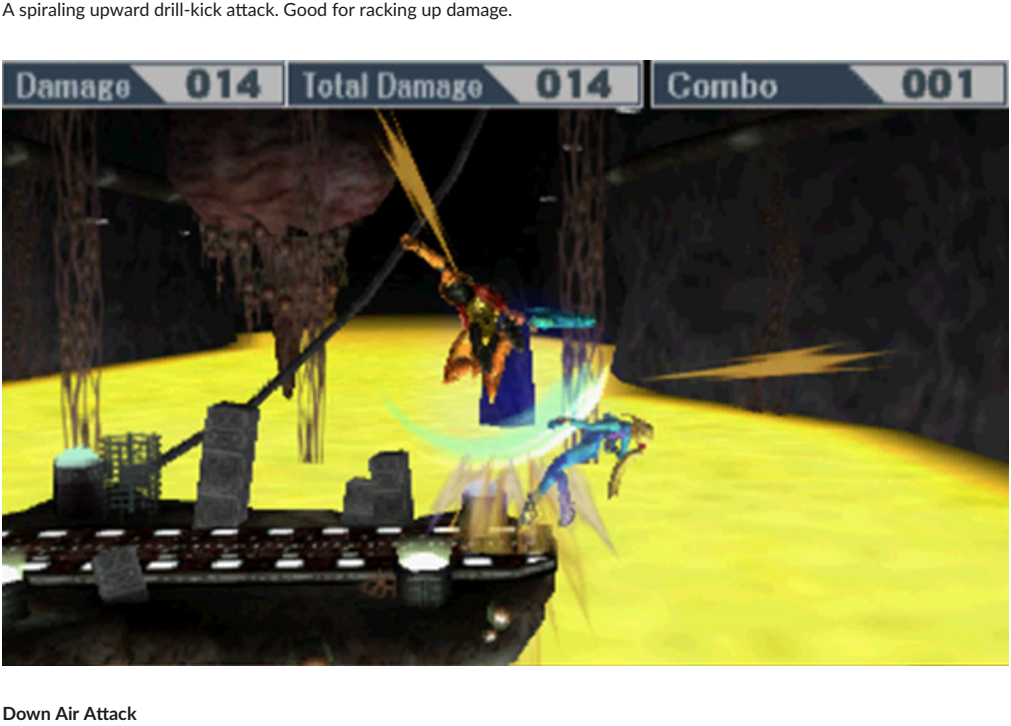
Neutral Air Attack

Samus performs a spinning kick that hits in front of and behind her.


Damage 006
Total Damage 006
Combo 001
CPU

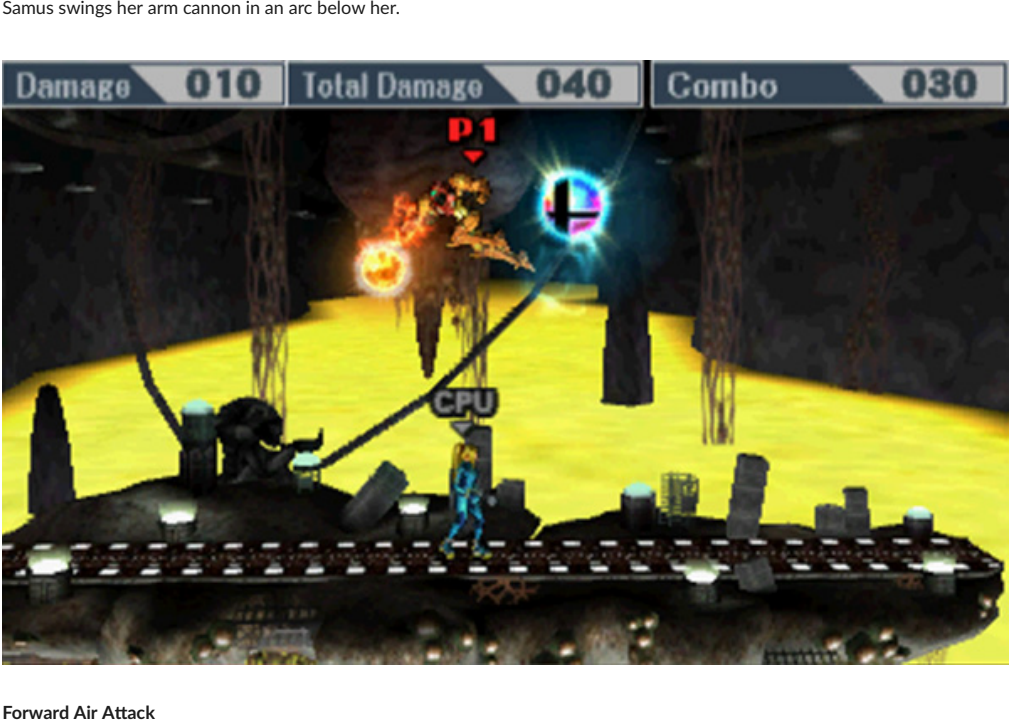
Up Air Attack

A spiraling upward drill-kick attack. Good for racking up damage.


Damage 014
Total Damage 014
Combo 001

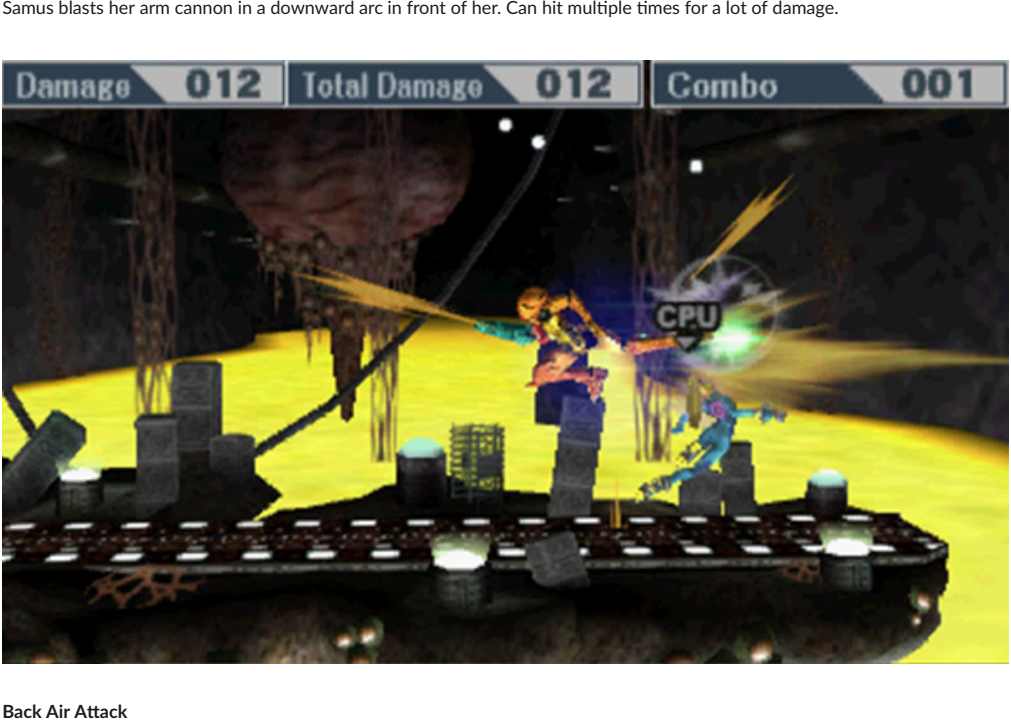
Down Air Attack

Samus swings her arm cannon in an arc below her.


Damage 010
Total Damage 040
Combo 030
P1
CPU

Forward Air Attack

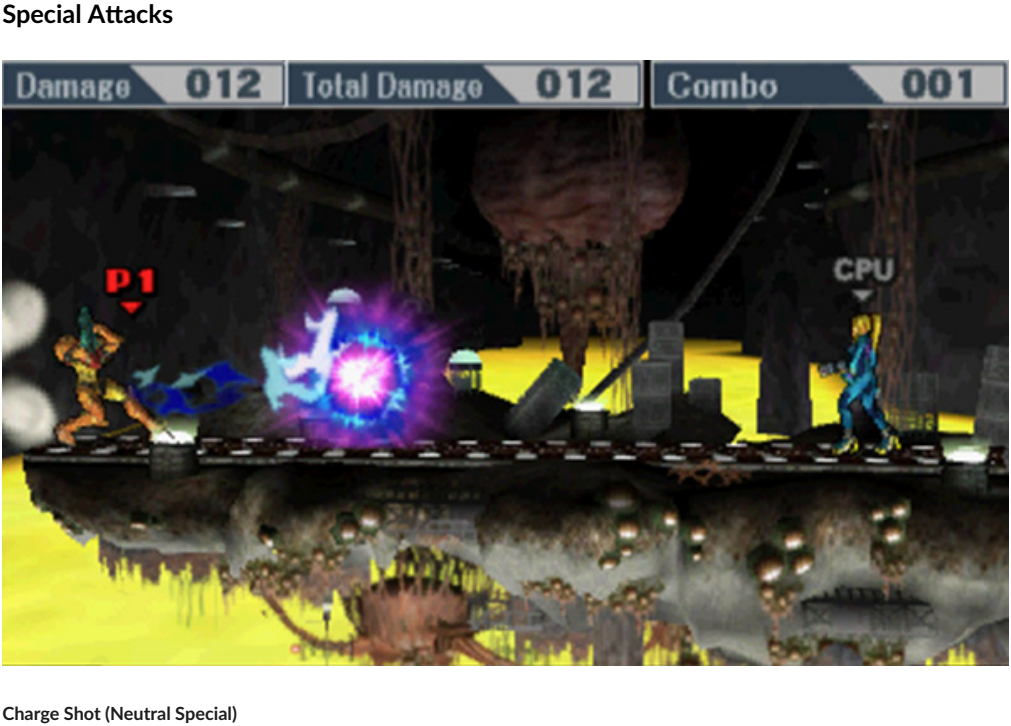
Samus blasts her arm cannon in a downward arc in front of her. Can hit multiple times for a lot of damage.


Damage 012
Total Damage 012
Combo 001
CPU

Back Air Attack

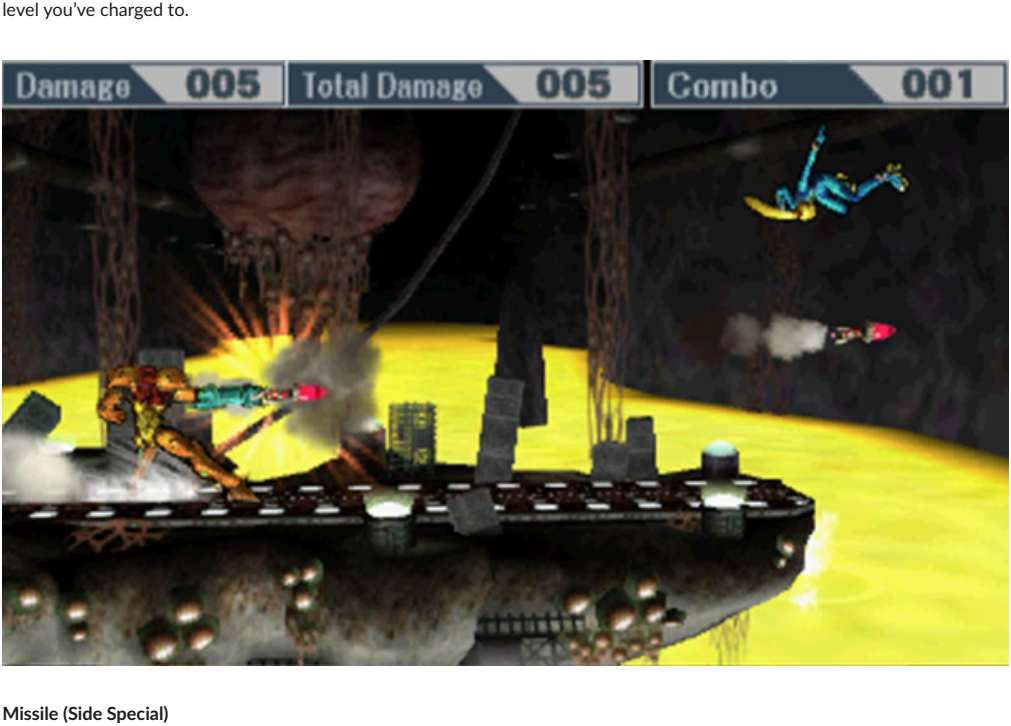
A reverse back kick that has a lot of range.

Special Attacks


Damage 012
Total Damage 012
Combo 001
P1
CPU

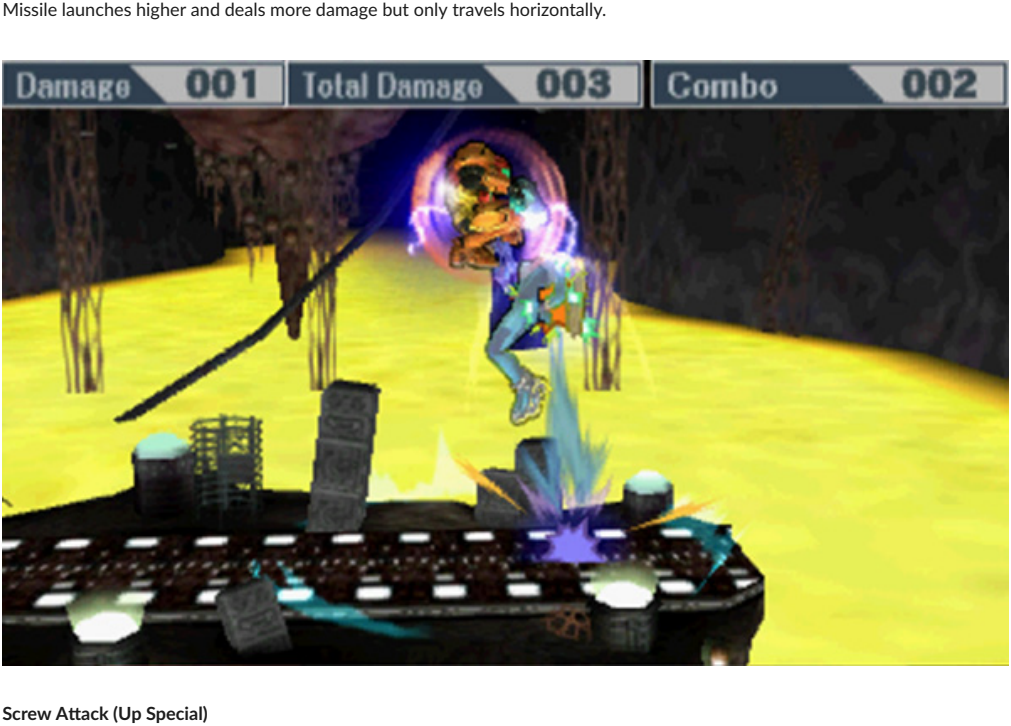
Charge Shot (Neutral Special)

While grounded, Samus charges up her projectile attack. Hitting Left or Right gives you an evasive roll to continue charging from where you left off. Pressing the button again releases the shot. When used in the air, Charge Shot fires from whatever level you've charged to.


Damage 005
Total Damage 005
Combo 001

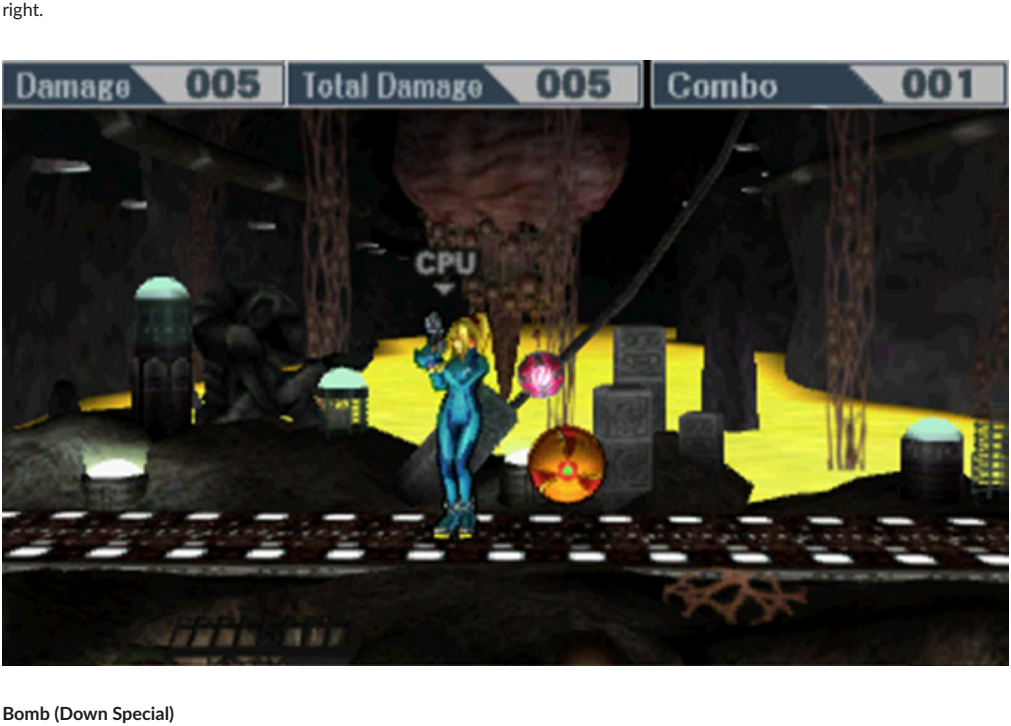
Missile (Side Special)

Fires a homing missile at the closest opponent. If you input the attack as a Smash attack, it fires a Super Missile. The Super Missile launches higher and deals more damage but only travels horizontally.


Damage 001
Total Damage 003
Combo 002

Screw Attack (Up Special)

Samus balls up and spins into the air, striking multiple times anyone caught in her tracks. You can control this a bit to the left or right.


Damage 005
Total Damage 005
Combo 001
CPU

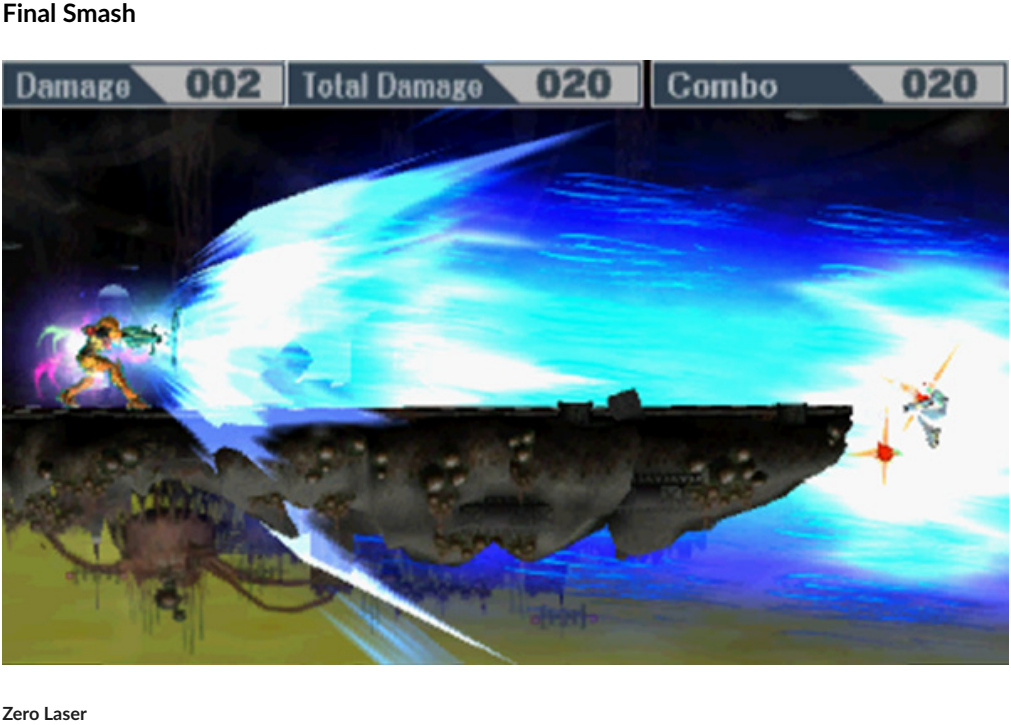
Bomb (Down Special)

Samus drops a bomb from Morph Ball form. The bombs explode on impact or after a short time. These bombs do slightly more damage if they hit an opponent directly. If Samus is hit by the explosion, it sends her upward a bit.

Missiles

You can fire multiple homing missiles simply by holding a side direction and repeatedly hitting the Special button.

Final Smash


Damage 002
Total Damage 020
Combo 020

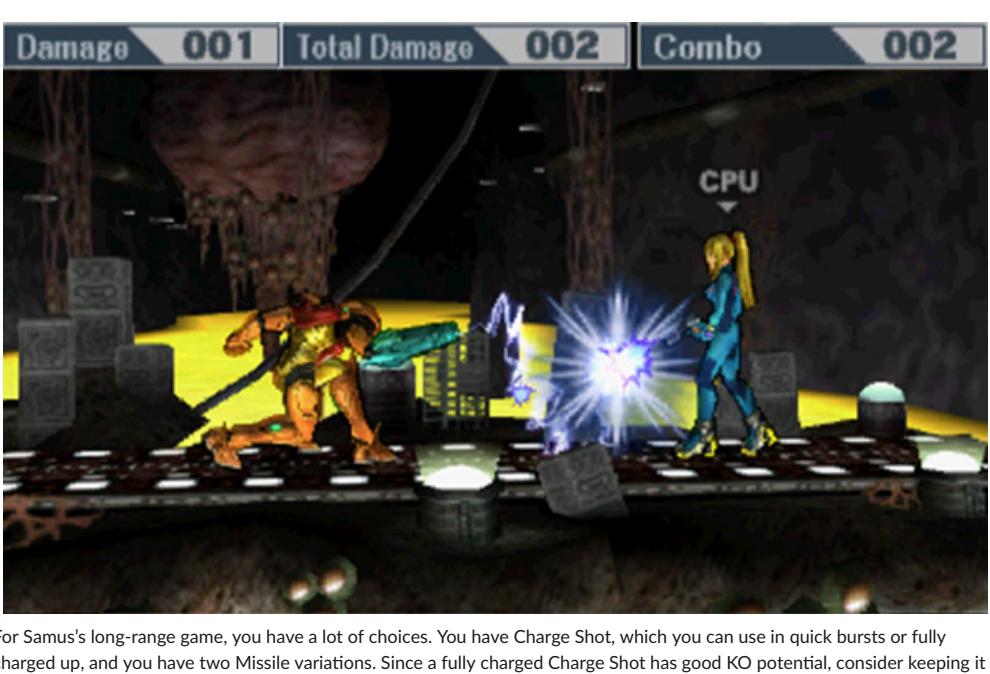
Zero Laser

Samus charges up and fires her giant Zero Laser at all opponents. She can aim it up or down a bit while firing. This attack also has a vacuum effect, pulling in players who are behind Samus and bringing them into the laser beam. Opponents who are immediately in front of the Samus receive a little bit of extra damage during the startup of the beam. Range-wise, it has no problem crossing Gerudo Valley, so you won't have any issues using it on other stages. Overall, it has great range, damage, and KO potential for opponents with some damage who are near the side of a stage.

Strategy

Samus has a variety of projectiles to attack opponents from long range and some good tools to rack up damage in the air. She is somewhat unique in that she is a fairly heavy character with decent ground speed who is also rather floaty. While she has a strong long-range game, she can also be effective up close. Her main weaknesses are her horizontal recovery and her KO power. She does have a few good tools that rack up damage well enough, so this helps address her KO power.

Damage 003
Total Damage 003
Combo 001
P1
CPU


Damage 001
Total Damage 002
Combo 002
CPU

For Samus's long-range game, you have a lot of choices. You have Charge Shot, which you can use in quick bursts or fully charged up, and you have two Missile variations. Since a fully charged Charge Shot has good KO potential, consider keeping it fresher by using it less. Mixing up Homing Missile and Super Missile will throw off your opponent's timing. If you ever hit with a Super Missile, immediately send out more Homing Missiles or charge up your Charge Shot. (When it comes to knockback, Super Missiles are much more effective than Homing Missiles.) If playing in free-for-all modes, use a lot of Bombs around you as small traps to keep you safer while using your projectiles. Since the bombs don't damage Samus, it literally doesn't hurt to have one around. You can even use the blast from one to bounce Samus and make her stay in the air longer. Screw Attack has a tiny bit of invincibility and is a decent out-of-shield option, but it's primarily used for Samus's vertical recovery. Don't forget you can also shoot these projectiles in the air to create a vertical minefield for your opponents to avoid!

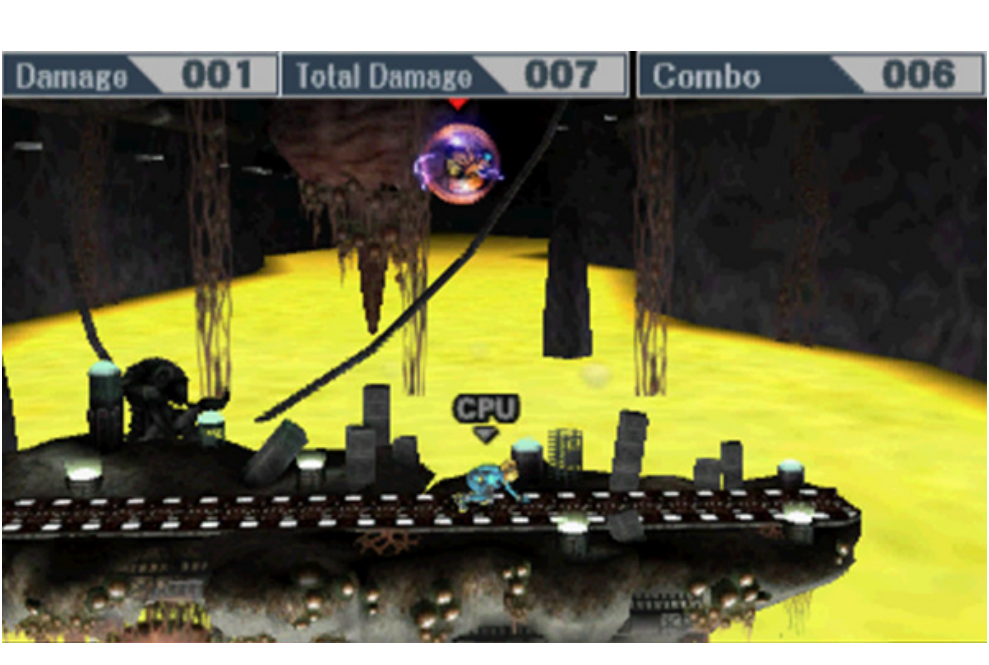
Damage 003
Total Damage 003
Combo 001

Damage 005
Total Damage 005
Combo 001
CPU

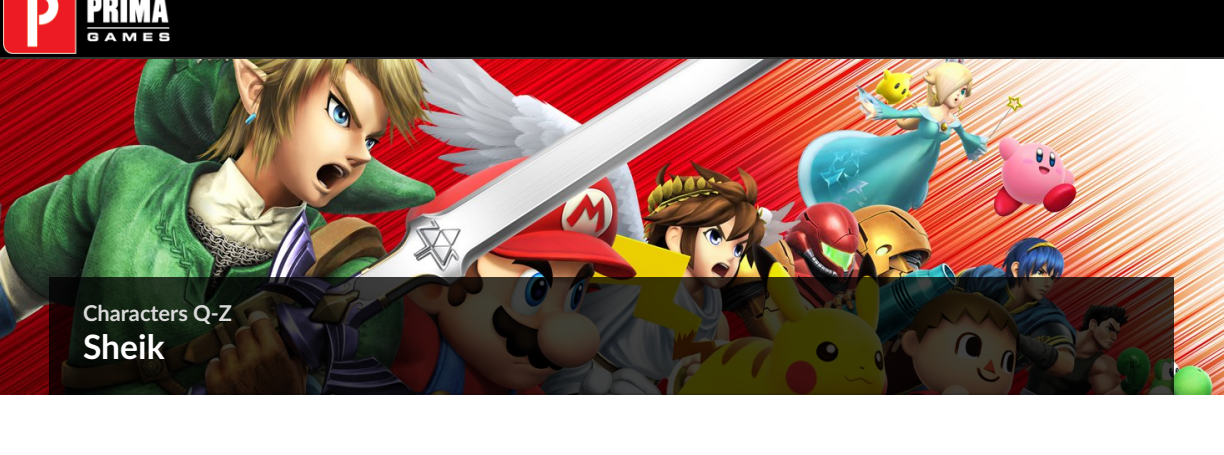
Up close, Samus's Side Tilt attack is very quick, given its excellent range, but its damage output is fairly low. Down Tilt is also good for its speed and knockback. You can also use Samus's long-range grapple to throw opponents while on the ground, as it prevents opponents from approaching recklessly. For KOs, go with Side Smash, Down Tilt, or a fully charged Charge Shot. Up Smash can work for KOs as well, but because it's hard to use against standing opponents, use it against airborne opponents instead. In the air, Samus has a couple of good damage-racking options with Up Air and Forward Air. For KOs in the air, however, go with Back Air. When opponents are off-stage, use your missiles to edge guard, as this may interrupt their recoveries. If you successfully interrupt them, try to follow up with Down Air for a meteor smash.

Recovery

Samus's main recovery option is her Screw Attack for vertical recovery. You can aim this a little to the left or right during the input of the attack. Horizontally, Samus doesn't have a lot of options outside of her grapple. Use the grapple when off-stage to catch onto the edge, and press Up to pull yourself back up. Additionally, you can use Samus's Bomb to stall temporarily. Moving left or right while dropping bombs will help keep you afloat awhile. This is especially useful when other opponents are off-stage with you.


Damage 001
Total Damage 007
Combo 006
CPU

Damage 008
Total Damage 008
Combo 001
P1
CPU



Characters Q-Z

Sheik

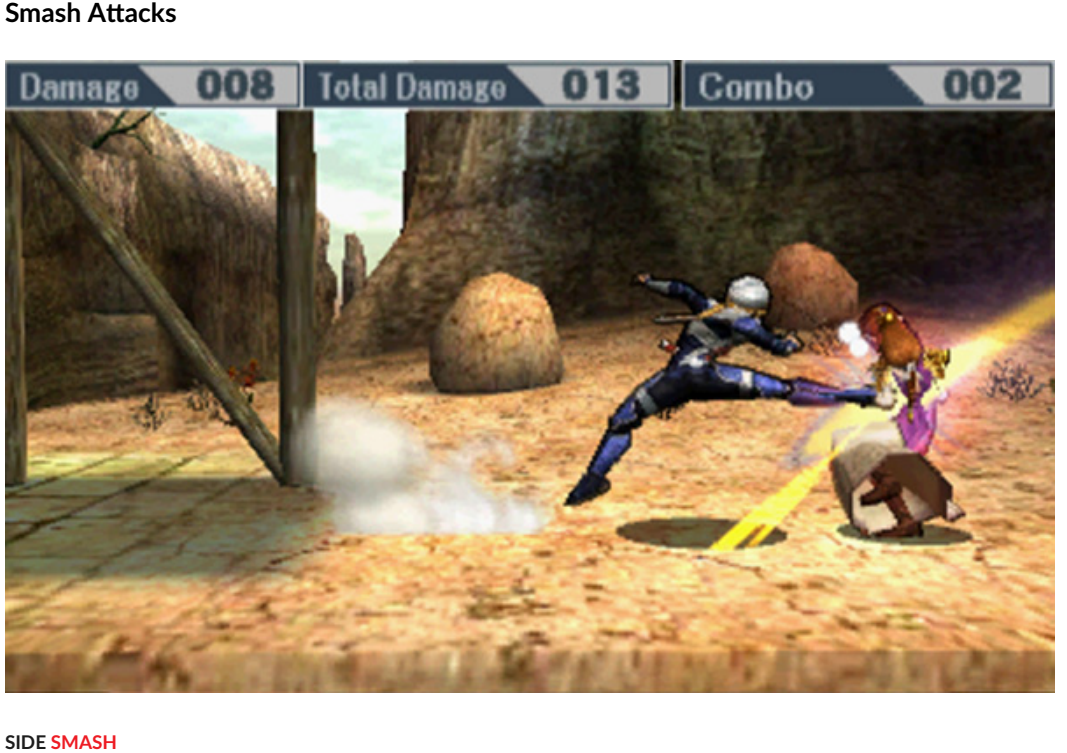
Trophy Description

In *The Legend of Zelda: Ocarina of Time*, Sheik claimed to be a surviving Sheikah. This was just a cunning disguise for Princess Zelda, however, so that she could escape Ganondorf. In *Smash Bros.*, she's the complete opposite of Zelda, striking with fast attacks that can keep an opponent off-balance.

Statistics

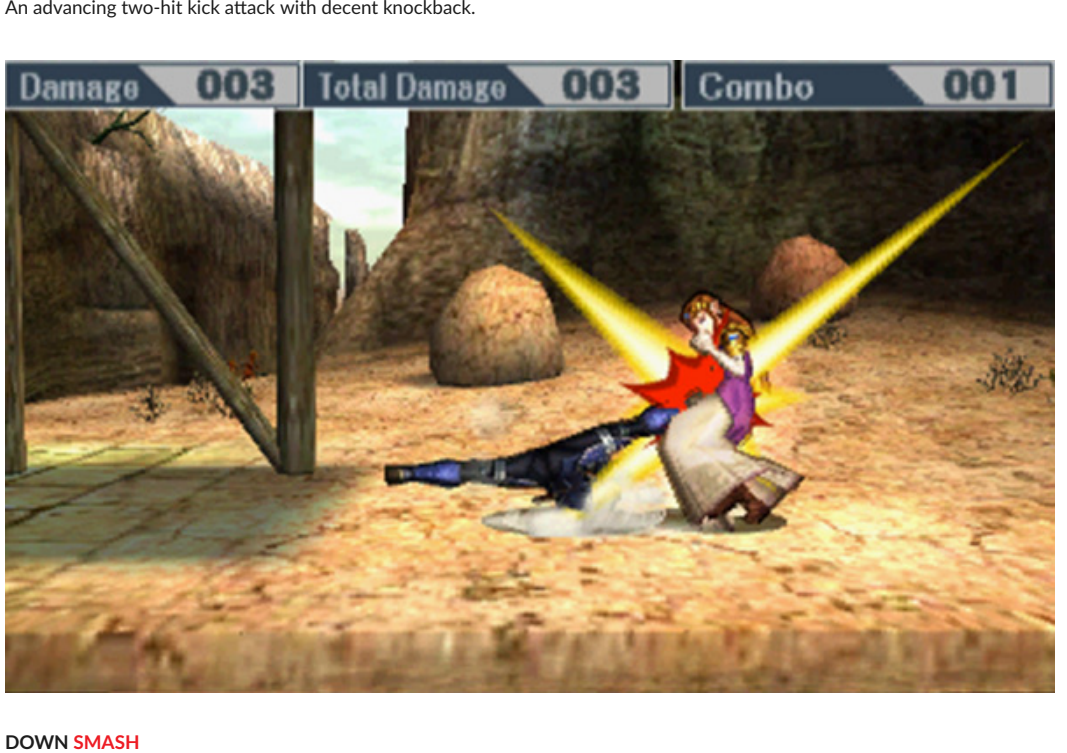
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: Yes
- **Can Crawl**: Yes

Smash Attacks


Damage 008
Total Damage 013
Combo 002

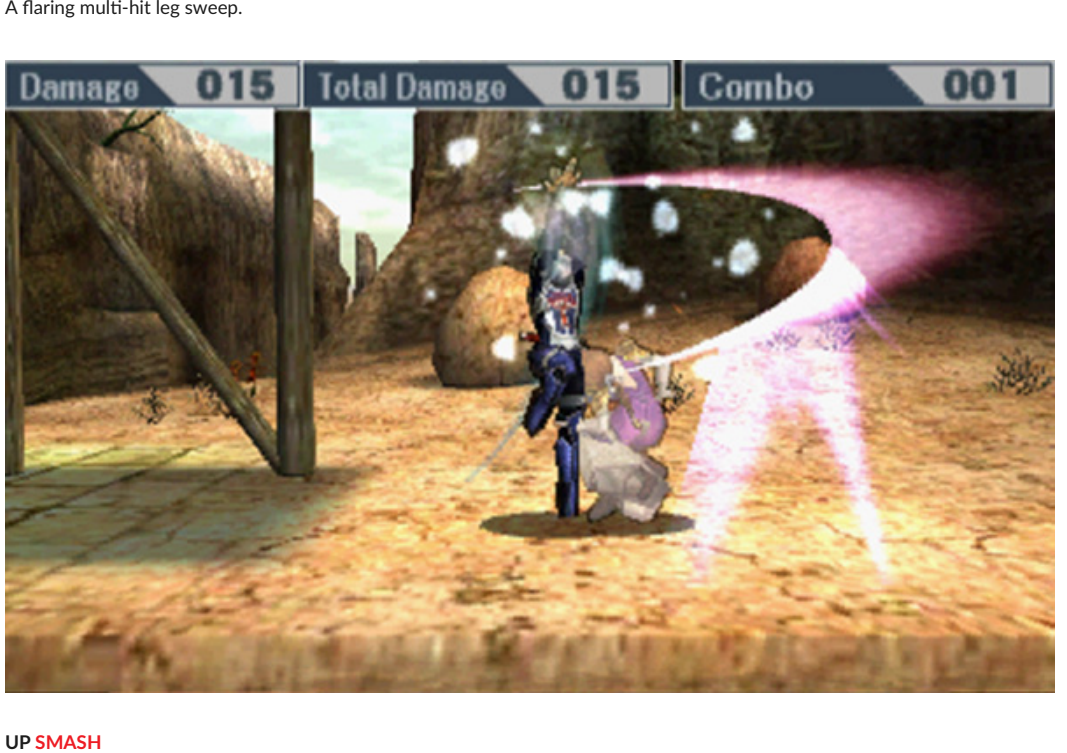
SIDE SMASH

An advancing two-hit kick attack with decent knockback.


Damage 003
Total Damage 003
Combo 001

DOWN SMASH

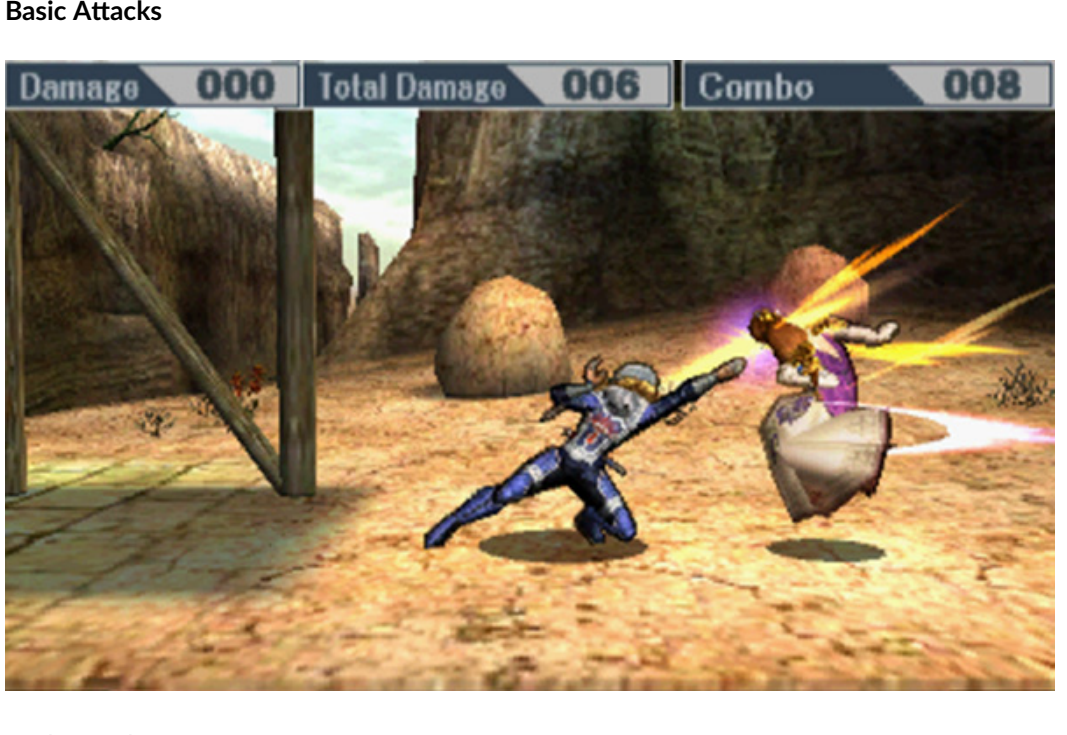
A flaring multi-hit leg sweep.


Damage 015
Total Damage 015
Combo 001

UP SMASH

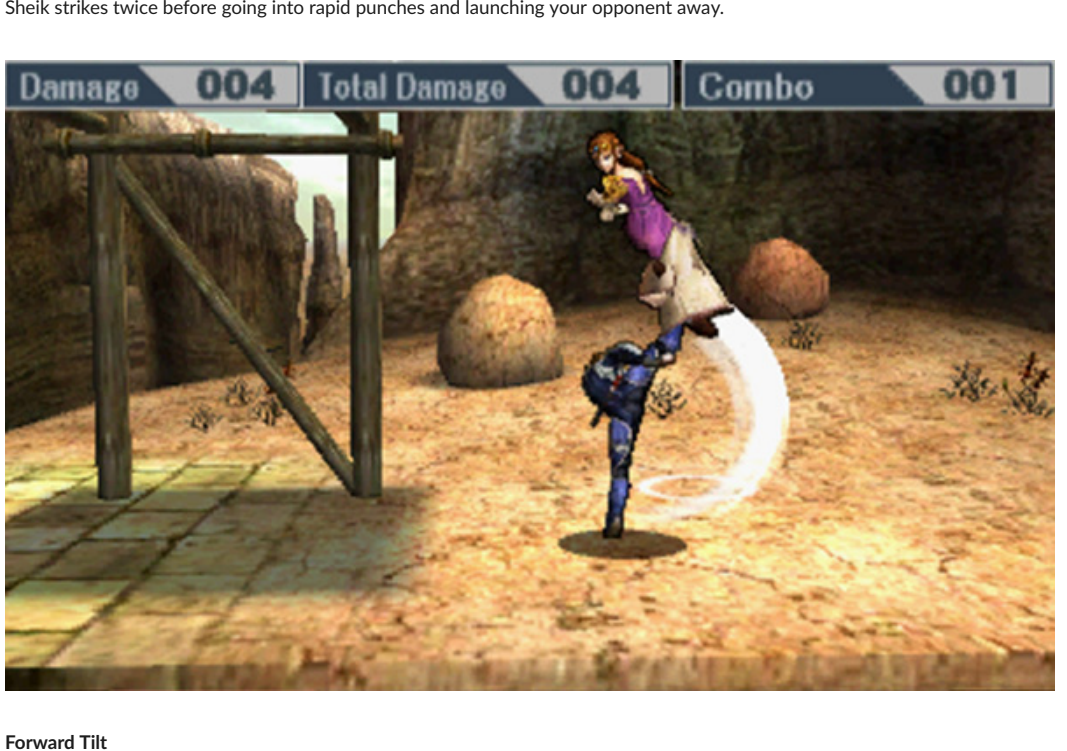
Sheik lifts her hands as an attack before striking down to either side. Combos for big damage, but the first hit does significantly more damage.

Basic Attacks


Damage 000
Total Damage 006
Combo 008

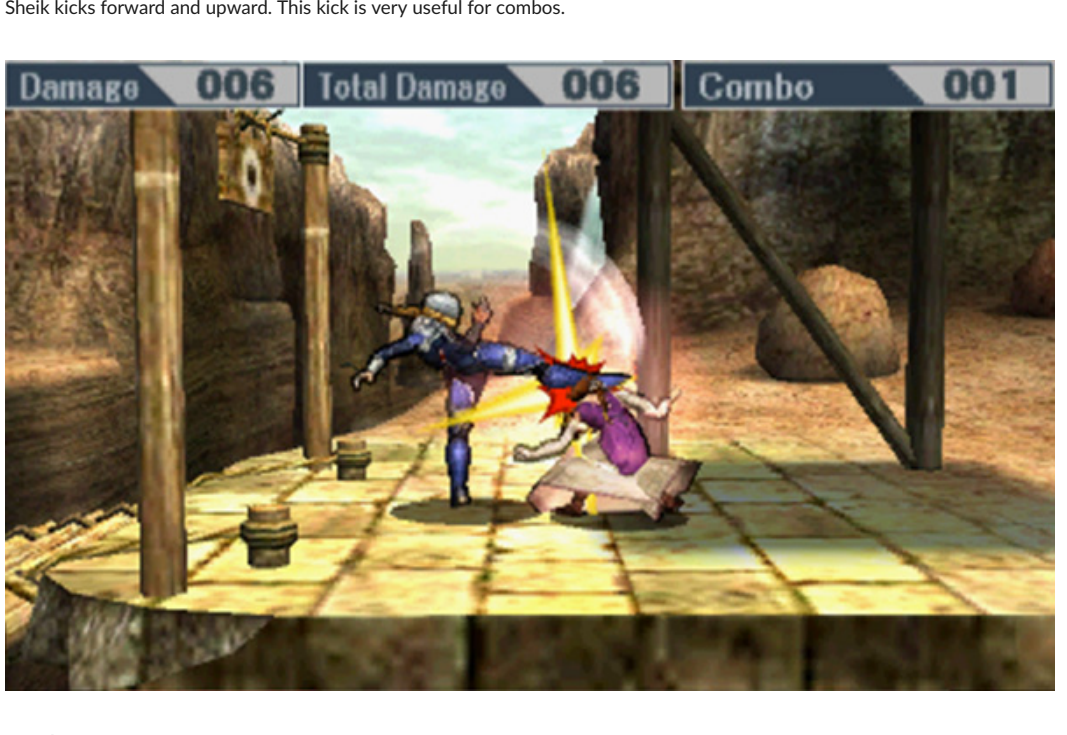
Standing Attack

Sheik strikes twice before going into rapid punches and launching your opponent away.


Damage 004
Total Damage 004
Combo 001

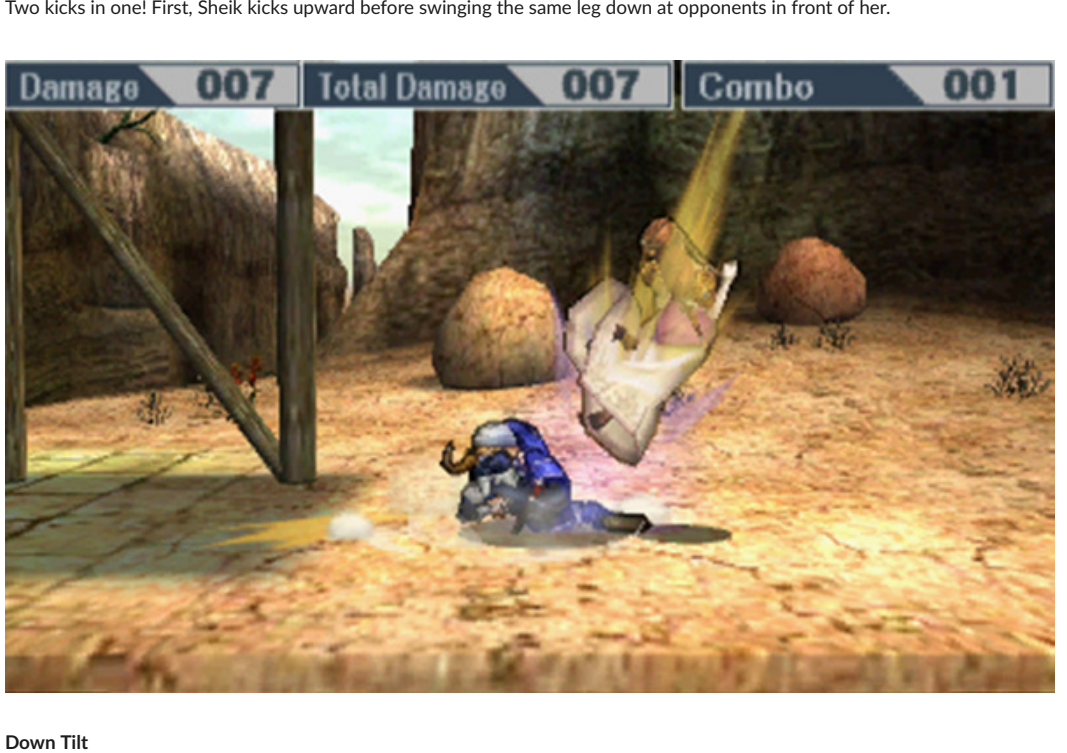
Forward Tilt

Sheik kicks forward and upward. This kick is very useful for combos.


Damage 006
Total Damage 006
Combo 001

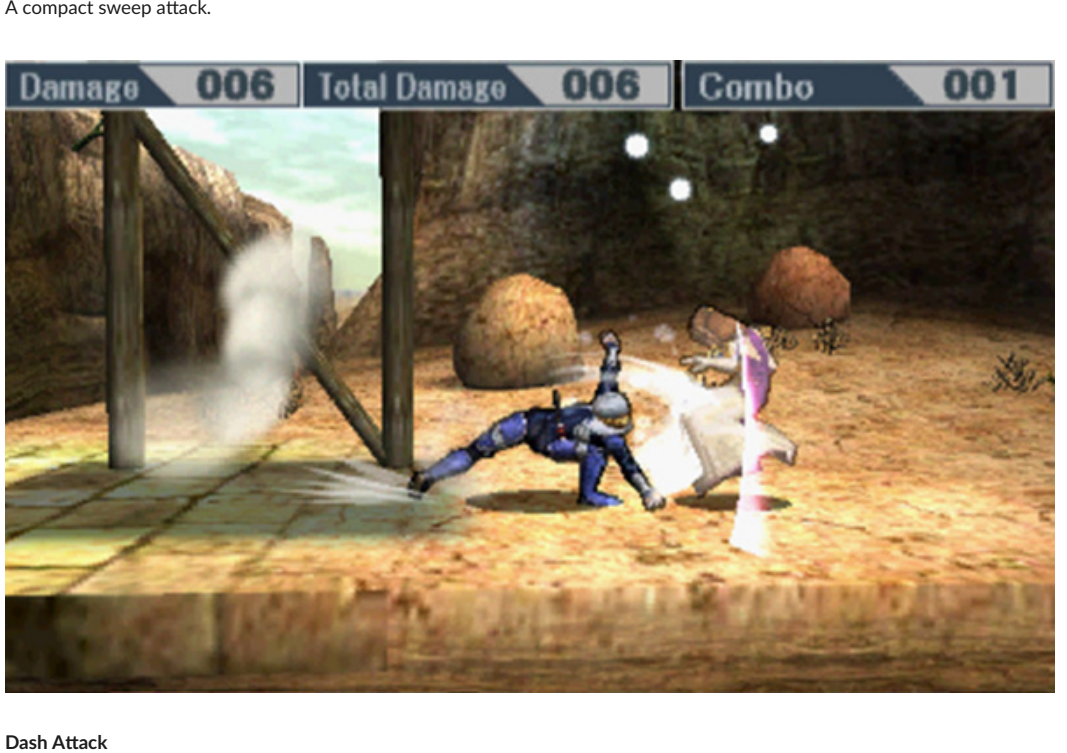
Up Tilt

Two kicks in one! First, Sheik kicks upward before swinging the same leg down at opponents in front of her.


Damage 007
Total Damage 007
Combo 001

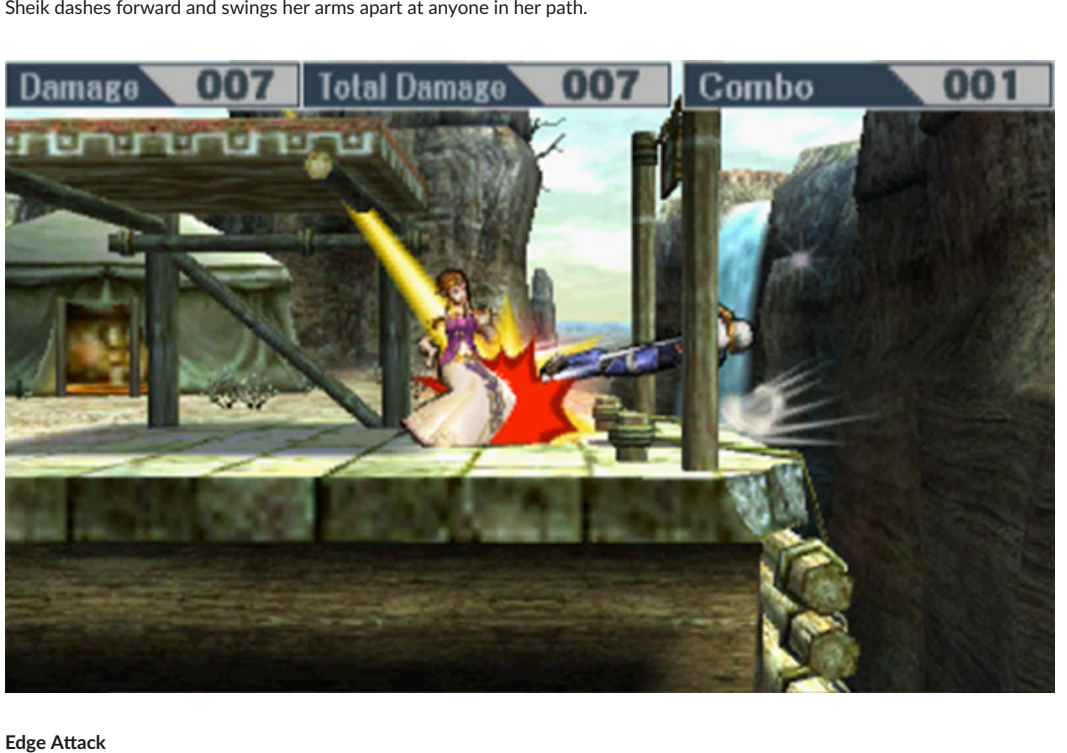
Down Tilt

A compact sweep attack.


Damage 006
Total Damage 006
Combo 001

Dash Attack

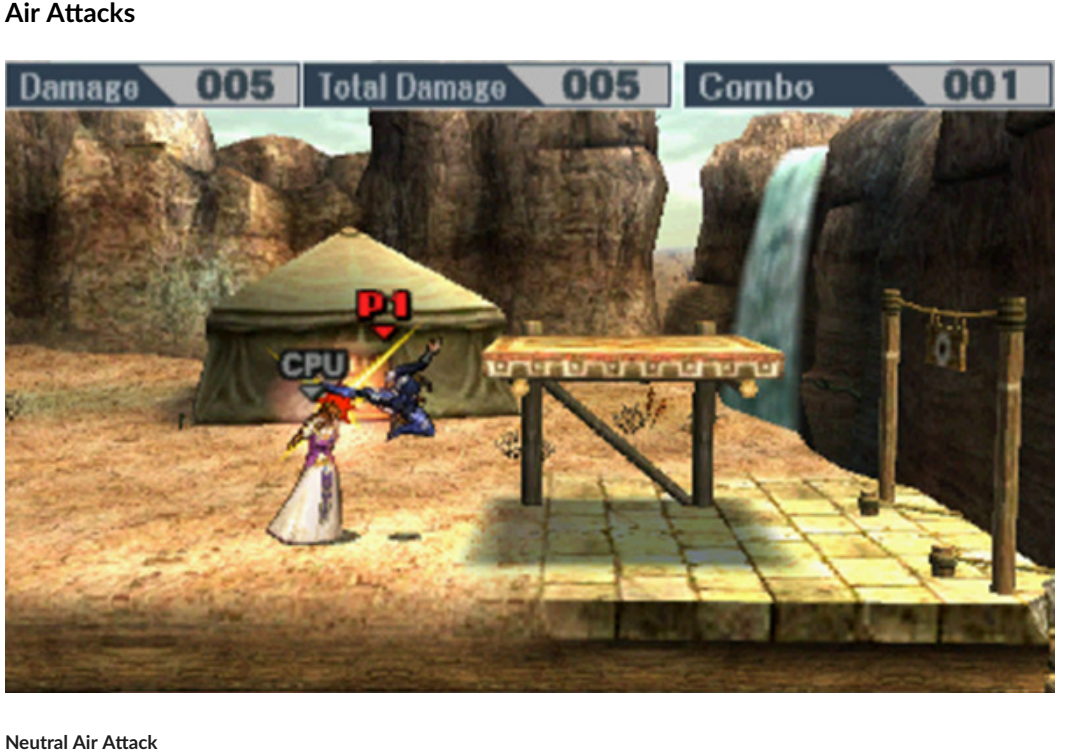
Sheik dashes forward and swings her arms apart at anyone in her path.


Damage 007
Total Damage 007
Combo 001

Edge Attack

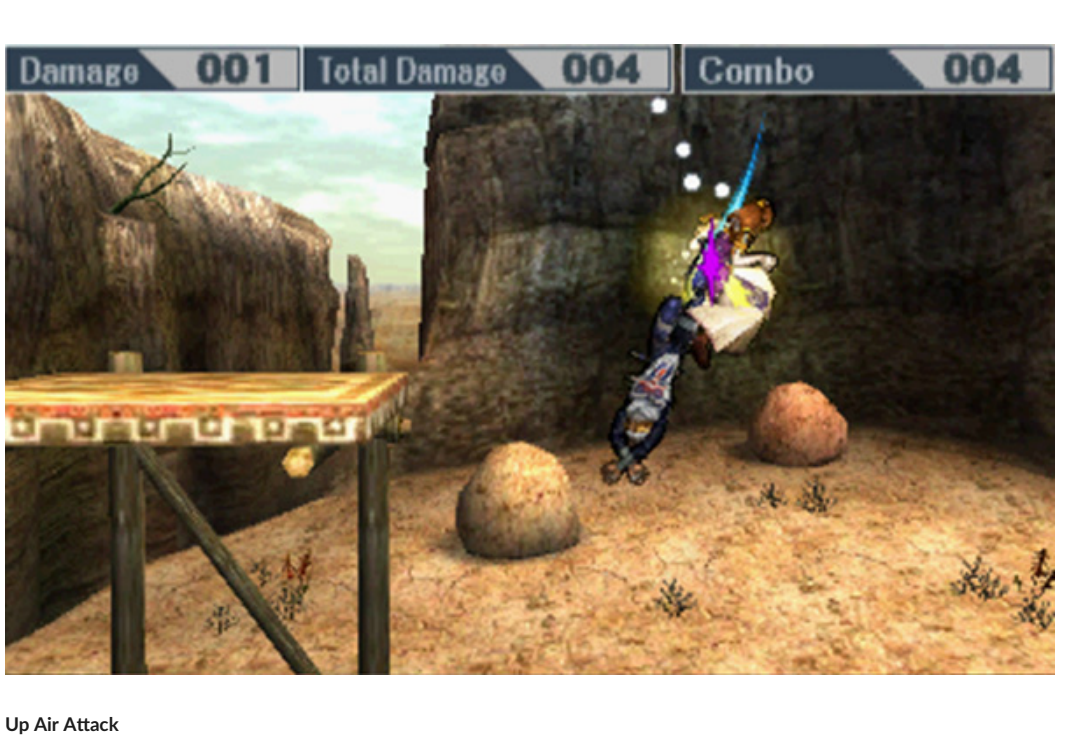
Sheik returns to the stage with a long-range dropkick.

Air Attacks


Damage 005
Total Damage 005
Combo 001
P1
CPU

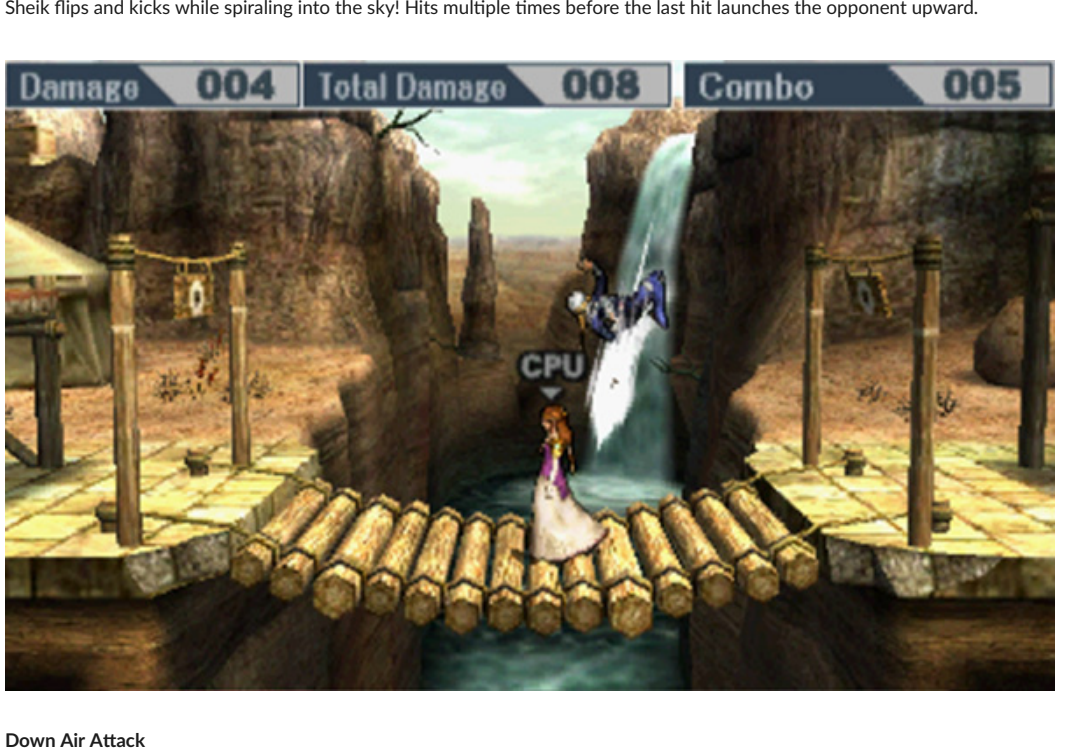
Neutral Air Attack

A jump kick that stays out for a very long time and has very good reach.


Damage 001
Total Damage 004
Combo 004

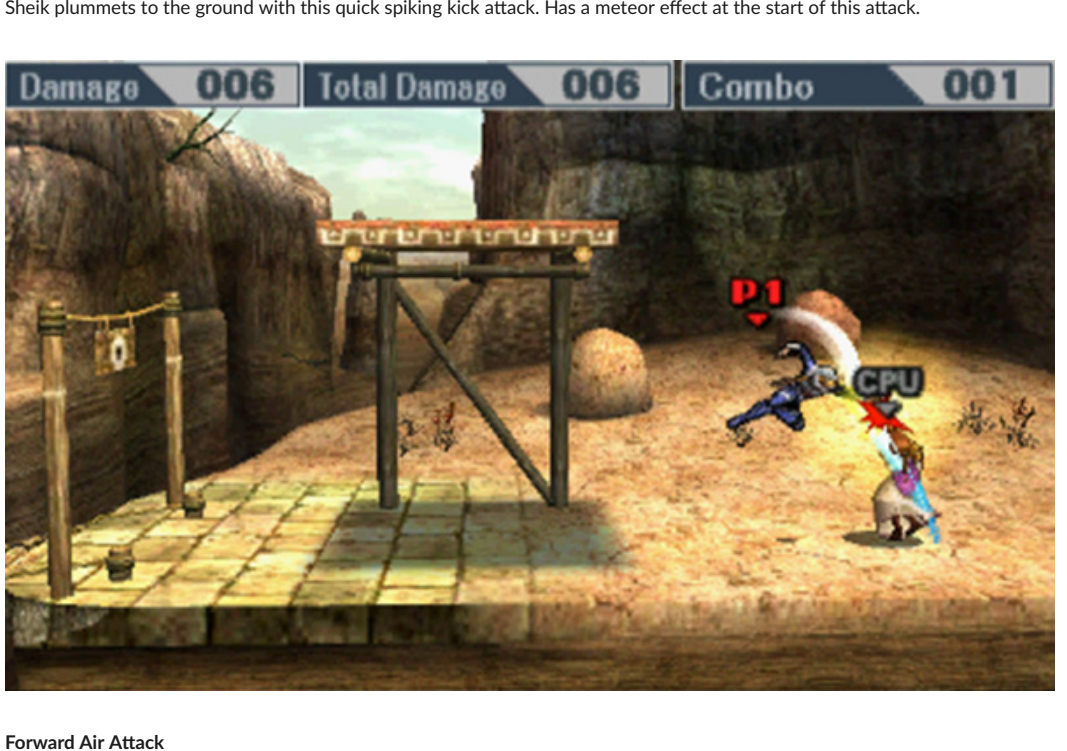
Up Air Attack

Sheik flips and kicks while spiraling into the sky! Hits multiple times before the last hit launches the opponent upward.


Damage 004
Total Damage 008
Combo 005
CPU

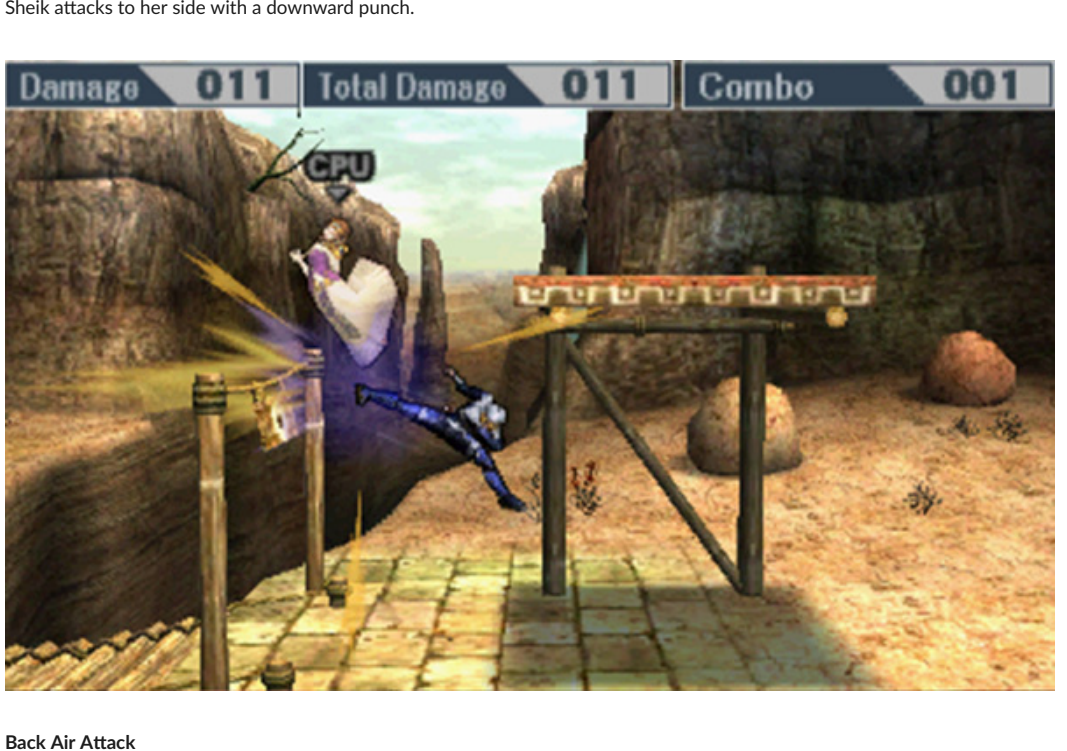
Down Air Attack

Sheik plummets to the ground with this quick spiking kick attack. Has a meteor effect at the start of this attack.


Damage 006
Total Damage 006
Combo 001
P1
CPU

Forward Air Attack

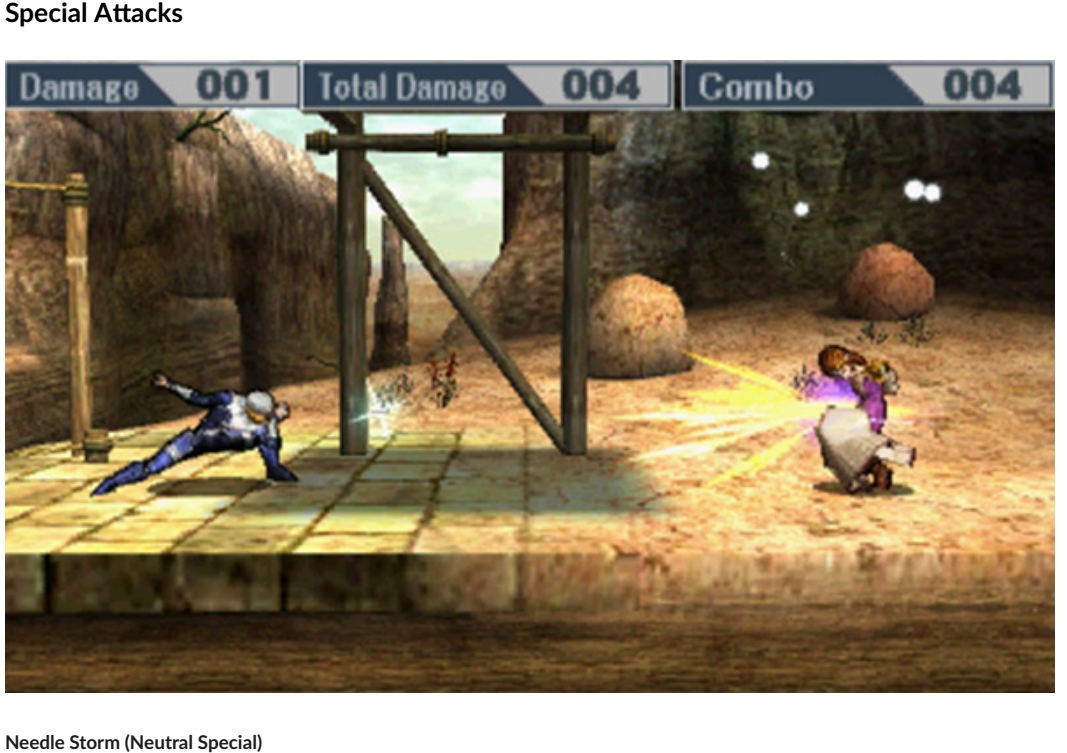
Sheik attacks to her side with a downward punch.


Damage 011
Total Damage 011
Combo 001
CPU

Back Air Attack

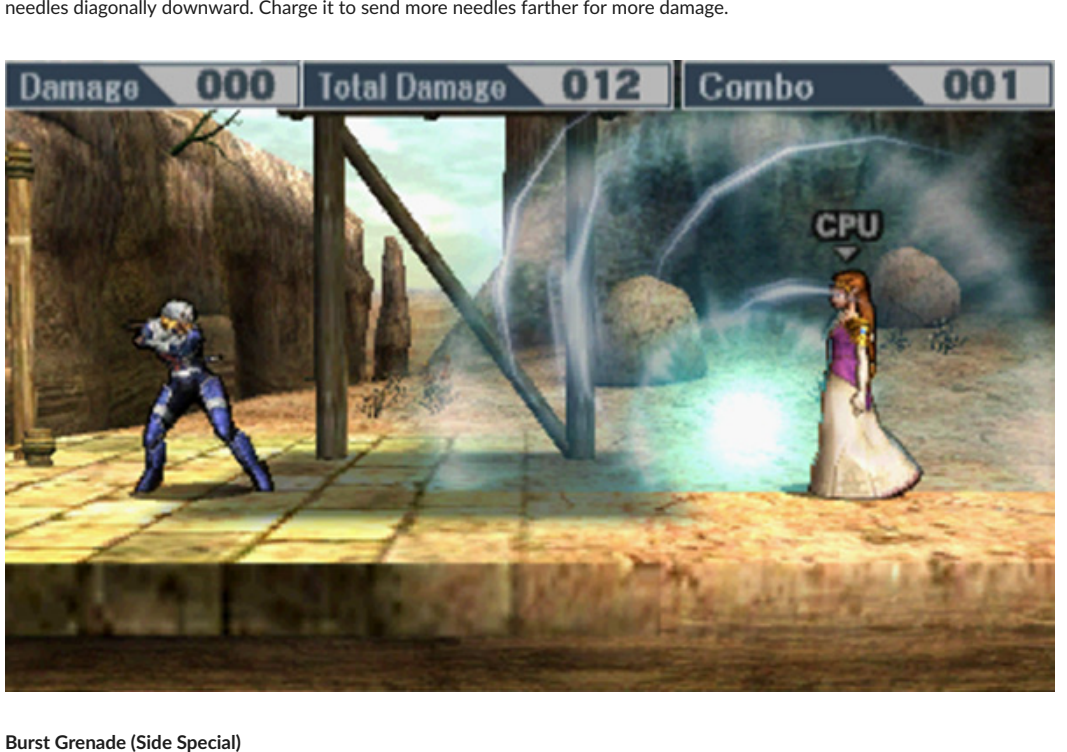
This reverse jump kick has incredible range. Sheik kicks fairly high here, so you'll need to make sure your opponents are higher than Sheik when using this attack.

Special Attacks


Damage 001
Total Damage 004
Combo 004

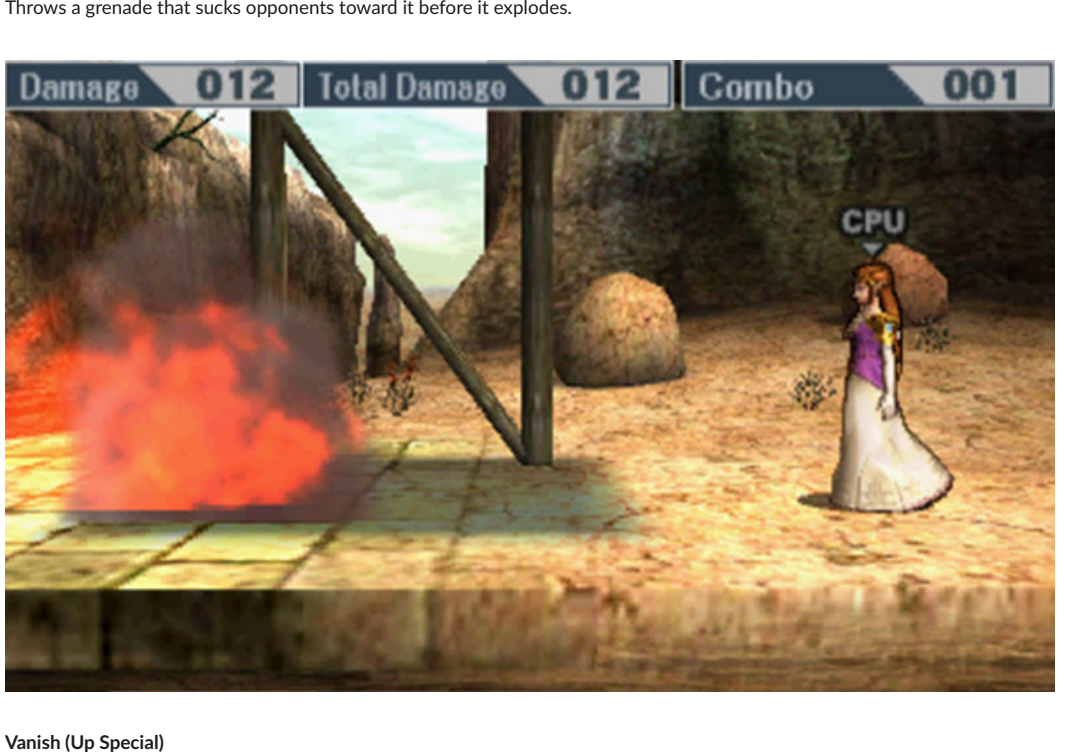
Needle Storm (Neutral Special)

Throws needles at the opponent. While Sheik is grounded, the needles fly forward. While she's airborne, she throws the needles diagonally downward. Charge it to send more needles farther for more damage.


Damage 000
Total Damage 012
Combo 001
CPU

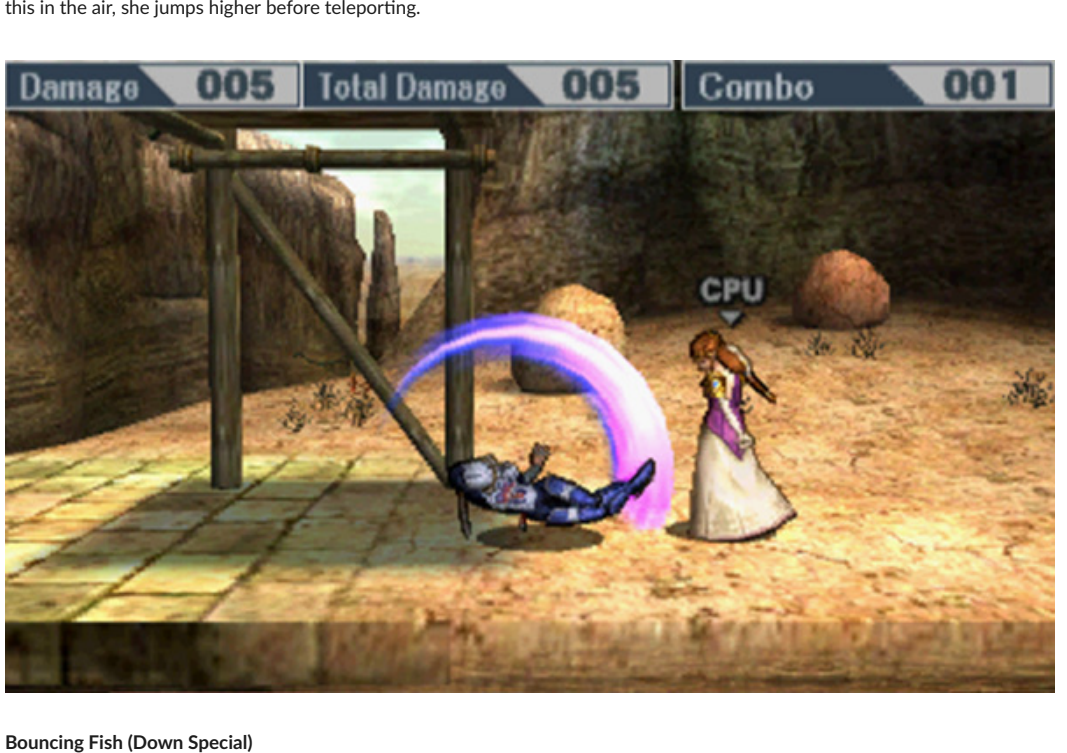
Burst Grenade (Side Special)

Throws a grenade that sucks opponents toward it before it explodes.


Damage 012
Total Damage 012
Combo 001
CPU

Vanish (Up Special)

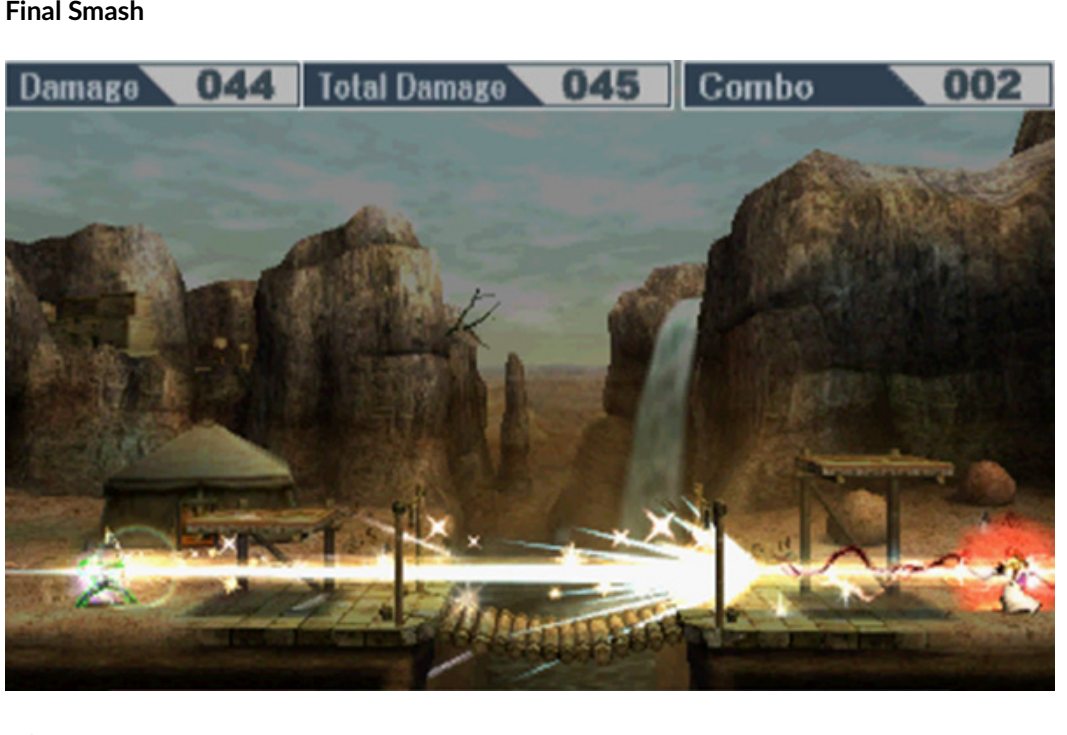
With this teleport, Sheik throws a bomb to the ground before warping to another location of your choosing. When Sheik uses this in the air, she jumps higher before teleporting.


Damage 005
Total Damage 005
Combo 001
CPU

Bouncing Fish (Down Special)

A flipkick attack. If it hits, Sheik will bounce back away from the opponent.

Final Smash


Damage 044
Total Damage 045
Combo 002

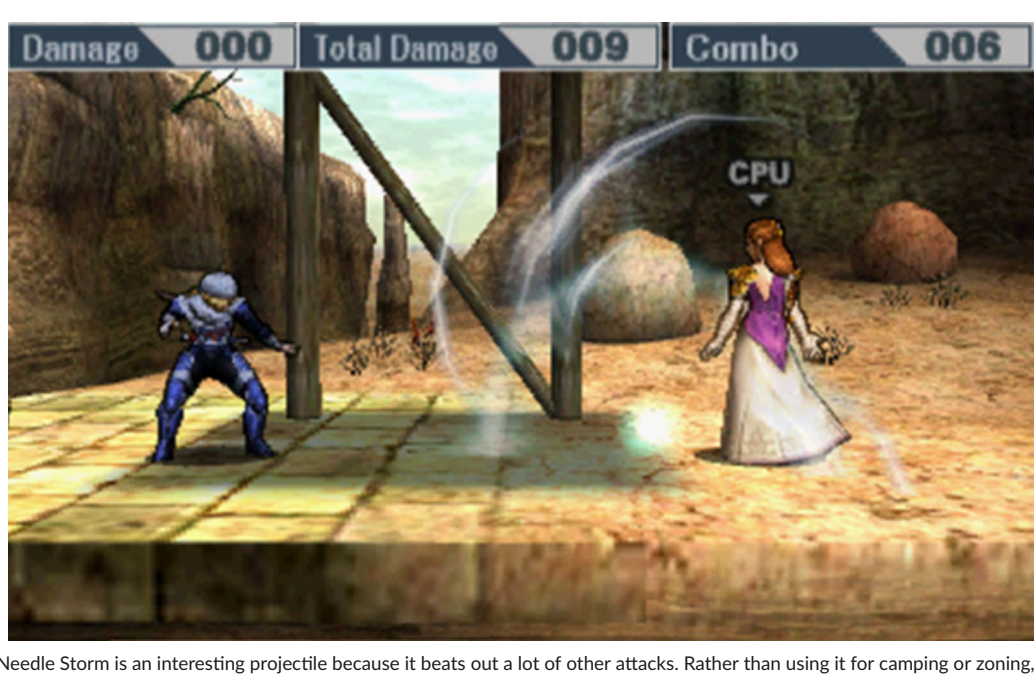
Light Arrow

Sheik pulls out a large bow and fires an arrow across the stage. It hits all targets in its path, but the damage and knockback decrease after each target. The first opponent receives 45% damage, the second receives 34%, and the third receives 25%. The range is incredible, reaching across Gerudo Valley. This Final Smash differs from Zelda's in that the knockback is much more horizontal, and the damage is much higher. This makes Sheik's version a little more useful when trying to push players off a side.

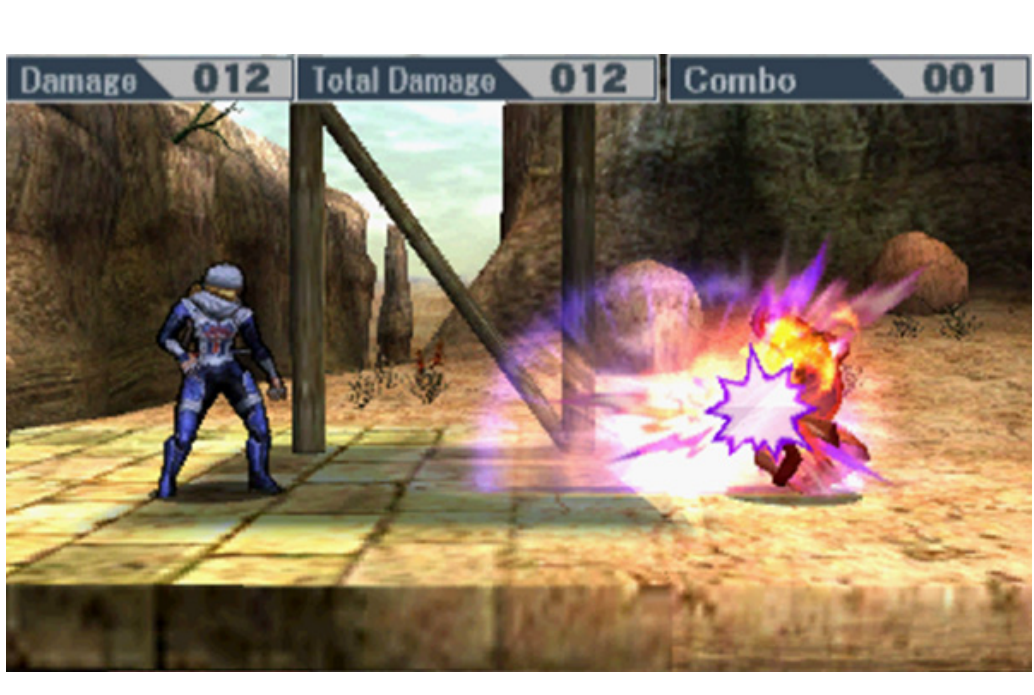
Strategy

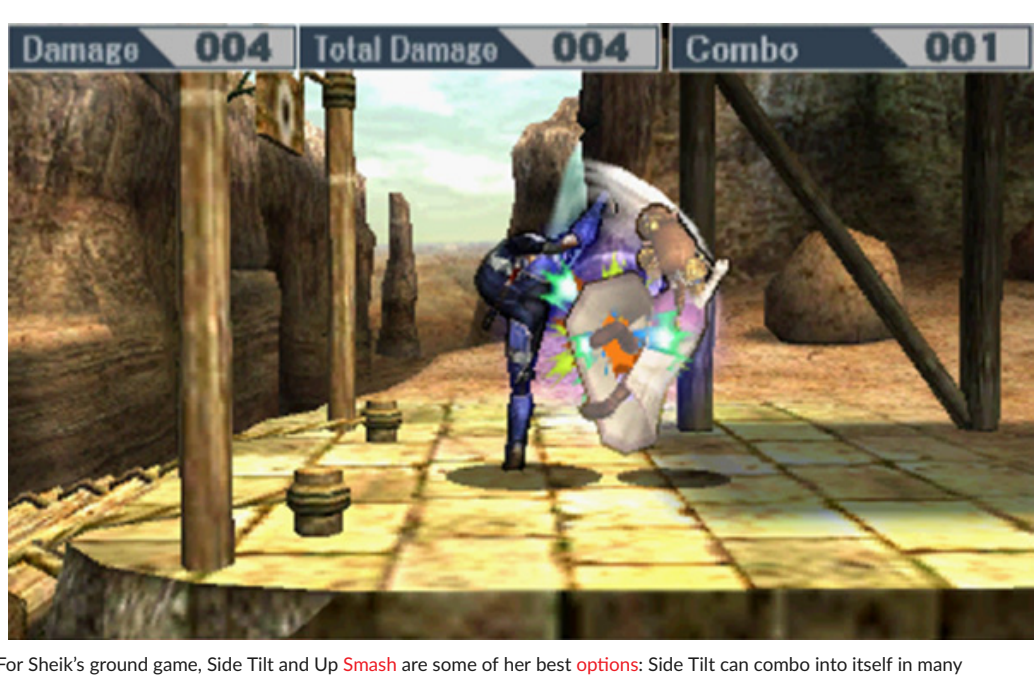
Sheik is an incredibly fast, average-weight character—she weighs more than Zelda now! Her mobility is increased with Vanish, allowing her to teleport while still inflicting damage to those around her. Bouncing Fish can be useful for air mobility as well. Additionally, Sheik can crawl, wall cling, and wall jump, giving her options most other characters don't have. With these options, plus Vanish and Bouncing Fish, Sheik has fairly good recovery. With her speed and mobility, she has no problem racking up damage on opponents, but she lacks strong options to KO them.

Damage 001
Total Damage 007
Combo 005
P1
CPU


Damage 000
Total Damage 009
Combo 006
CPU

Needle Storm is an interesting projectile because it beats out a lot of other attacks. Rather than using it for camping or zoning, consider using it to interrupt your opponents as they approach. This can leave them open for Side Smash or Dash Attack. Burst Grenade is also interesting because it creates a bit of a vortex, sucking opponents in. Of course, if your opponent is sucked toward you, be sure to keep your offense up with your jab, Forward Tilt, throws, or aerial attacks. From Down Throw or Up Throw, chasing your opponents with Up Air is a strong option. While Vanish is good for distancing yourself from opponents or for recovering, it can also be used offensively. Try using it close to the ground and do it downward. If you're able to combo it into itself, you can get up to 17% damage!

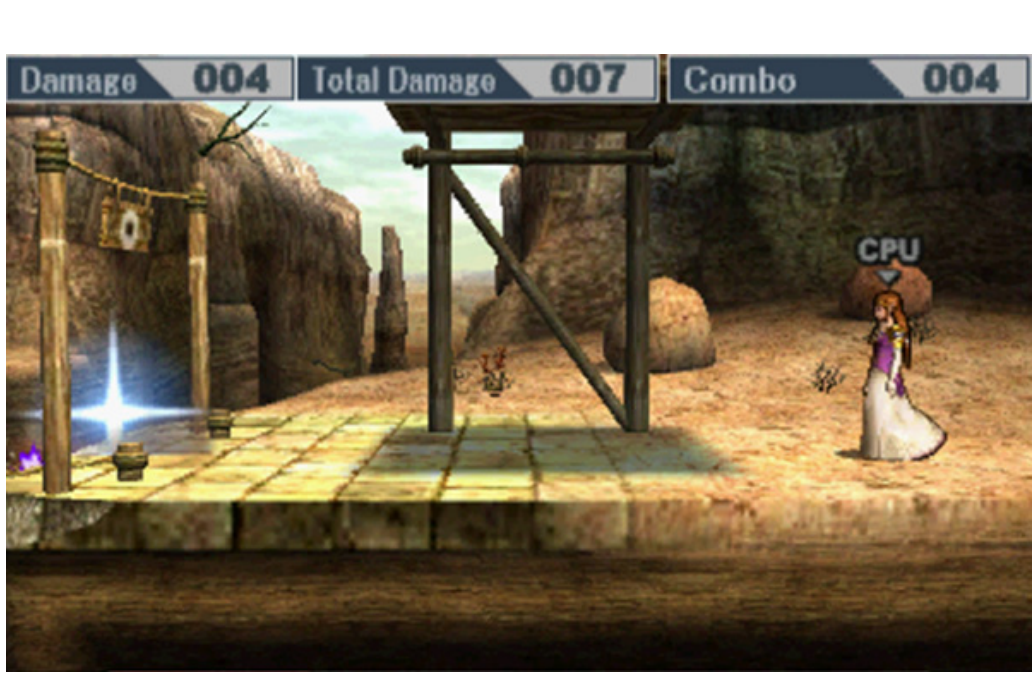

Damage 012
Total Damage 012
Combo 001

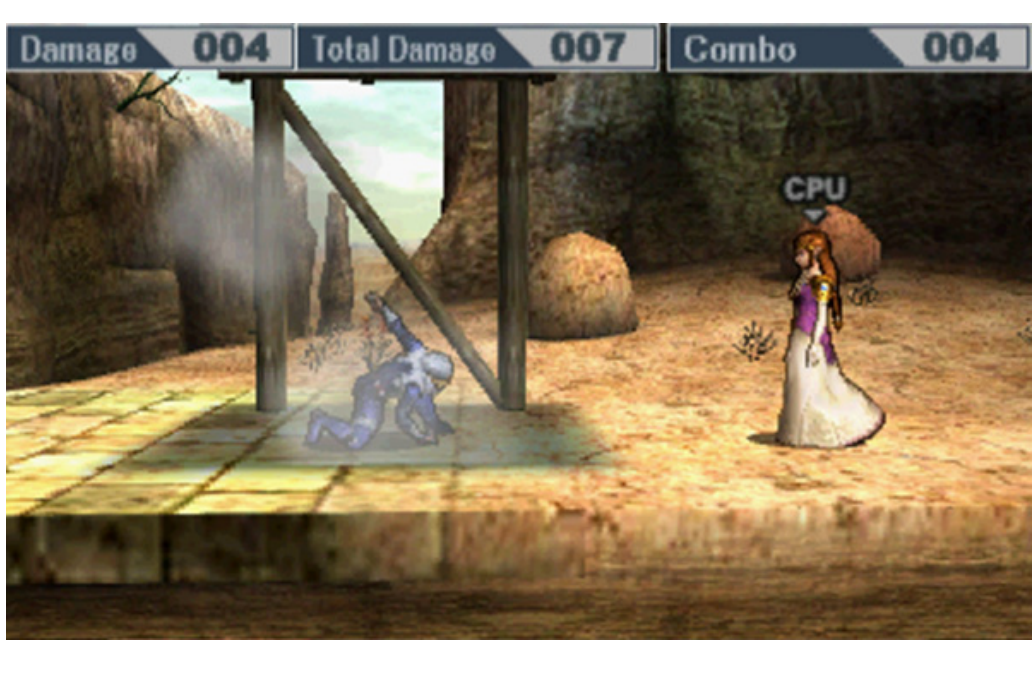

Damage 004
Total Damage 004
Combo 001

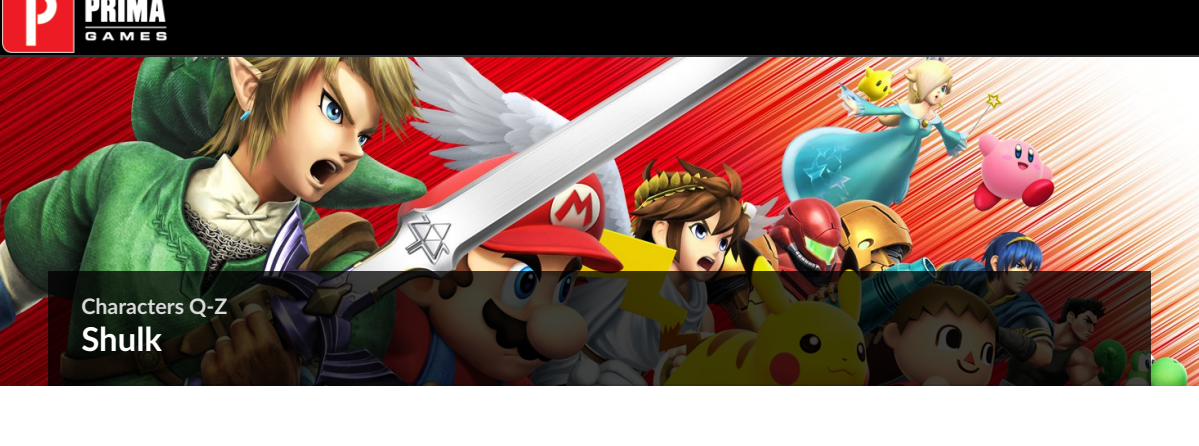
For Sheik's ground game, Side Tilt and Up Smash are some of her best options: Side Tilt can combo into itself in many situations, and Up Smash is by far Sheik's most damaging attack. Additionally, Up Smash has invincibility on Sheik's head and arms while attacking. For aerial attacks, Down Air is of note because of its meteor effect at the start of the attack. The majority of its damage is done when hitting opponents in the air, not during its landing. Sheik's Back Air is also notable, as it has great range and comparatively high damage. Up Air is useful if you find opponents up near the top of a stage, but in general use it for racking up damage instead of knocking opponents out. For edge-guarding, Sheik's best options are to chase off-stage with her aerial attacks. Back Air is your best bet, but look to use Neutral Air and Forward Air as well, depending on your positioning. Since Sheik's recovery is above average, you can afford to be more aggressive while chasing off-stage. If you prefer a safer but less effective approach, use your Needle Storm and Burst Grenades to disrupt your opponent's recovery.

Recovery

Sheik's two primary recovery options are her Vanish and Bouncing Fish. Vanish is the most useful, as it allows both horizontal and vertical recovery. And dealing damage both before and after the teleport is a great option. Sheik's second option is Bouncing Fish, which is a flipkick attack that covers good horizontal distance—just make sure you're facing the right way! Don't forget to use wall jump or wall cling when possible as well.


Damage 004
Total Damage 007
Combo 004
CPU


Damage 004
Total Damage 007
Combo 004
CPU



Shulk

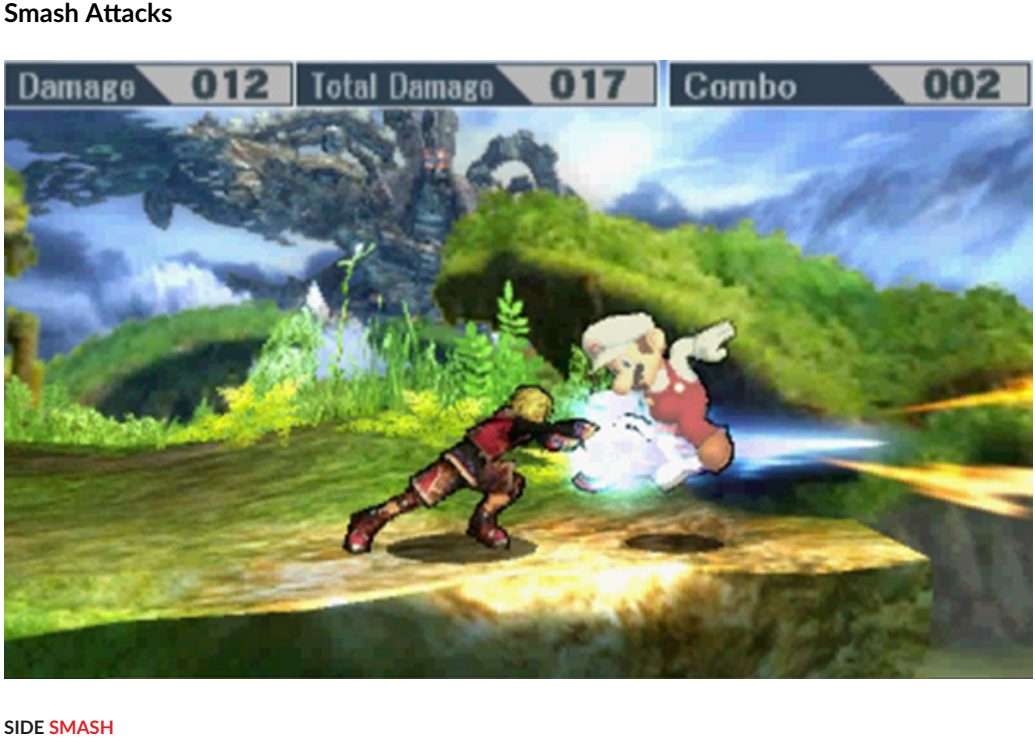
Trophy Description

In *Xenoblade Chronicles*, this young lad's colony is attacked by the Mechon, so he and his friends set off to take them down. In *Smash Bros.*, his Monado Arts let him change his specialization during battle. You can choose to boost a stat—his jump or attack, for example—but other stats might drop as a result, so choose wisely.

Statistics

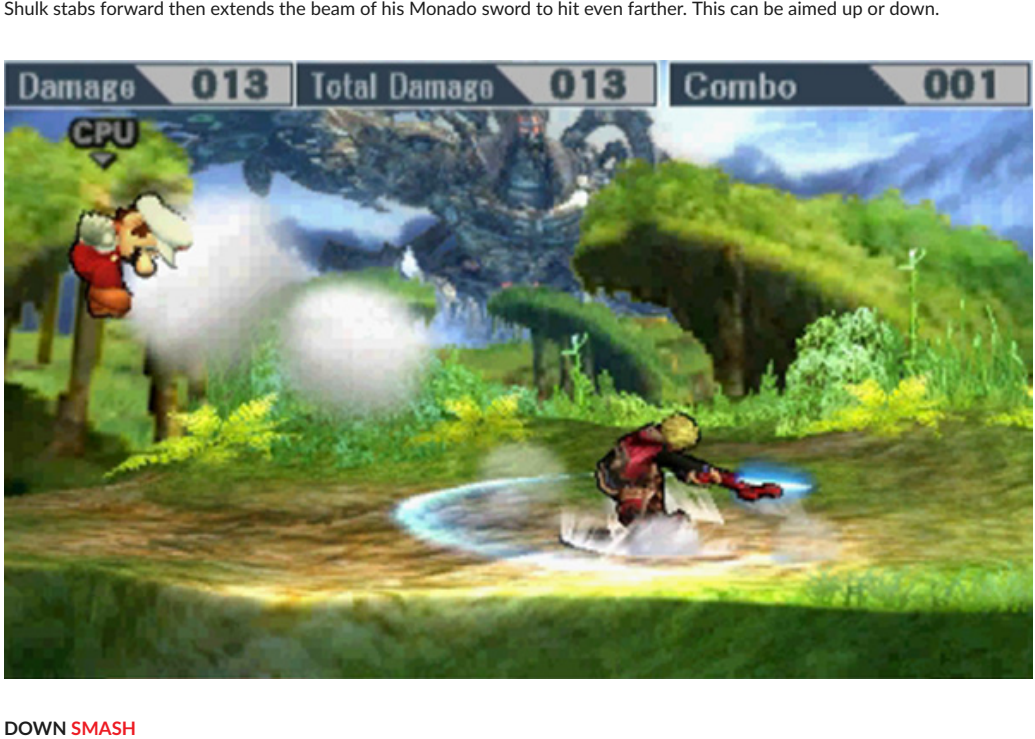
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 012
Total Damage 017
Combo 002

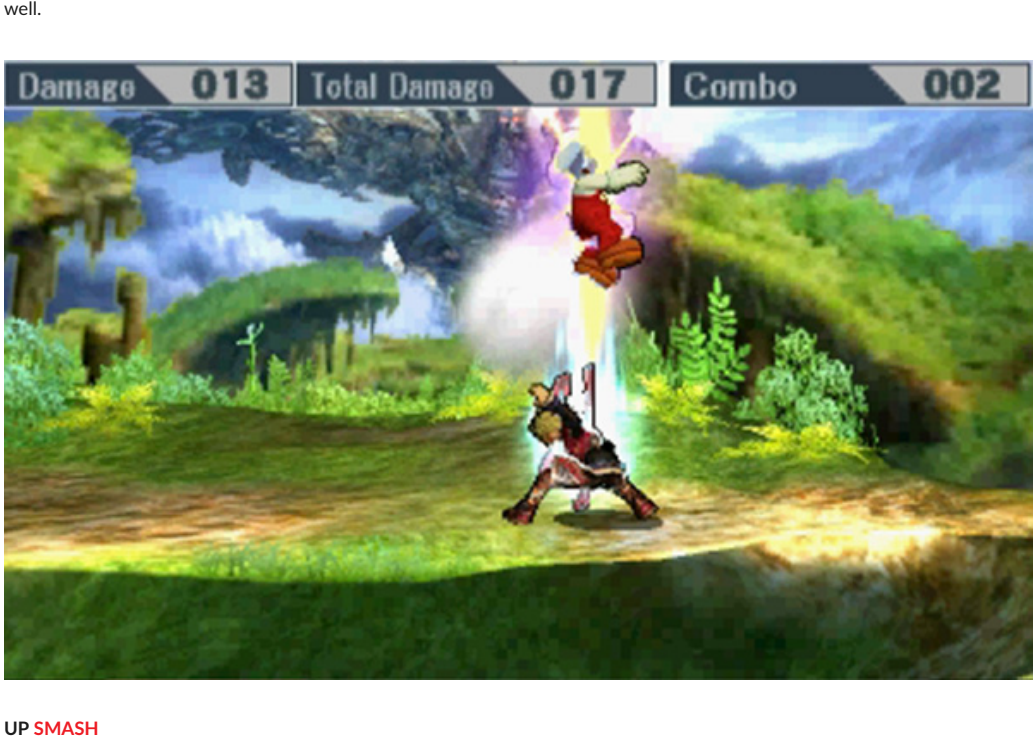
SIDE SMASH

Shulk stabs forward then extends the beam of his Monado sword to hit even farther. This can be aimed up or down.


Damage 013
Total Damage 013
Combo 001
CPU

DOWN SMASH

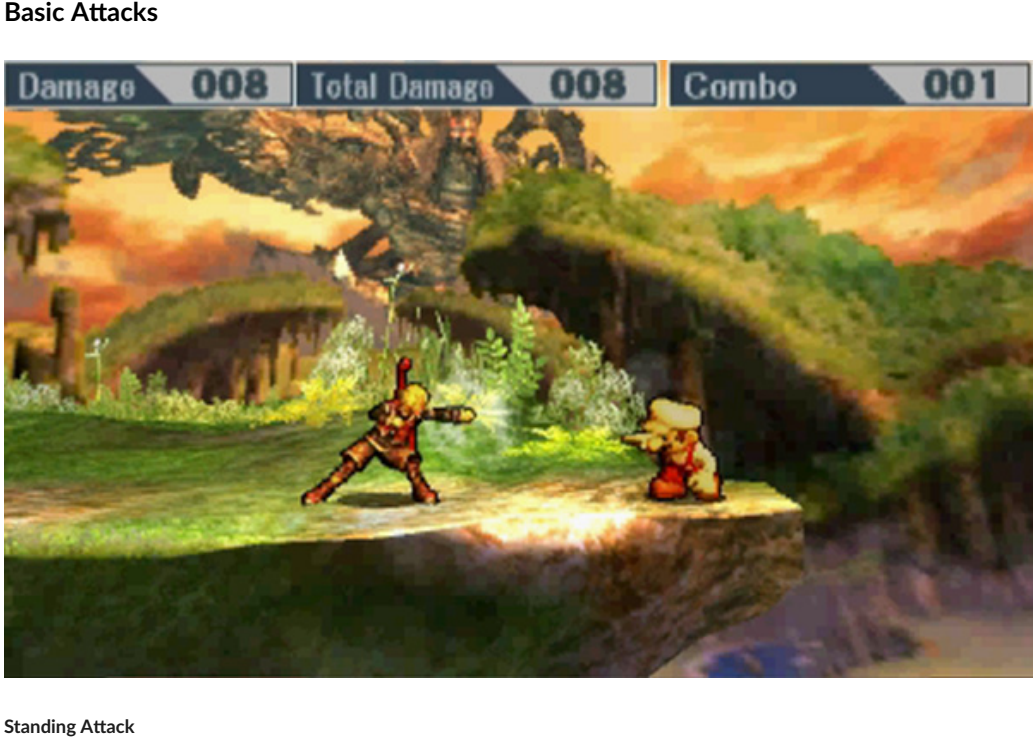
Shulk spins multiple times while swinging his Monado out in a sweeping motion around. Long range but long recovery as well.


Damage 013
Total Damage 017
Combo 002

UP SMASH

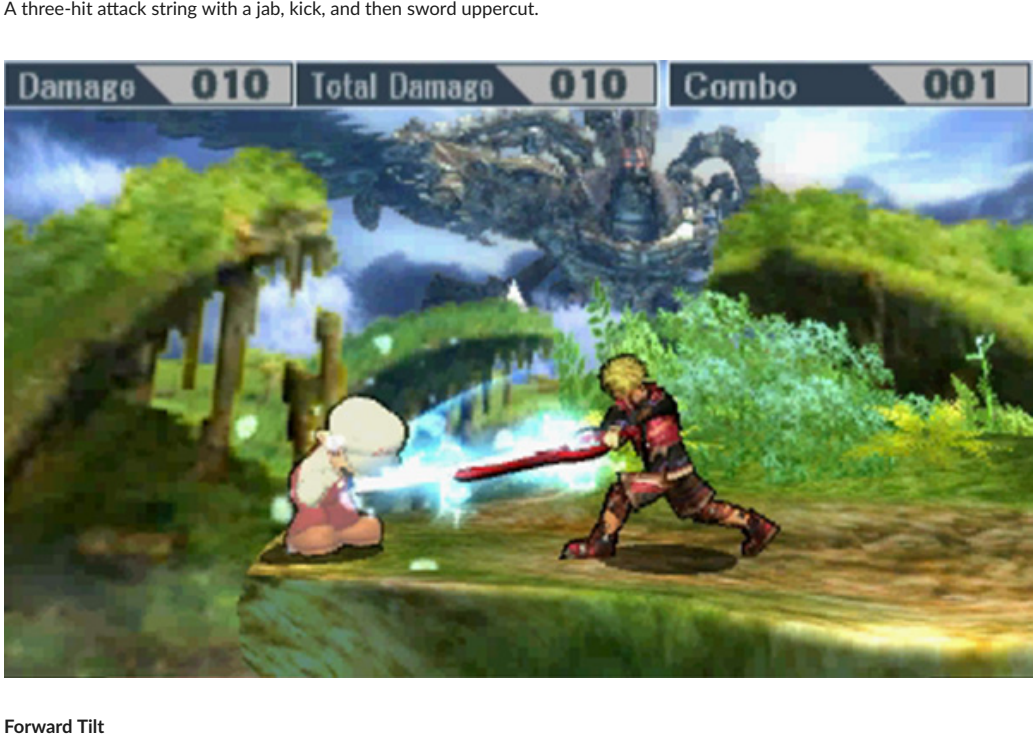
Shulk slams the Monado into the ground while it points upward. The beam then blasts upward, knocking opponents vertically.

Basic Attacks


Damage 008
Total Damage 008
Combo 001

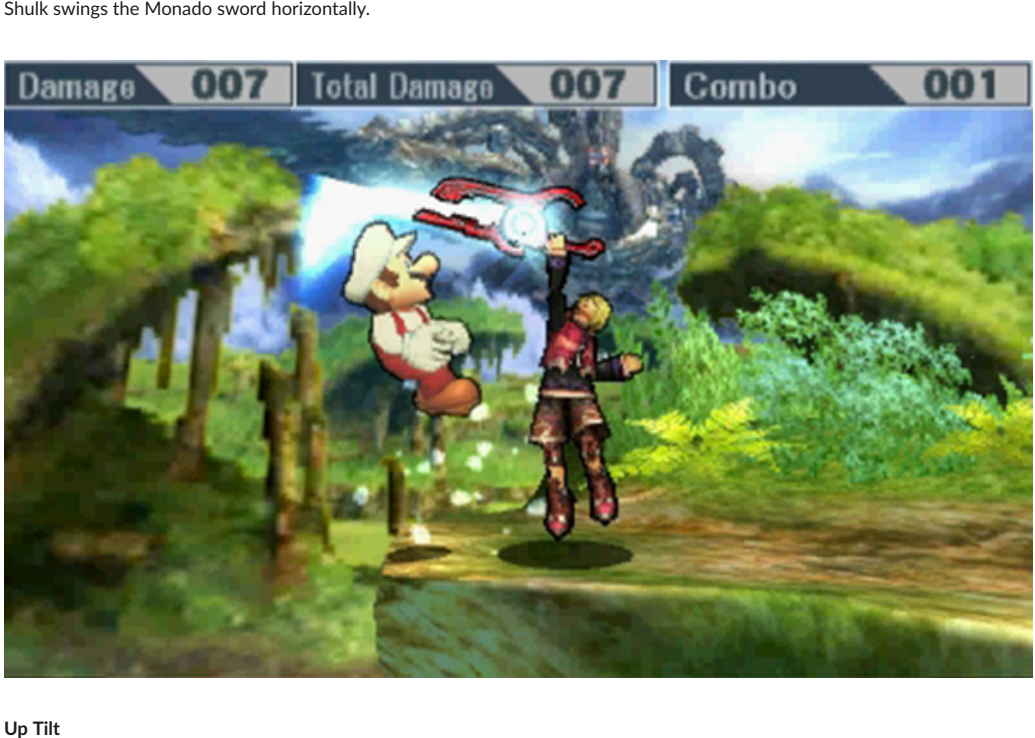
Standing Attack

A three-hit attack string with a jab, kick, and then sword uppercut.


Damage 010
Total Damage 010
Combo 001

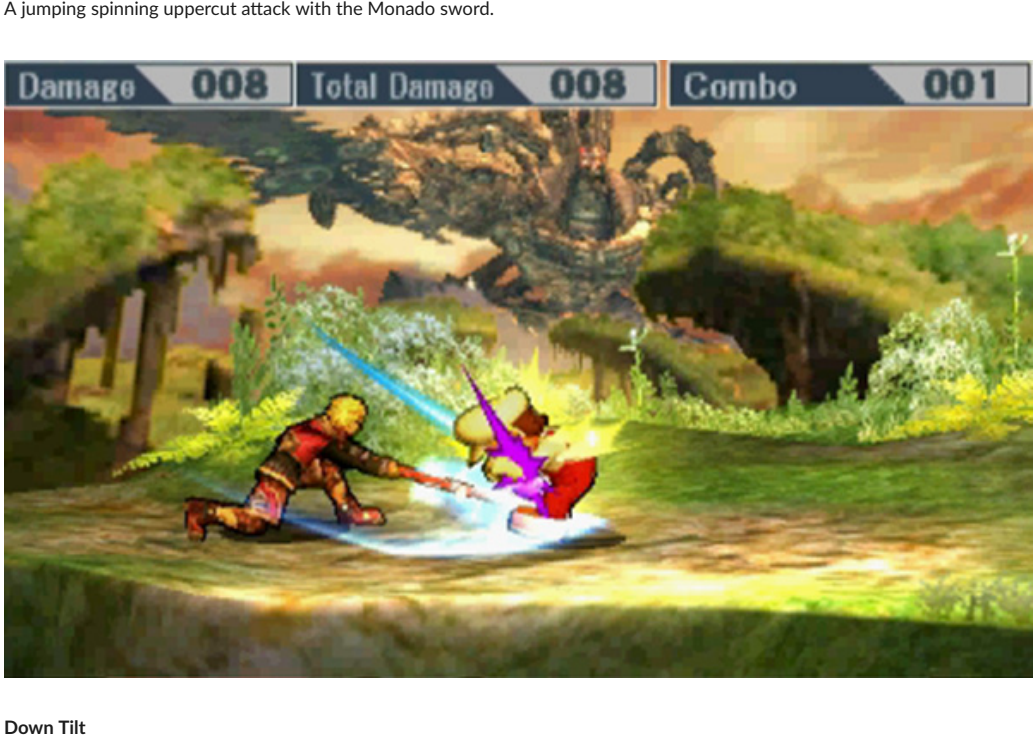
Forward Tilt

Shulk swings the Monado sword horizontally.


Damage 007
Total Damage 007
Combo 001

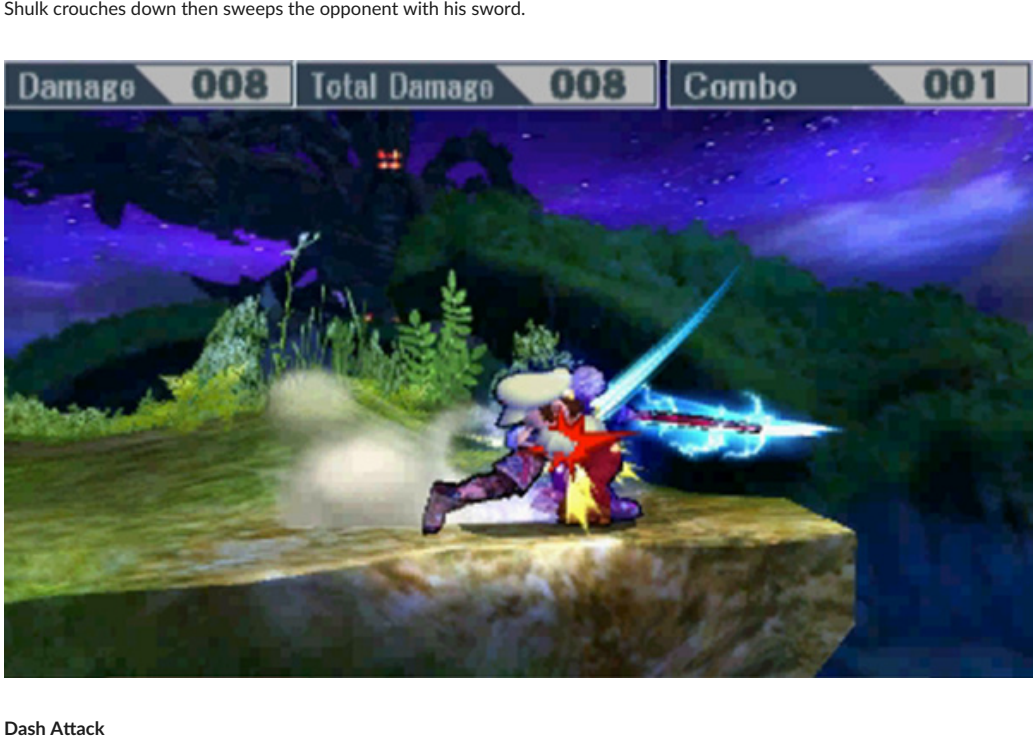
Up Tilt

A jumping spinning uppercut attack with the Monado sword.


Damage 008
Total Damage 008
Combo 001

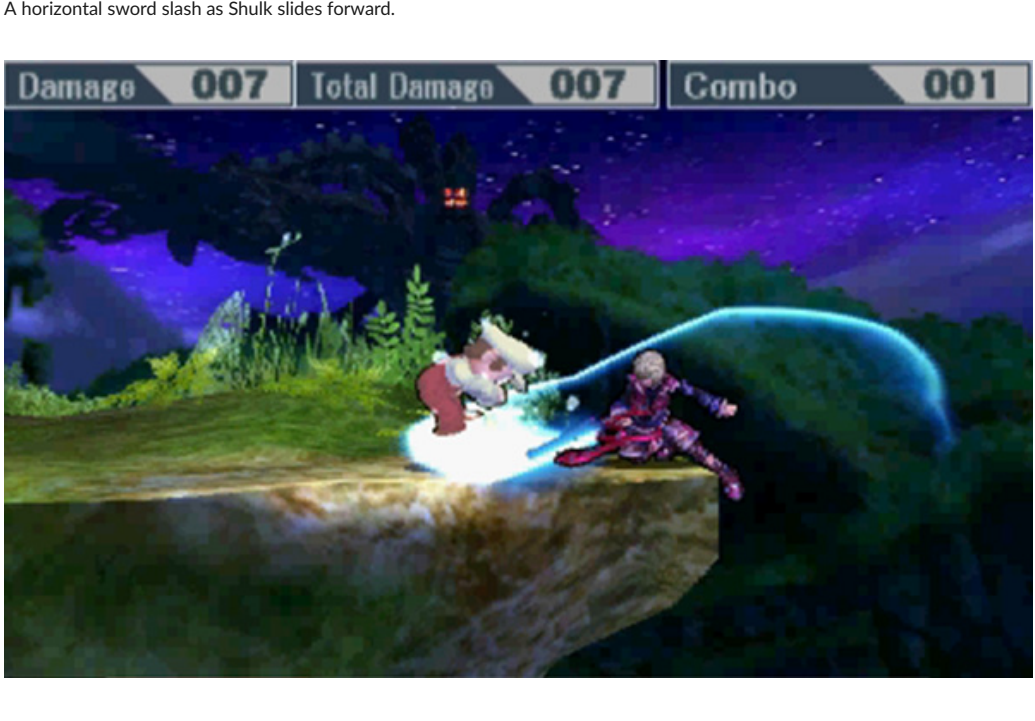
Down Tilt

Shulk crouches down then sweeps the opponent with his sword.


Damage 008
Total Damage 008
Combo 001

Dash Attack

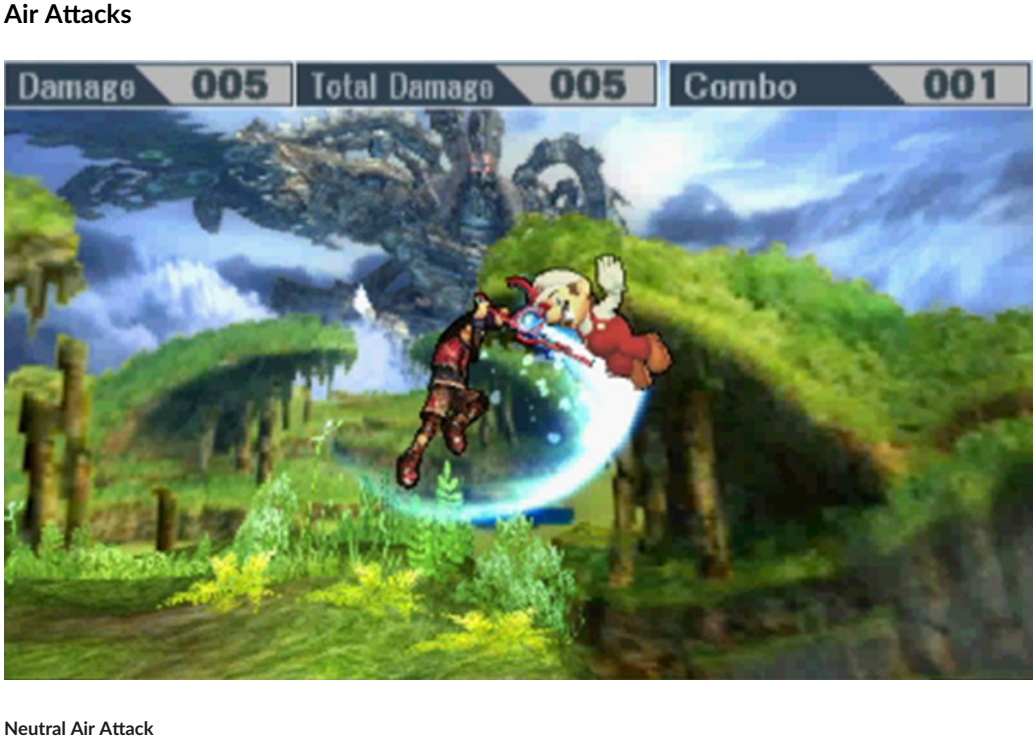
A horizontal sword slash as Shulk slides forward.


Damage 007
Total Damage 007
Combo 001

Edge Attack

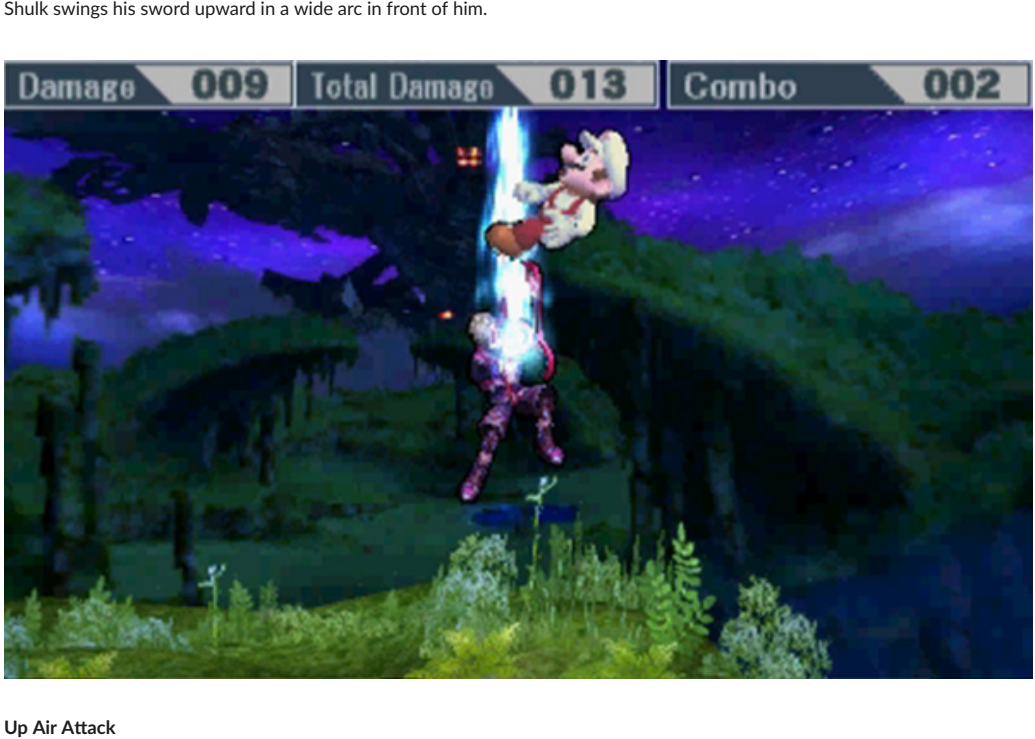
Shulk returns to the stage with a sweeping sword strike similar to his Down Tilt.

Air Attacks


Damage 005
Total Damage 005
Combo 001

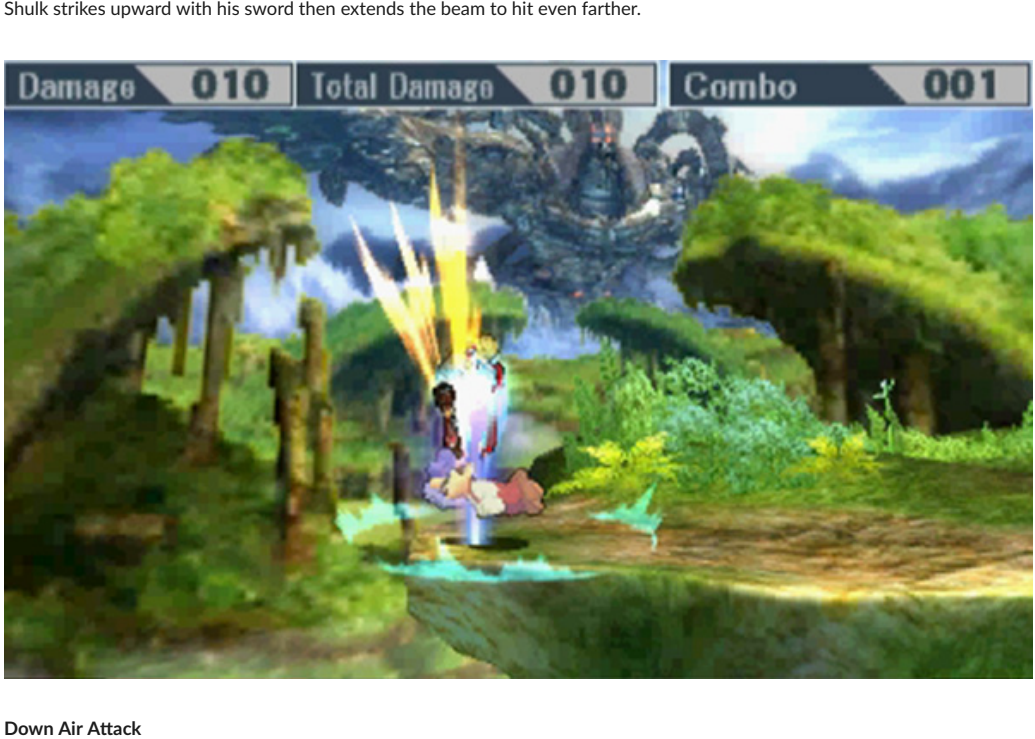
Neutral Air Attack

Shulk swings his sword upward in a wide arc in front of him.


Damage 009
Total Damage 013
Combo 002

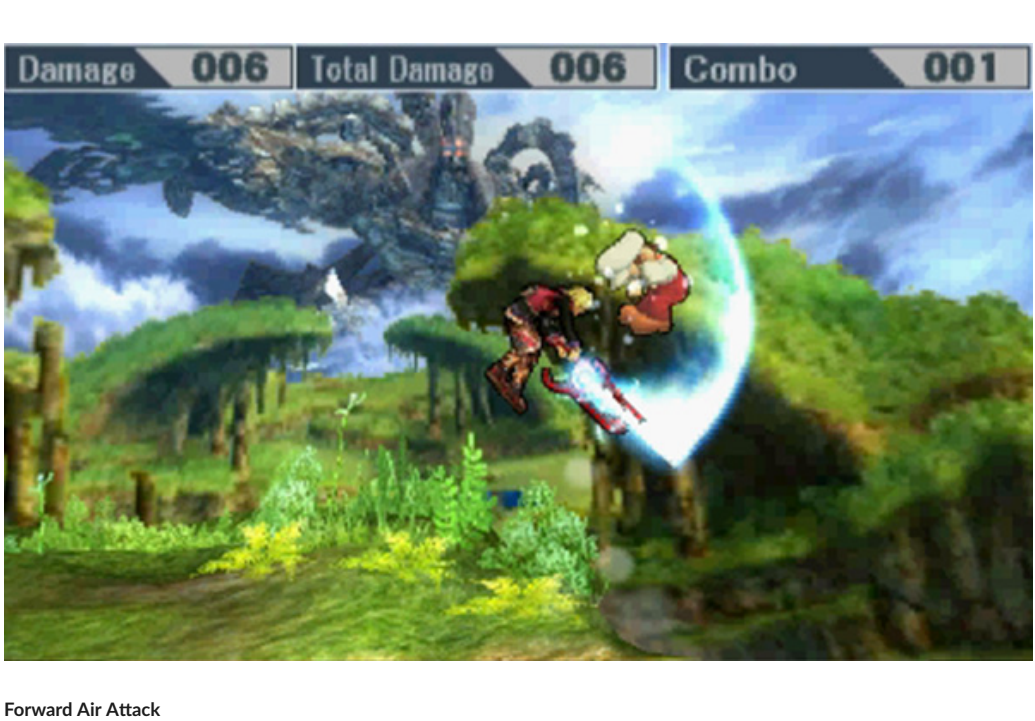
Up Air Attack

Shulk strikes upward with his sword then extends the beam to hit even farther.


Damage 010
Total Damage 010
Combo 001

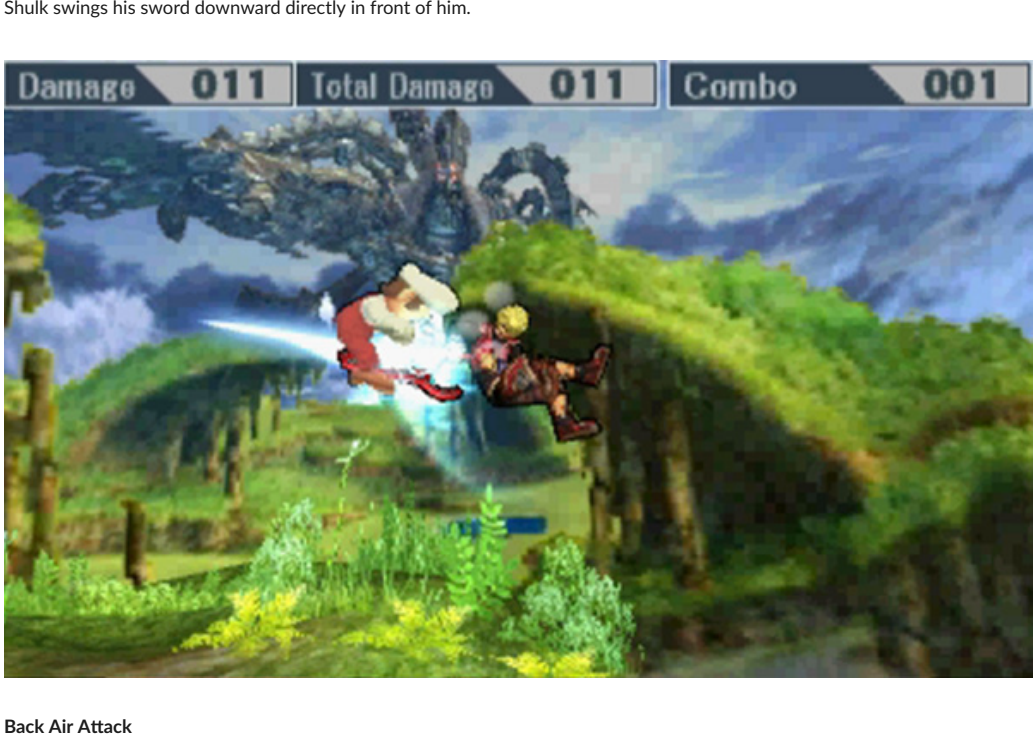
Down Air Attack

With his sword pointed downward to the ground, Shulk extends the beam of the Monado. This attack has a meteor effect.


Damage 006
Total Damage 006
Combo 001

Forward Air Attack

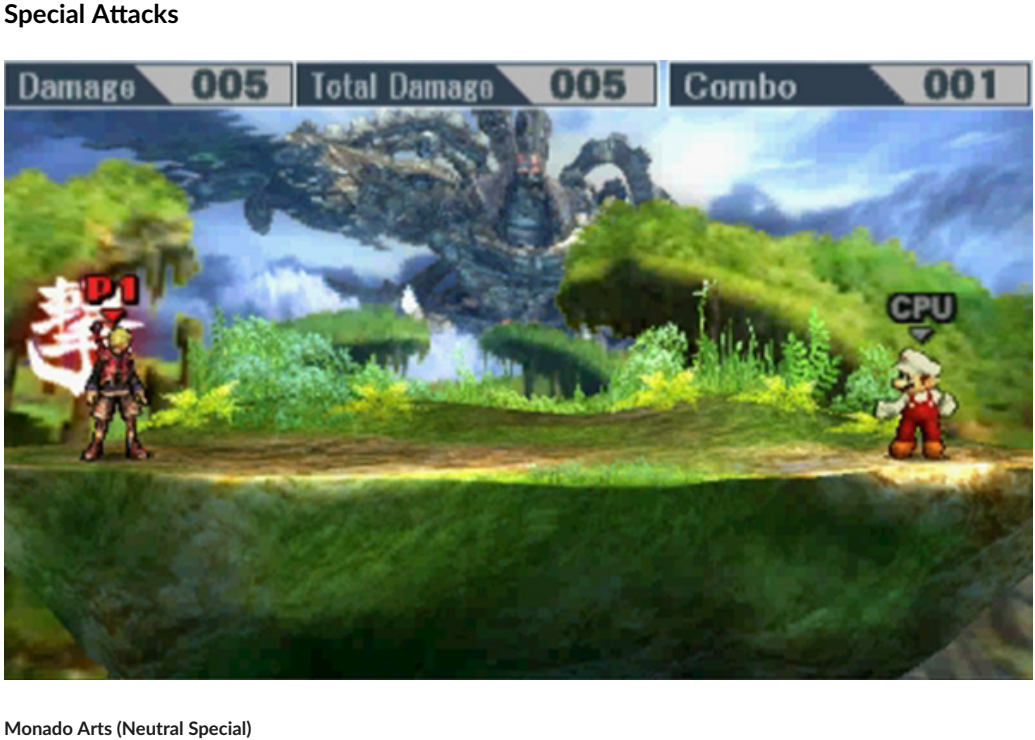
Shulk swings his sword downward directly in front of him.


Damage 011
Total Damage 011
Combo 001

Back Air Attack

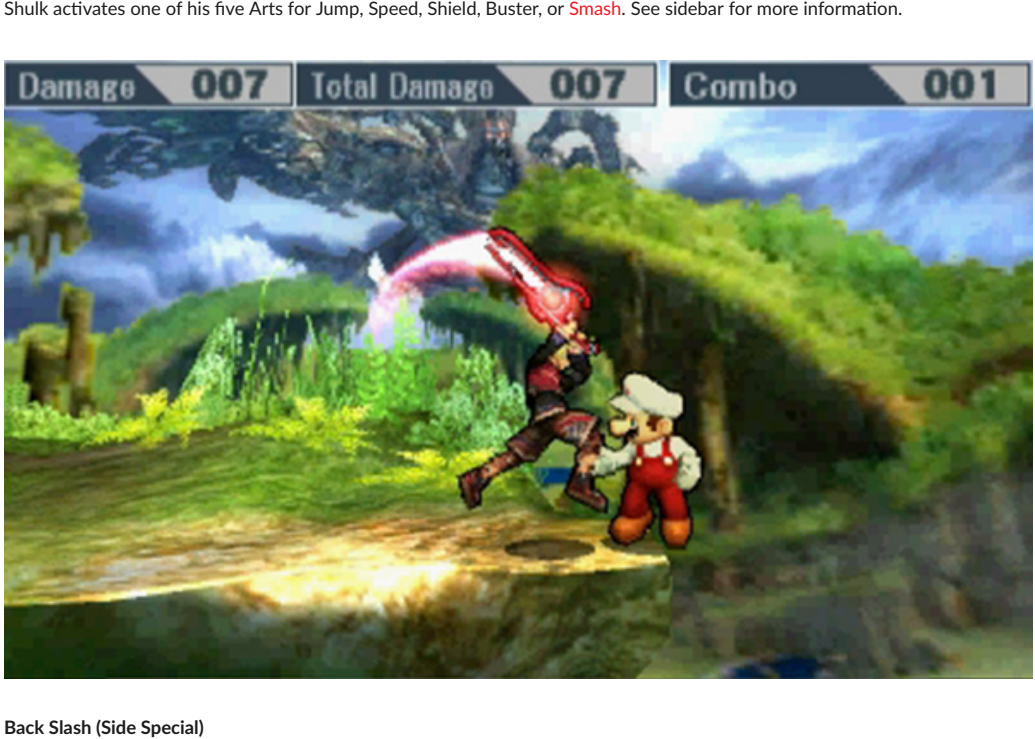
Wind-up then stab backward behind Shulk. This attack has good range and power but a slow startup.

Special Attacks


Damage 005
Total Damage 005
Combo 001
P1
CPU

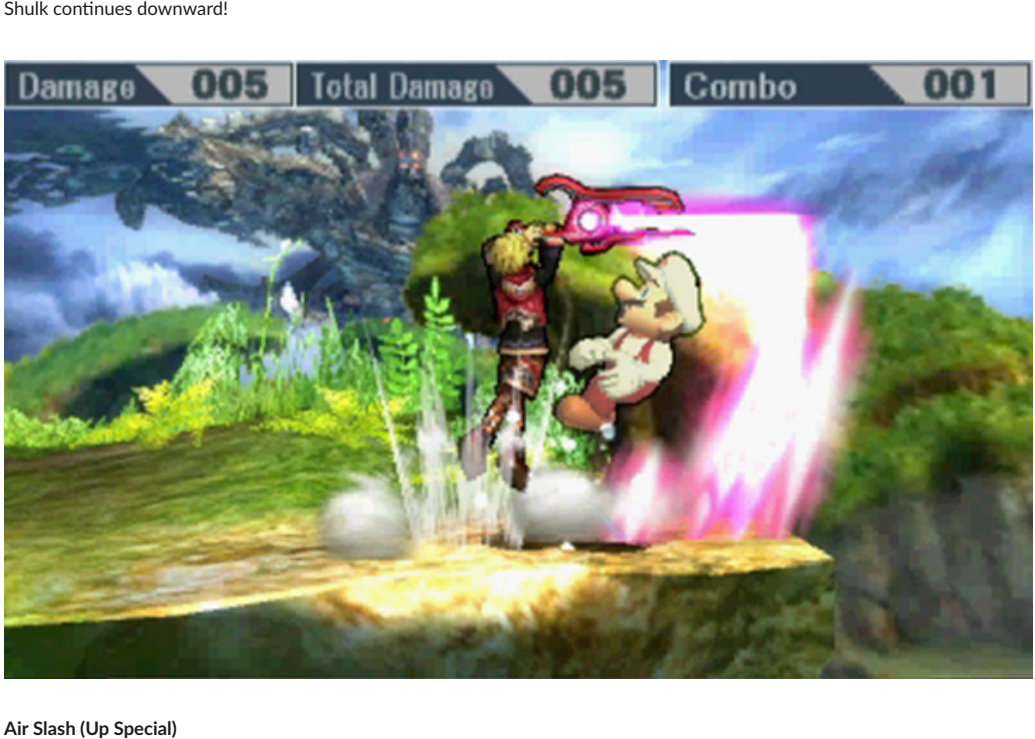
Monado Arts (Neutral Special)

Shulk activates one of his five Arts for Jump, Speed, Shield, Buster, or Smash. See sidebar for more information.


Damage 007
Total Damage 007
Combo 001

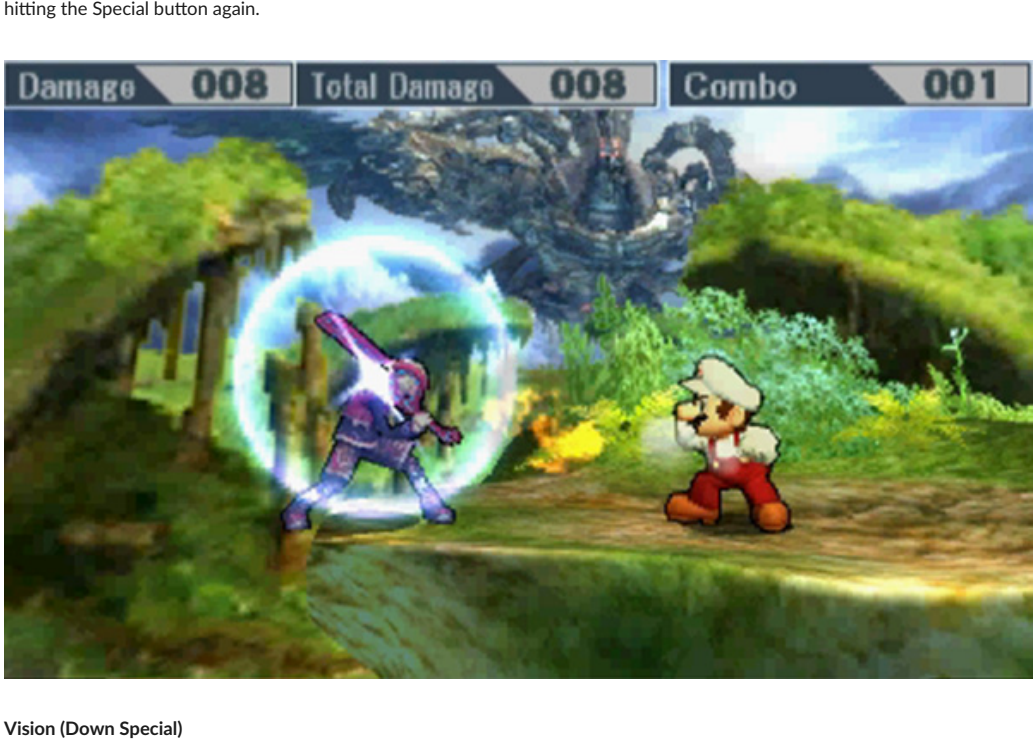
Back Slash (Side Special)

A huge forward-leaping sword slash. If you hit the opponent's back, it deals way more damage. Be sure to land on the stage or Shulk continues downward!


Damage 005
Total Damage 005
Combo 001

Air Slash (Up Special)

This jumping sword attack launches your opponent into the air. It can be followed up by a second horizontal attack in the air by hitting the Special button again.


Damage 008
Total Damage 008
Combo 001

Vision (Down Special)

Shulk brings down his sword to counter incoming attacks. The counterattack is a large wind-up sword swing. Shulk can even counter attacks with his back facing the opponent.

Monado Arts

Jump—Increases your jump and allows you to move quicker in the air, but you take more damage.

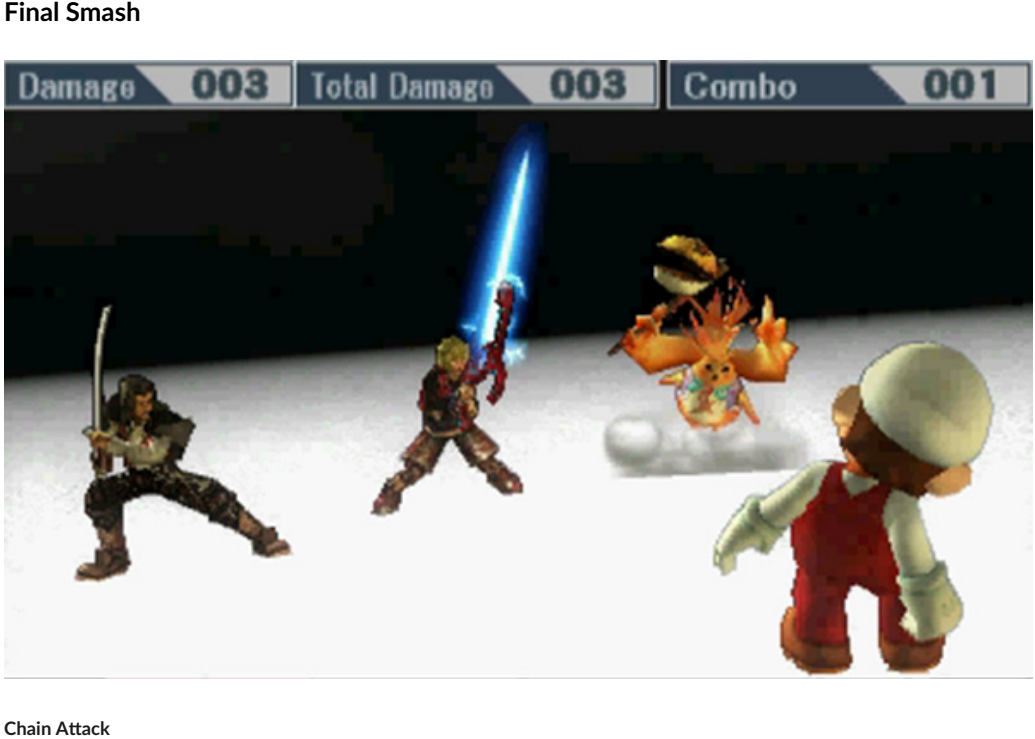
Speed—You do less damage and have a lower jump height, but you can move faster.

Shield—You have a stronger shield, but you move slower, jump lower, and have lower damage output.

Buster—You deal and receive more damage, but cannot launch opponents as far or as high.

Smash—You can launch opponents easier and you yourself get launched easier, but you deal less damage.

Final Smash


Damage 003
Total Damage 003
Combo 001

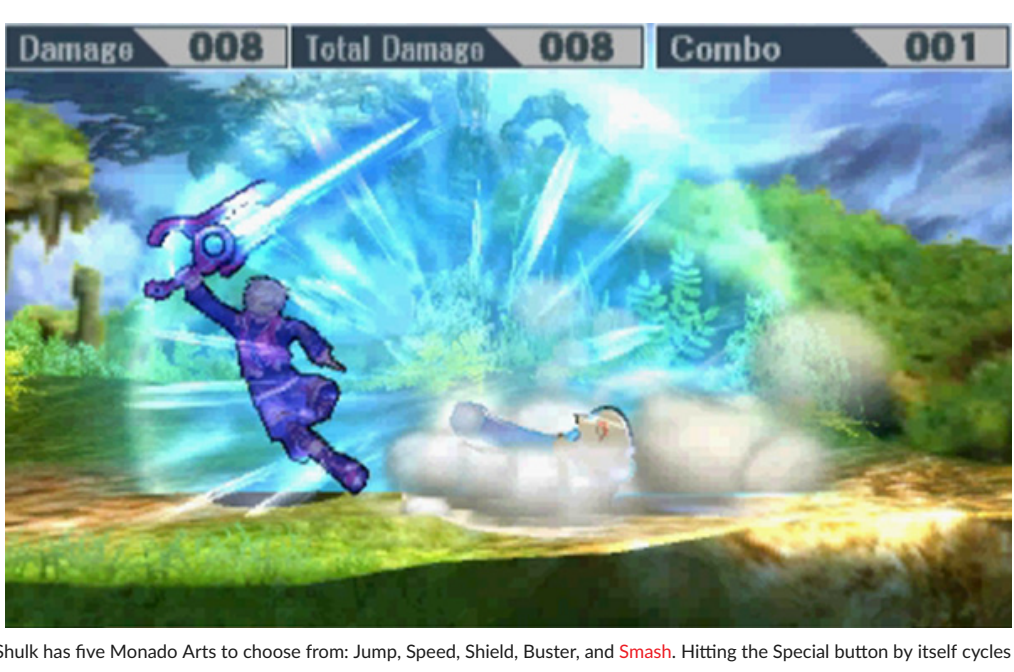
Chain Attack

Shulk calls in Dunban and Riki to join him for a devastating chain attack. Stunned opponents are obliterated by the ensuing team combo before returning to the stage and exploding up and away from Shulk. The opponent closest to Shulk takes an extra 10% damage from Shulk's Neutral Special Jump Art for a total of 40% while everyone else takes 30%. The damage changes during Shulk's Monado Arts applies to the Final Smash as well: Buster Art does 55% damage and 41% to everyone else; Speed Art does 28% and 21% to everyone else; Shield Art does 27% and 20% to everyone else; and Smash Art does 20% and 15% to everyone else but launches much farther. The range on the initial strike is about 1/4 of the Final Destination stage, so be close to your opponents to use it. If you're going for a KO, use the Smash Monado Art, but choose your art before even getting the Smash Ball, which makes this a little more difficult to do.

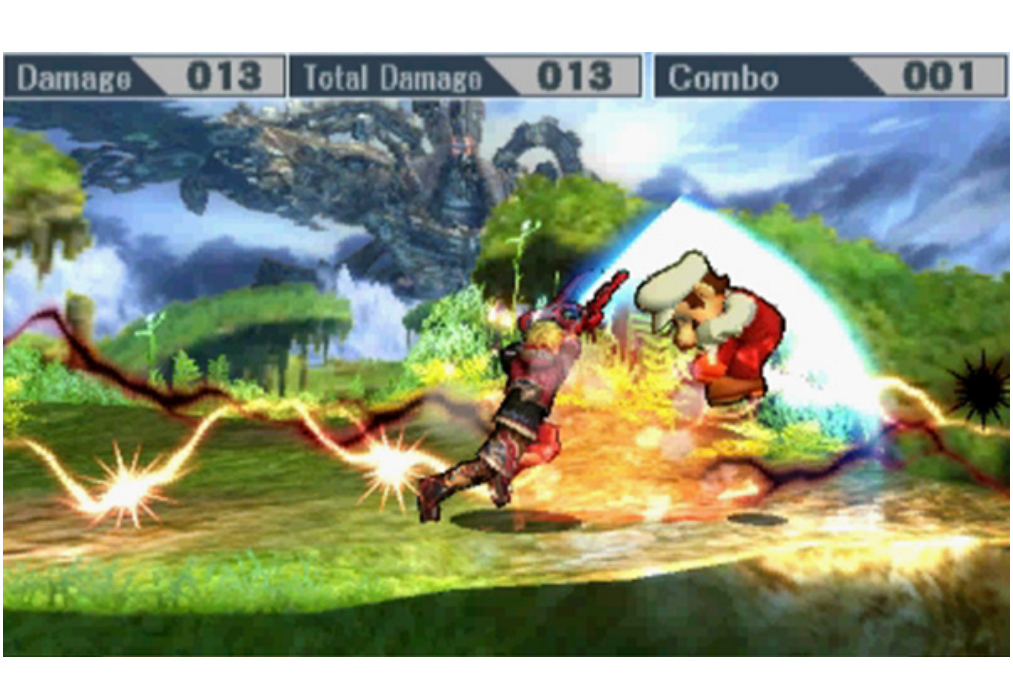
Strategy

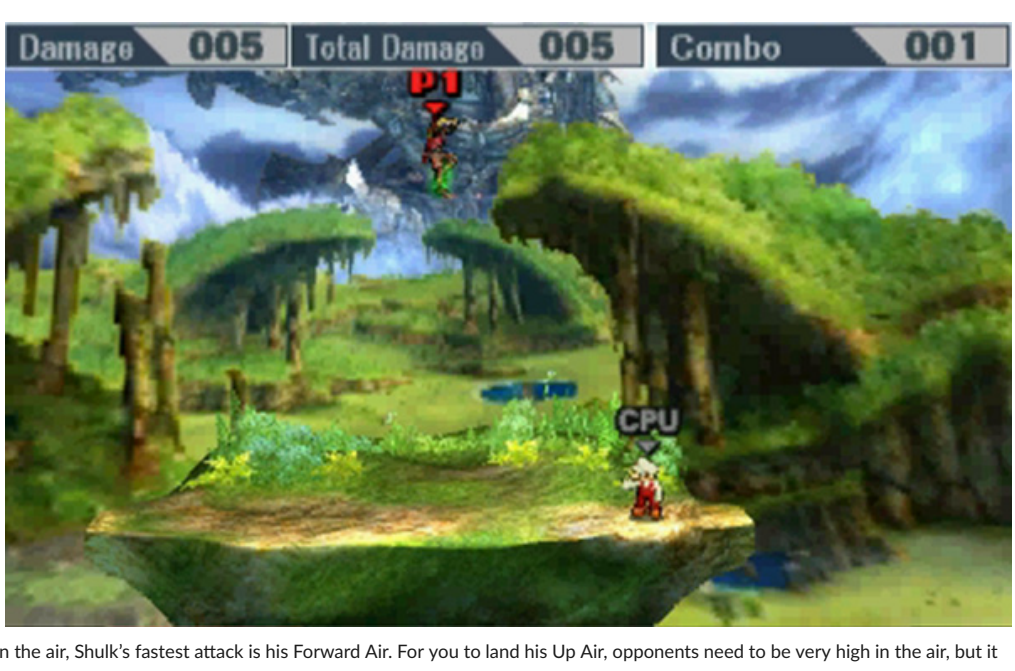
Shulk is a sword-based fighter with extreme versatility, thanks to his ability to switch between his Monado Arts. Choosing the right Monado Art at the right time against your opponents is vital to maximizing Shulk's potential. Shulk has slightly above-average weight with great range and decent damage but slow startup and recovery on most of his attacks. Compared to other swordfighters, he is somewhat of a cross between Ike and Marth. Regardless of Monado Art, his general weakness is the speed and recovery of his attacks, which he makes up for with range and damage output. While he has good vertical recovery, his horizontal recovery is a little lacking. Forward Tilt, Up Tilt, and back throw are also useful in battle. Note that you can also use Shulk's jab string for up-close battle—you can delay each hit and don't suffer too much recovery after the first two hits.

Damage 011
Total Damage 011
Combo 001
CPU
P1


Damage 008
Total Damage 008
Combo 001

Shulk has five Monado Arts to choose from: Jump, Speed, Shield, Buster, and Smash. Hitting the Special button by itself cycles between these options, and whichever one you leave it on last is the one that gets activated. Once a Monado Art is activated, you can cancel out of it by quickly hitting the Special button three times. Once you use a Monado Art, it's on cooldown and appears gray, leaving you unable to select it again for about 10 seconds. Picking the best Monado Art for the moment depends on many factors: your current damage percent versus the opponent's damage percent, your mobility versus the opponent's mobility, and how far ahead or behind you are in a match. Study the strengths and weaknesses of each to make it easier to decide which you need in battle. Back Slash is a good damaging attack, but it can leave you open for retaliation as well. Jump into groups of opponents from behind with this for maximum effectiveness. Air Slash can be useful out of shield against slower attacks and knocks horizontally away with its second hit. The Vision counter has a dynamic window to counter attacks. Each time you use it, the counter window gets smaller, down to a minimum. That counter window slowly gets larger, back to its initial size, as long as you aren't using it.


Damage 013
Total Damage 013
Combo 001

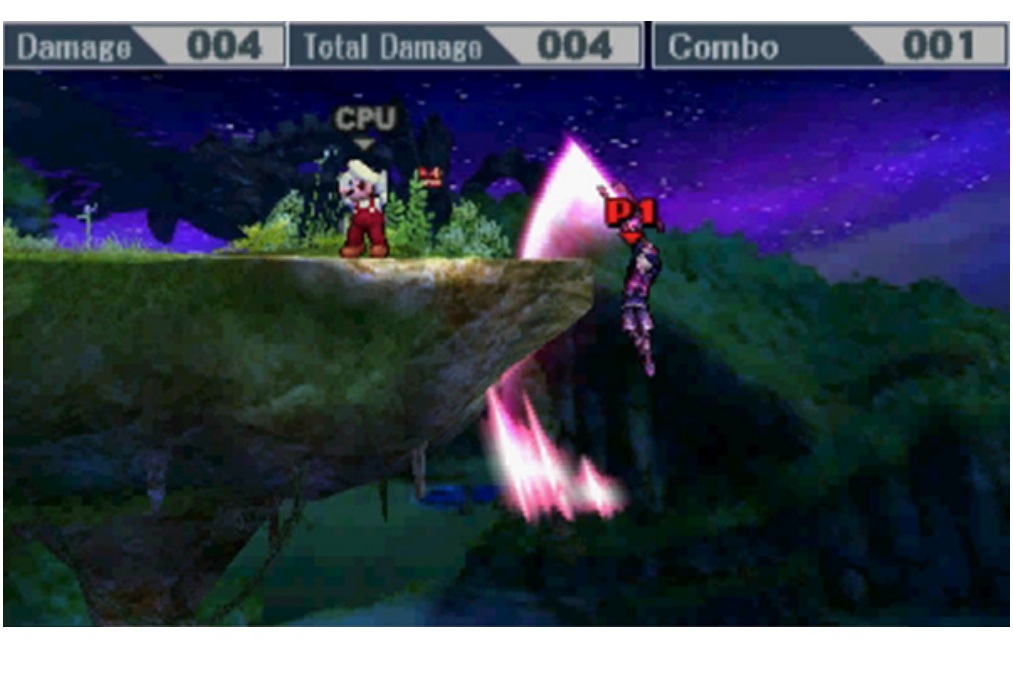

Damage 005
Total Damage 005
Combo 001
P1
CPU

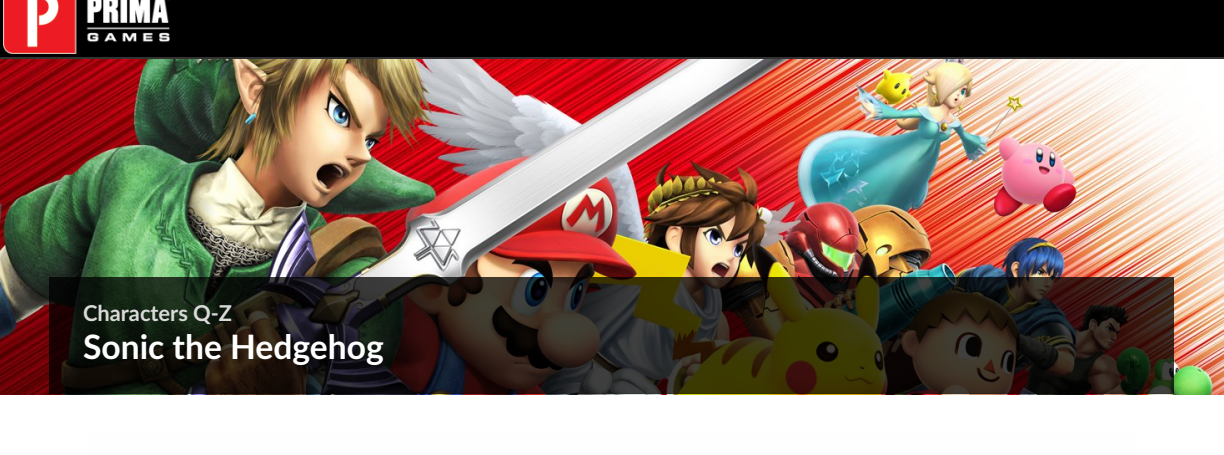
In the air, Shulk's fastest attack is his Forward Air. For you to land his Up Air, opponents need to be very high in the air, but it does good damage and knockback. Down Air is very slow to start up, but it has incredible range below Shulk and also has a meteor smash. Neutral air is a little slow but can hit behind Shulk and covers good space in front of him. Back Air is his best KO option, but again, it requires some time to start up. On the ground, Shulk's Forward Smash and Up Smash are his best options for KOs. Forward Smash has impressive range, thanks to the beam firing from the tip of the Monado. Hit with this tip for additional knockback. Down Smash is best used to damage groups of opponents who are closing in on you. For edge-guarding, use Shulk's Forward Smash, Down Smash, Forward Air, and Back Air. Additionally, if you have the Jump Monado Art active, you will be able to chase farther off-stage!

Recovery

Shulk's recovery options are fairly limited but straightforward. Vertically, you can recover with his Air Slash, but if you miss it, Shulk enters a fall state. Even when deep under a stage, it pushes its way up to the edge. Don't forget to use both hits of Air Slash, as it can get you that little bit of extra height you might need. You can also aim Air Slash to the left or right a little bit. For horizontal recovery, Shulk can use his Back Slash, but if you miss, you plummet to your destruction! You also need to land on the stage because Shulk does not grab the ledge while using Back Slash. To slow your fall, use his Vision counter. If available, you also have time to activate Shulk's Jump Monado Art, as it boosts the height on his double jump and Air Slash! This greatly increases your recovery while leaving the more combat-appropriate Monado Arts available when you return to the stage.

Damage 004
Total Damage 004
Combo 001
CPU
P1


Damage 004
Total Damage 004
Combo 001
CPU
P1



Sonic the Hedgehog

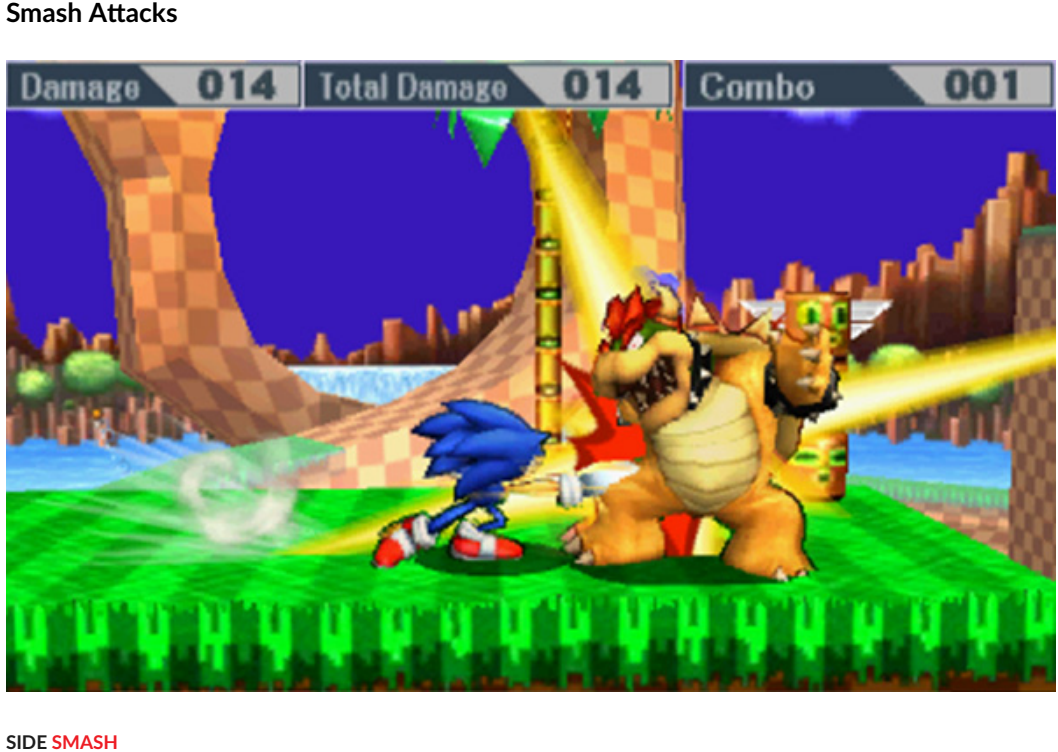
Trophy Description

The main star of the *Sonic the Hedgehog* series. He's an easygoing hedgehog who blows past the competition with his speed. Seriously, on the ground he's faster than anyone else in *Smash Bros.* Use this to your advantage, avoiding blows while landing lightning-fast attacks.

Statistics

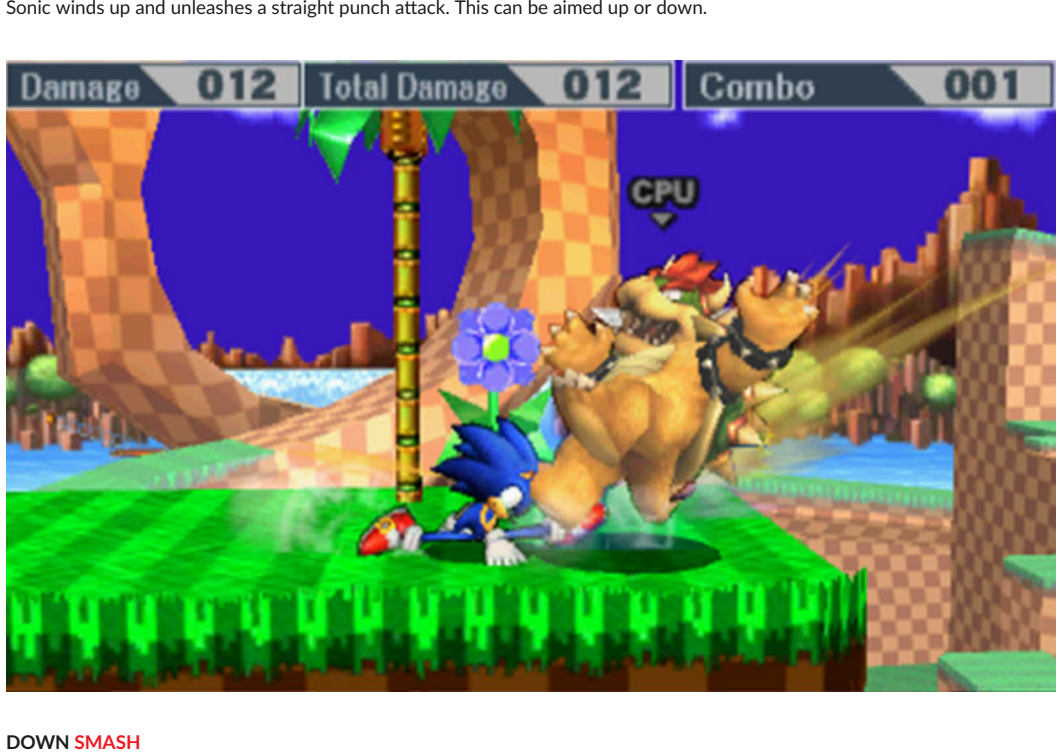
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 014 Total Damage 014 Combo 001

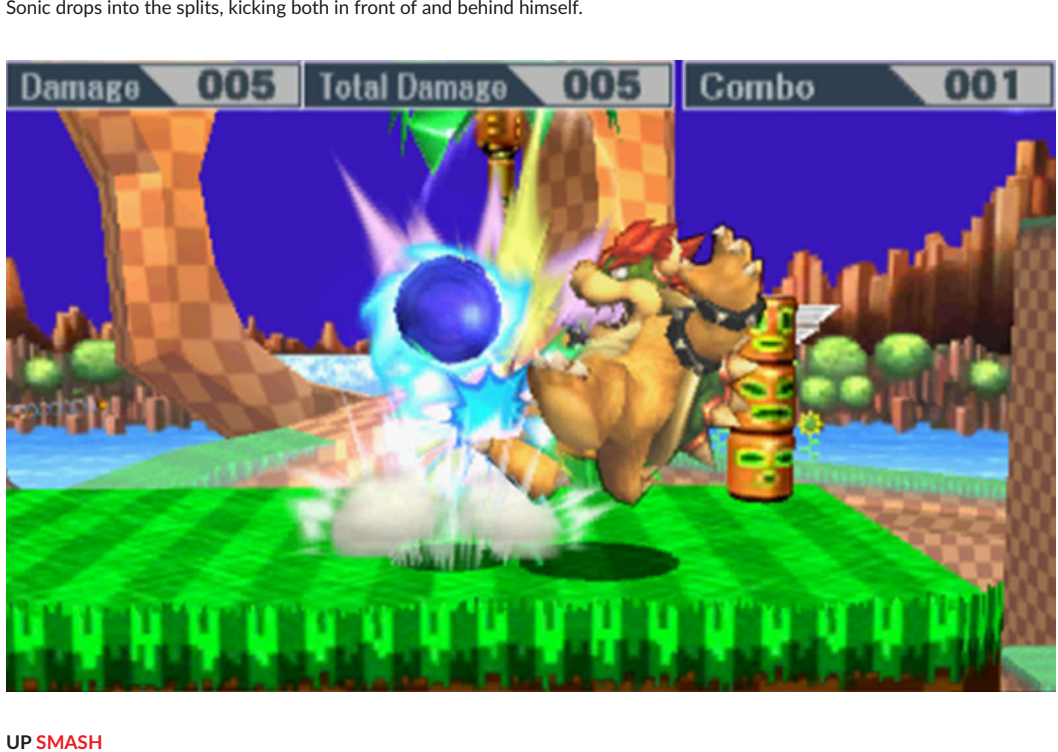
SIDE SMASH

Sonic winds up and unleashes a straight punch attack. This can be aimed up or down.


Damage 012 Total Damage 012 Combo 001
CPU

DOWN SMASH

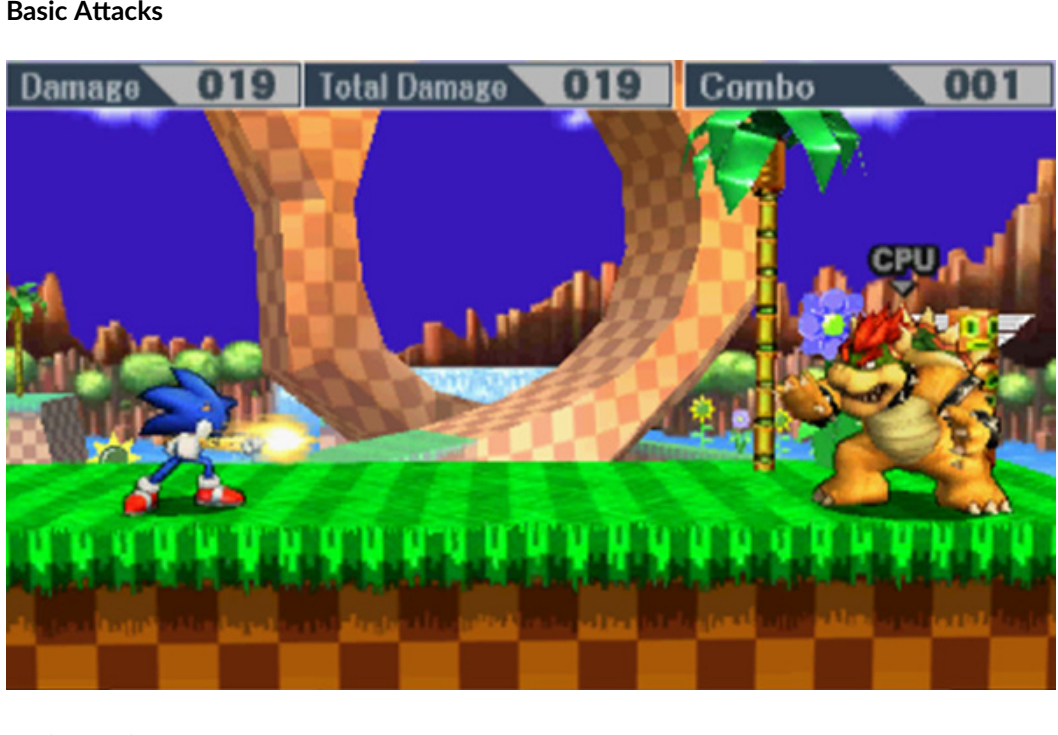
Sonic drops into the splits, kicking both in front of and behind himself.


Damage 005 Total Damage 005 Combo 001

UP SMASH

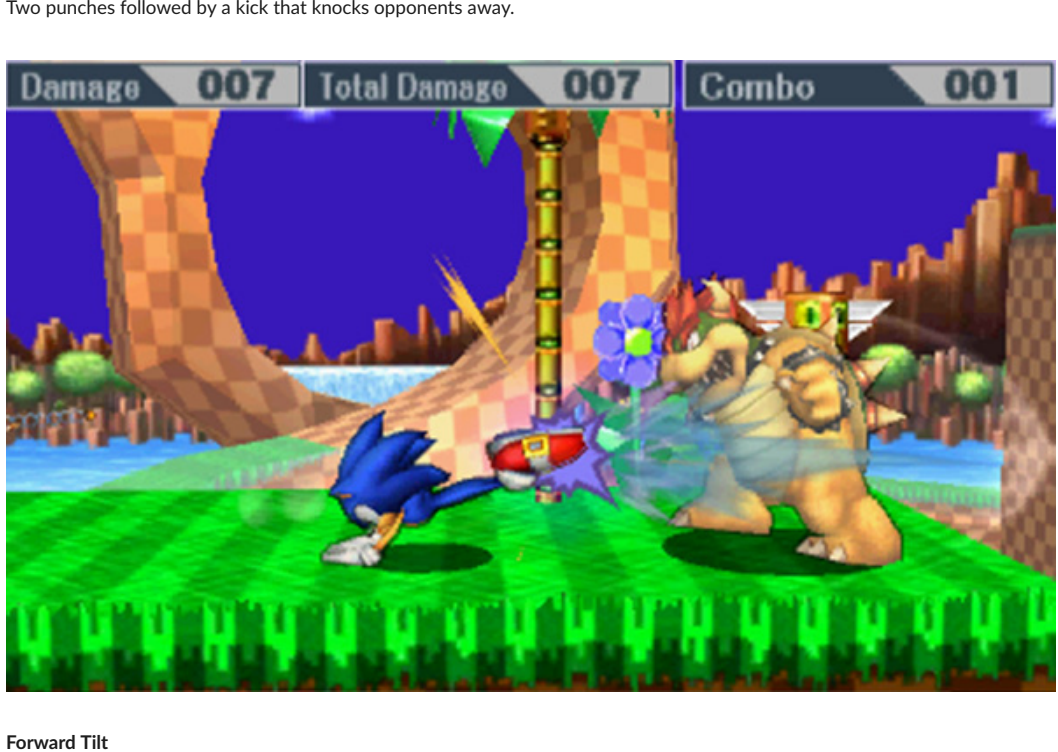
Sonic balls up and jumps at your opponent, spinning while hitting that opponent multiple times.

Basic Attacks


Damage 019 Total Damage 019 Combo 001
CPU

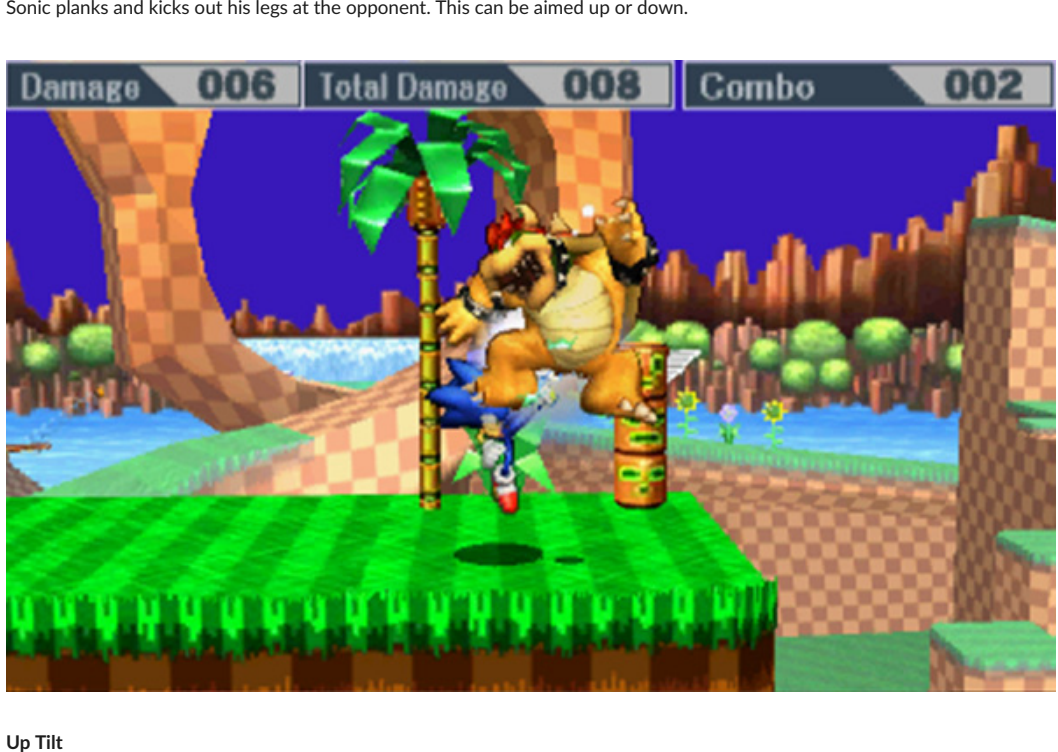
Standing Attack

Two punches followed by a kick that knocks opponents away.


Damage 007 Total Damage 007 Combo 001

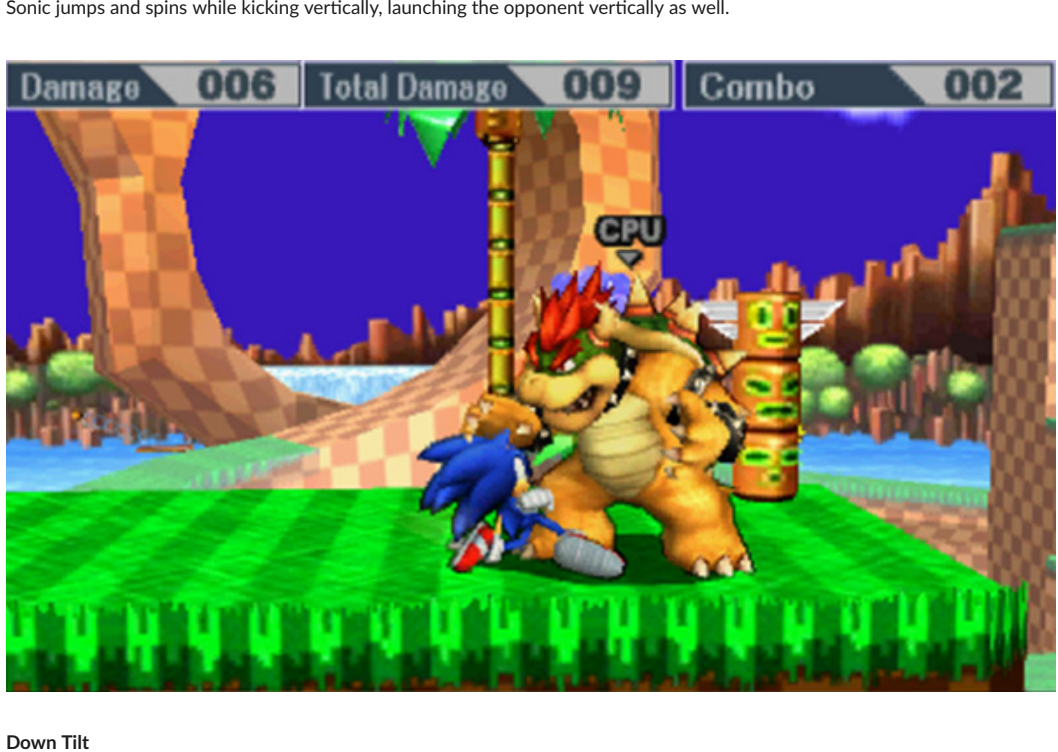
Forward Tilt

Sonic planks and kicks out his legs at the opponent. This can be aimed up or down.


Damage 006 Total Damage 008 Combo 002

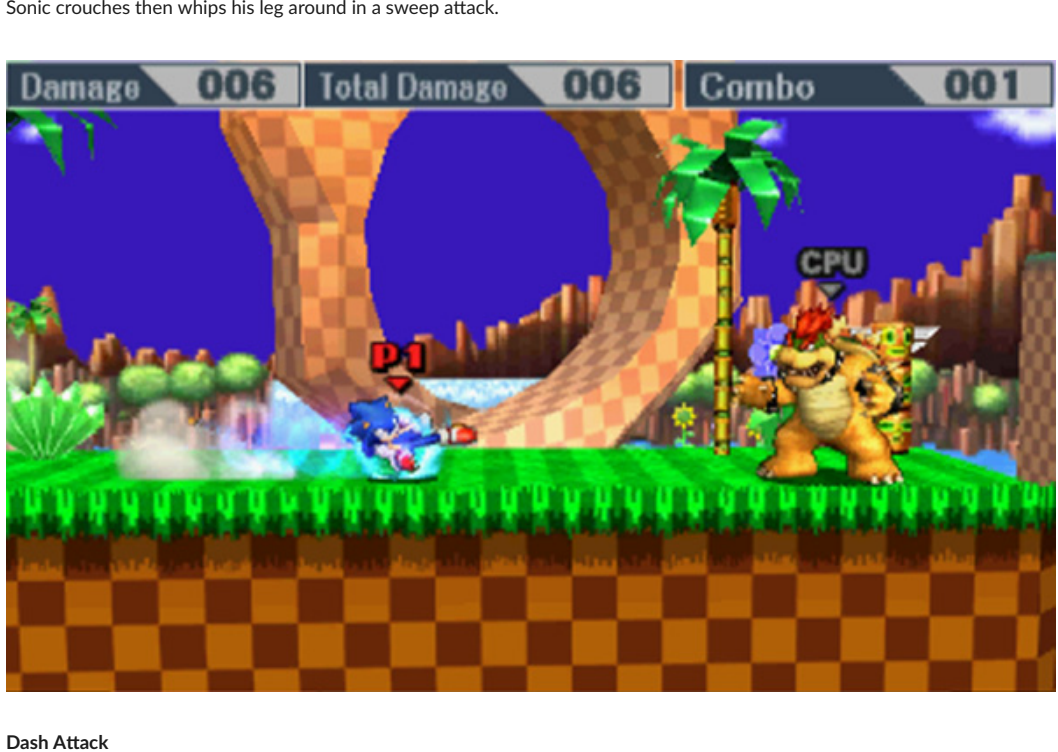
Up Tilt

Sonic jumps and spins while kicking vertically, launching the opponent vertically as well.


Damage 006 Total Damage 009 Combo 002
CPU

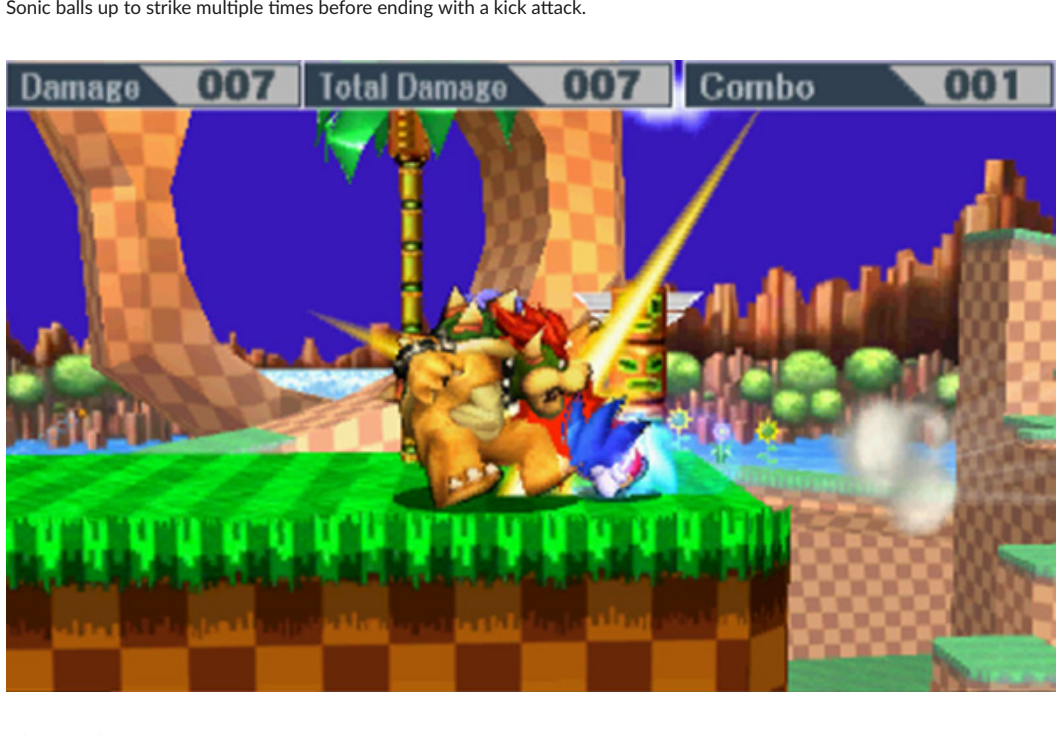
Down Tilt

Sonic crouches then whips his leg around in a sweep attack.


Damage 006 Total Damage 006 Combo 001
P1
CPU

Dash Attack

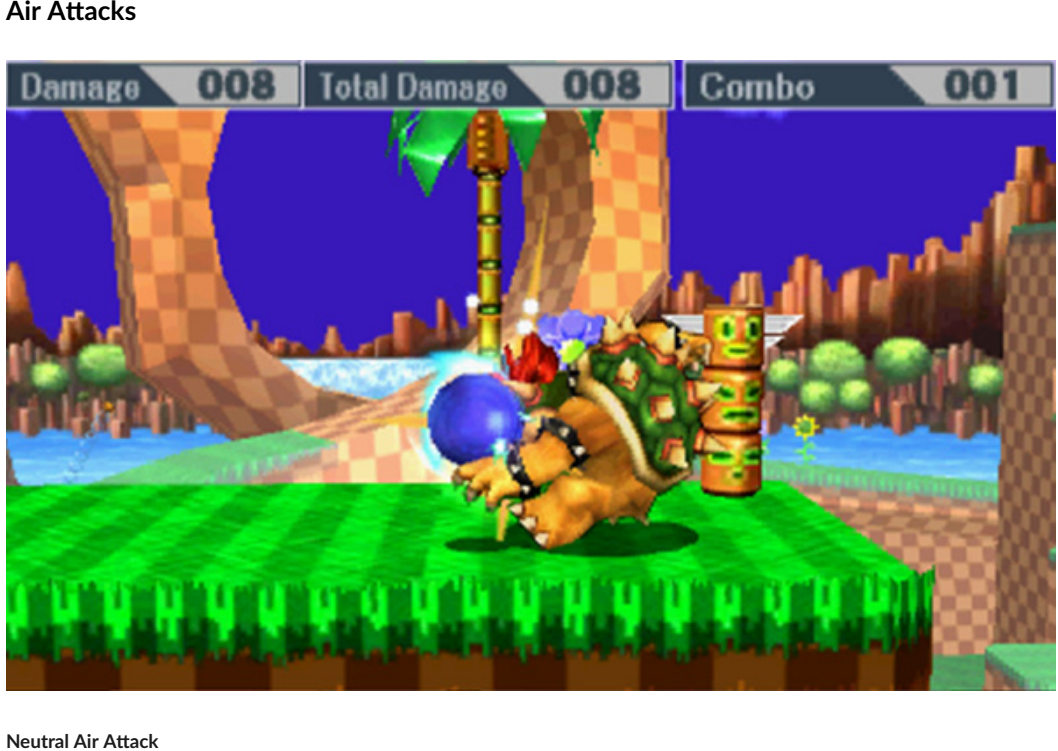
Sonic balls up to strike multiple times before ending with a kick attack.


Damage 007 Total Damage 007 Combo 001

Edge Attack

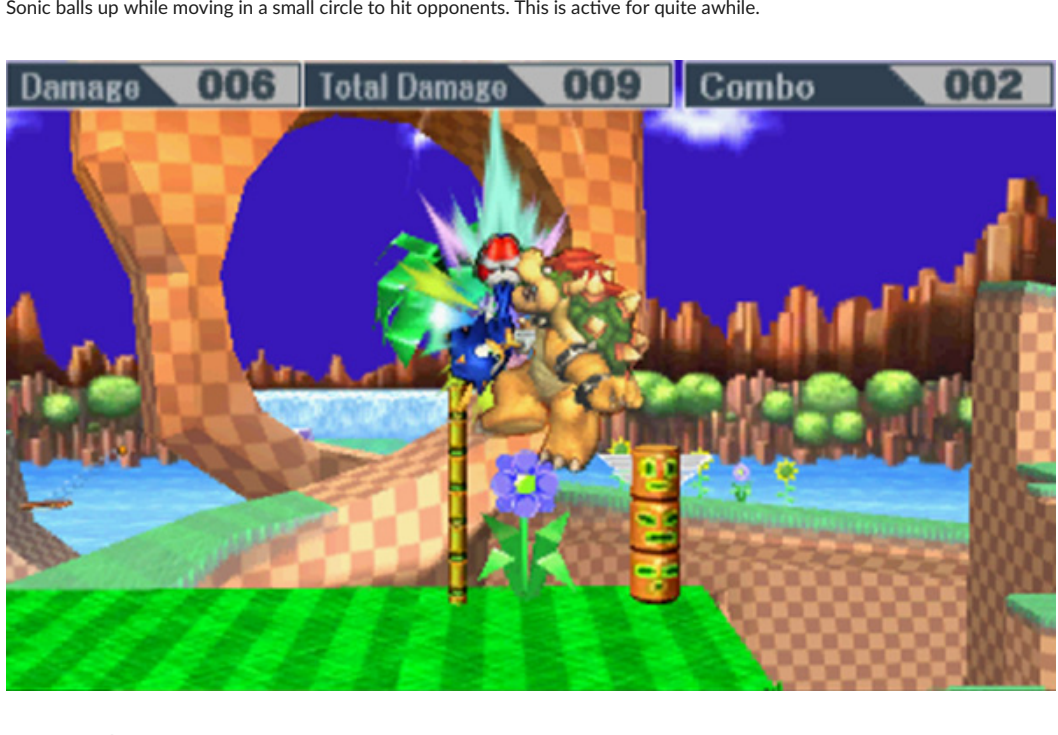
Sonic returns to the stage balled up to strike the opponent.

Air Attacks


Damage 008 Total Damage 008 Combo 001

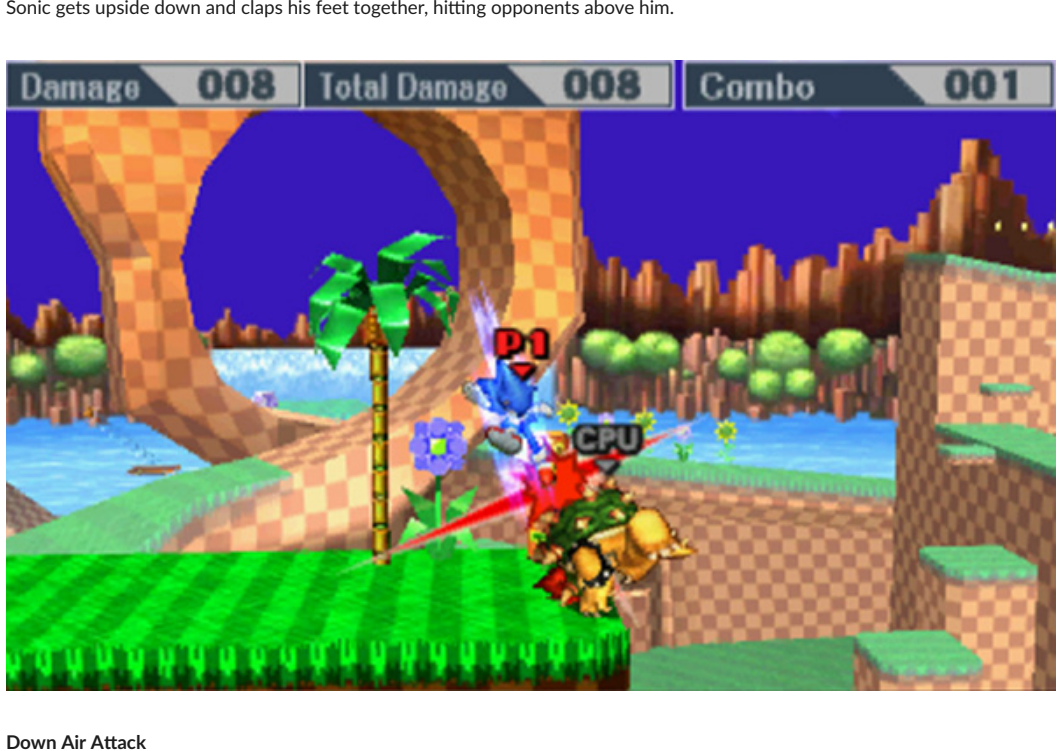
Neutral Air Attack

Sonic balls up while moving in a small circle to hit opponents. This is active for quite awhile.


Damage 006 Total Damage 009 Combo 002

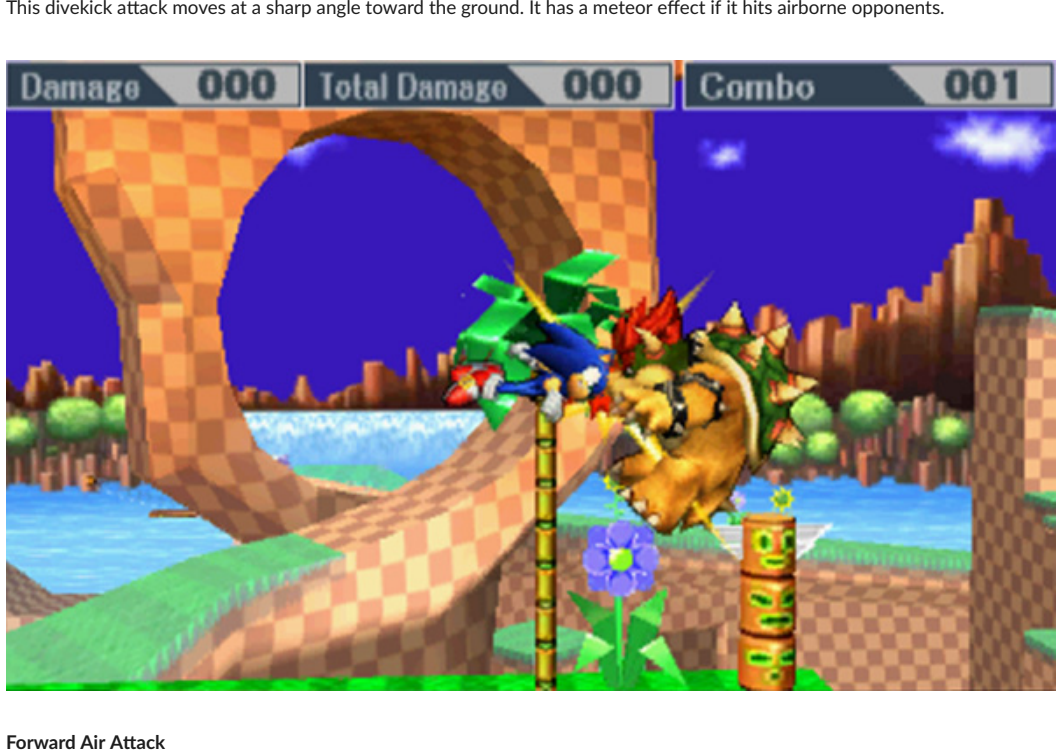
Up Air Attack

Sonic gets upside down and claps his feet together, hitting opponents above him.


Damage 008 Total Damage 008 Combo 001
P1
CPU

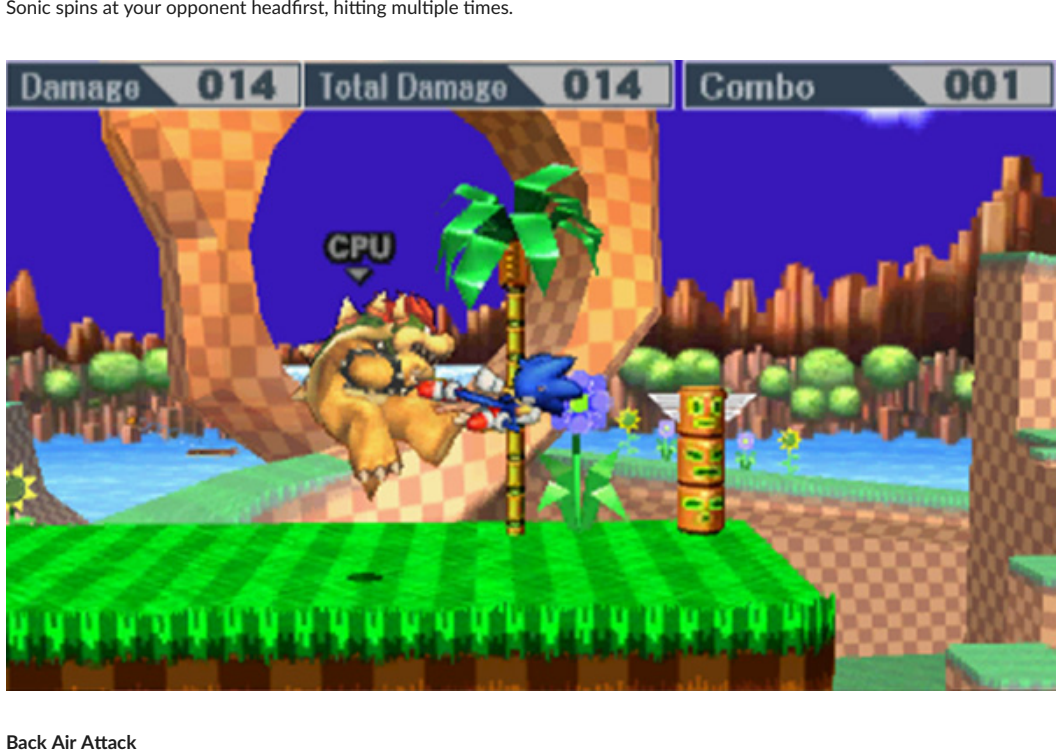
Down Air Attack

This divekick attack moves at a sharp angle toward the ground. It has a meteor effect if it hits airborne opponents.


Damage 000 Total Damage 000 Combo 001

Forward Air Attack

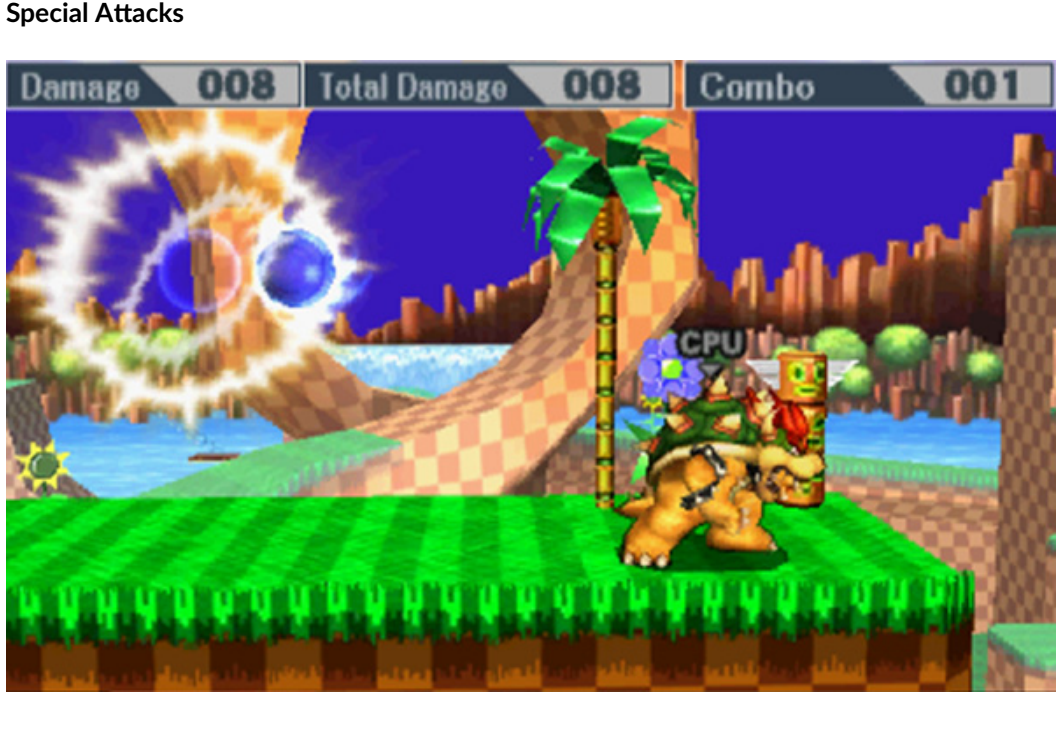
Sonic spins at your opponent headfirst, hitting multiple times.


Damage 014 Total Damage 014 Combo 001
CPU

Back Air Attack

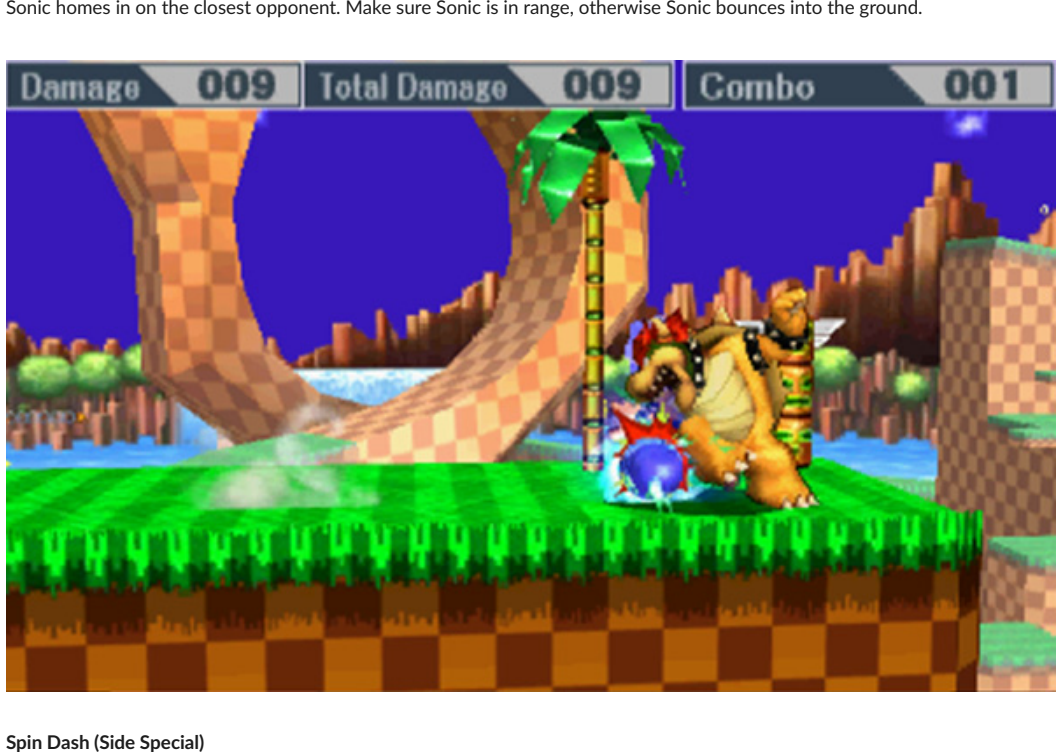
Sonic winds up then quickly kicks behind him.

Special Attacks


Damage 008 Total Damage 008 Combo 001
CPU

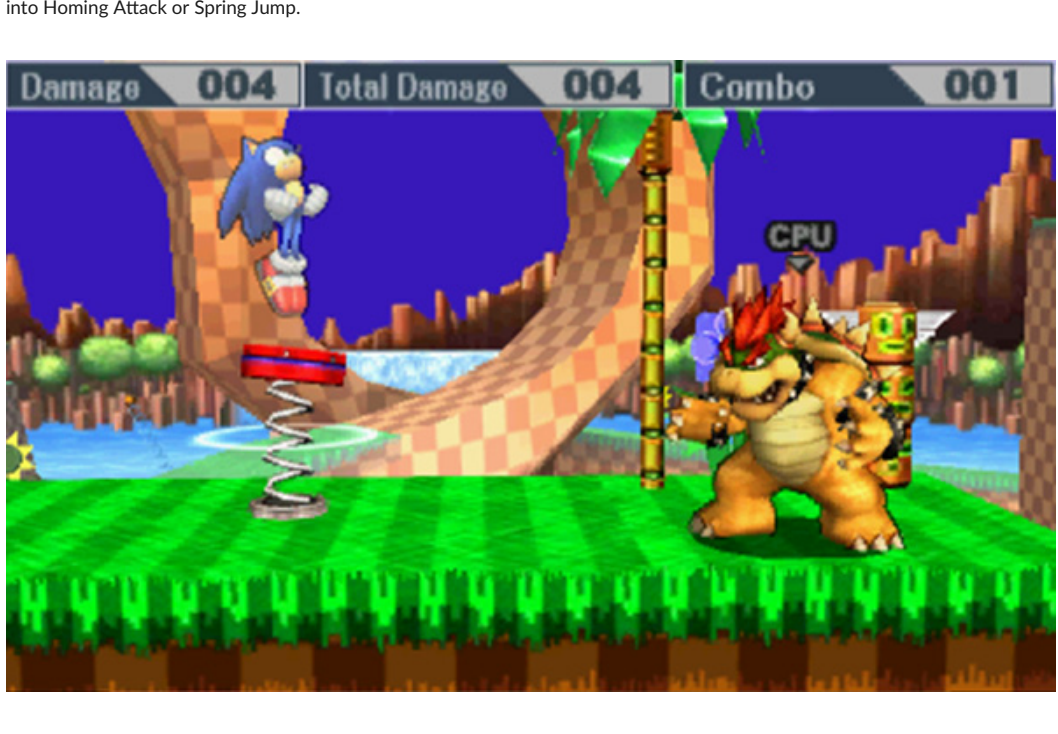
Homing Attack (Neutral Special)

Sonic homes in on the closest opponent. Make sure Sonic is in range, otherwise Sonic bounces into the ground.


Damage 009 Total Damage 009 Combo 001

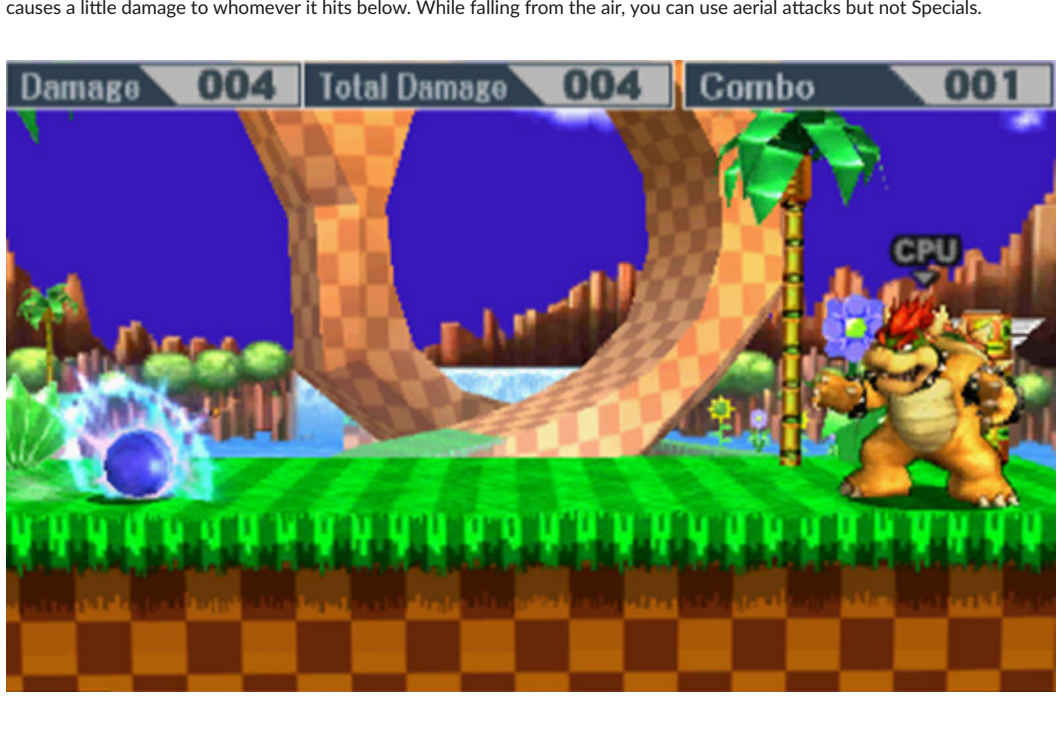
Spin Dash (Side Special)

Sonic spins up and rolls around. You can control him, and if he collides with the enemy, he deals damage. You can cancel this into Homing Attack or Spring Jump.


Damage 004 Total Damage 004 Combo 001
CPU

Spring Jump (Up Special)

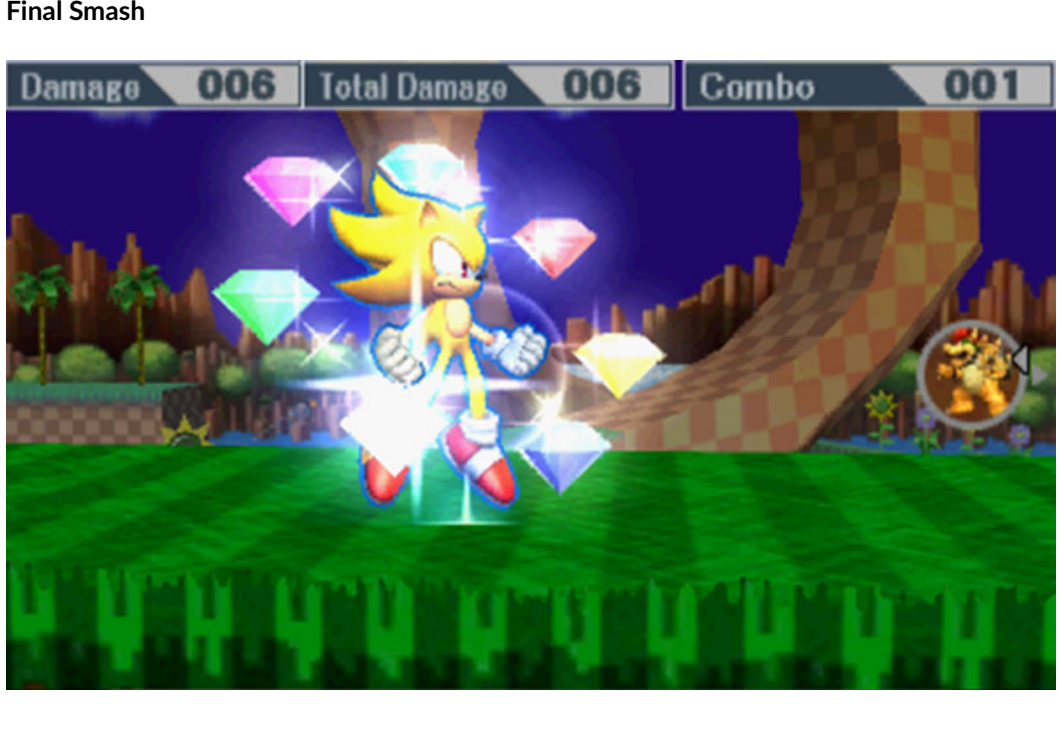
Sonic launches himself up from his spring. The spring sticks around for a while for anyone to use. If dropped from the air, it causes a little damage to whomever it hits below. While falling from the air, you can use aerial attacks but not Specials.


Damage 004 Total Damage 004 Combo 001
CPU

Spin Charge (Down Special)

Sonic dashes forward in a ball. This can be powered up by rapidly pressing the Special button while holding Down to make it faster and stronger. When you release Down, Sonic moves forward with the attack. You can transition into Homing Attack or jump from this attack as well.

Final Smash


Damage 006 Total Damage 006 Combo 001

Super Sonic

Sonic transforms into Super Sonic—he is completely gold and able to fly. Flying into your opponents deals damage, and the faster you fly, the stronger the attacks and knockback are. The initial blast of his transformation deals about 18% damage, the least damage you do is around 5%, and the most per hit is around 16%. Though Super Sonic can be difficult to control, you don't have to worry about self-destructing. In this form, you are invulnerable, and you can fly to any edge of the stage without being KO'd. Just be sure to make it back to the stage before transforming back to regular Sonic! Super Sonic starts to glow white when he is about to revert back to regular Sonic, so keep an eye out for this! Finally, note this can't move through platforms or stage walls, so it's much more effective on open stages like Final Destination instead of Reset Bomb Forest.

Strategy

Sonic is the fastest character in the game, so harnessing his full potential certainly takes some time! He has an assortment of attacks in which he balls up and does spin attacks at the opponent. One of the benefits of this is it can be very confusing for opponents to figure out what you're up to. Along with Sonic's speed, his aerial mobility and recovery are good as well. Using his Homing Attack, Spin Dash, and Spin Charge with just his movement speed on the ground will be a challenge for opponents to keep up with. Sonic is fairly lightweight, though, with limited range, so try not to get too carried away with his speed!

Damage 014 Total Damage 014 Combo 001

Damage 008 Total Damage 008 Combo 001
P1
CPU

Homing Attack is best used in the air, as long as your opponent is within range. Sonic automatically flies at them, and you can repeat this same attack from the air. Generally, your goal with Homing Attack is to make sure your opponent is in range. Spin Dash is another quick spinning attack, one that gives you a little bit more control over your direction. It does have a little bit of invincibility on startup, and it doesn't actually attack while turning. If you're going for a horizontal recovery, Spin Dash is your better choice over Spin Charge. Similar to Spin Dash, Spin Charge has Sonic balled up and speeding back and forth around the floor. It differs, however, by moving considerably faster and allowing you to cancel its startup. Additionally, the first hit of this knocks opponents up fairly well, so consider using this to surprise opponents for a vertical KO. Spring Jump is mainly a recovery tool, but you can also use it to damage opponents by dropping the spring onto them. On stages with platforms, if you use it from the ground, it can be used for three jumps by anyone before disappearing.

Damage 006 Total Damage 016 Combo 002

Damage 006 Total Damage 016 Combo 002
P1
CPU

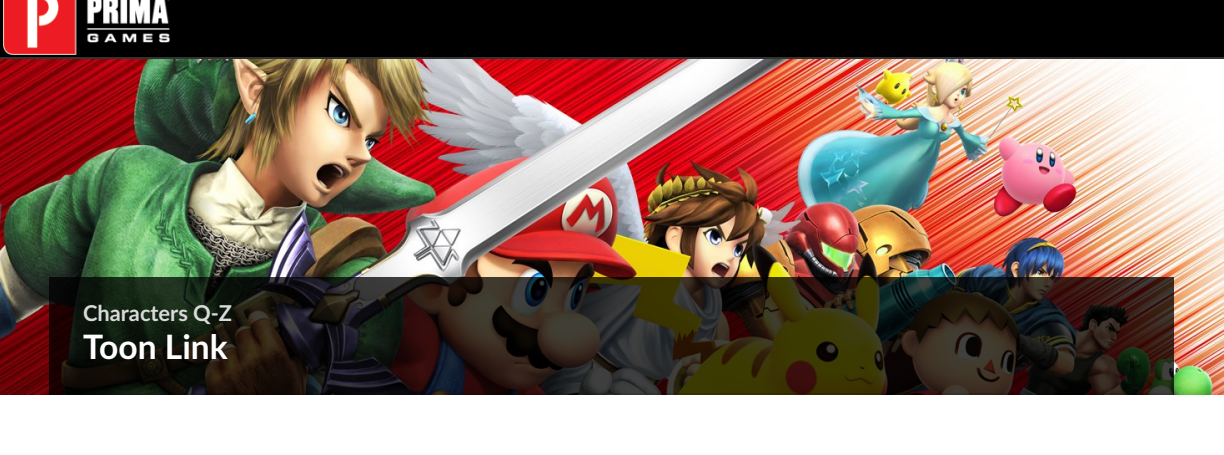
In the air, Sonic's best options for KOs are Back Air for horizontal KOs and Up Air for vertical KOs. Neutral Air is useful to interrupt opponents, while Forward Air is good to rack up damage in combos. Down Air has a decent meteor effect, so you can use this against opponents' recovery when you're edge-guarding. For KOs on the ground, Forward Smash and Down Smash are your best options. Use Sonic's jabs, Forward Tilt, and Up Tilt from the ground as well.

Recovery

Sonic has some decent vertical recovery but not very well-controlled horizontal recovery. Of course, his Spring Jump is his main vertical recovery tool, and it launches Sonic very high into the air. Horizontally, though, Sonic's options aren't as straightforward. He can use his Spin Dash, but it has very short range to send him forward. If an opponent is close enough, he can use his Homing Attack, but that relies on your opponent's distance from you and your distance from the stage.

Damage 007 Total Damage 007 Combo 001
CPU
P1

Damage 007 Total Damage 007 Combo 001
CPU
P1



Toon Link

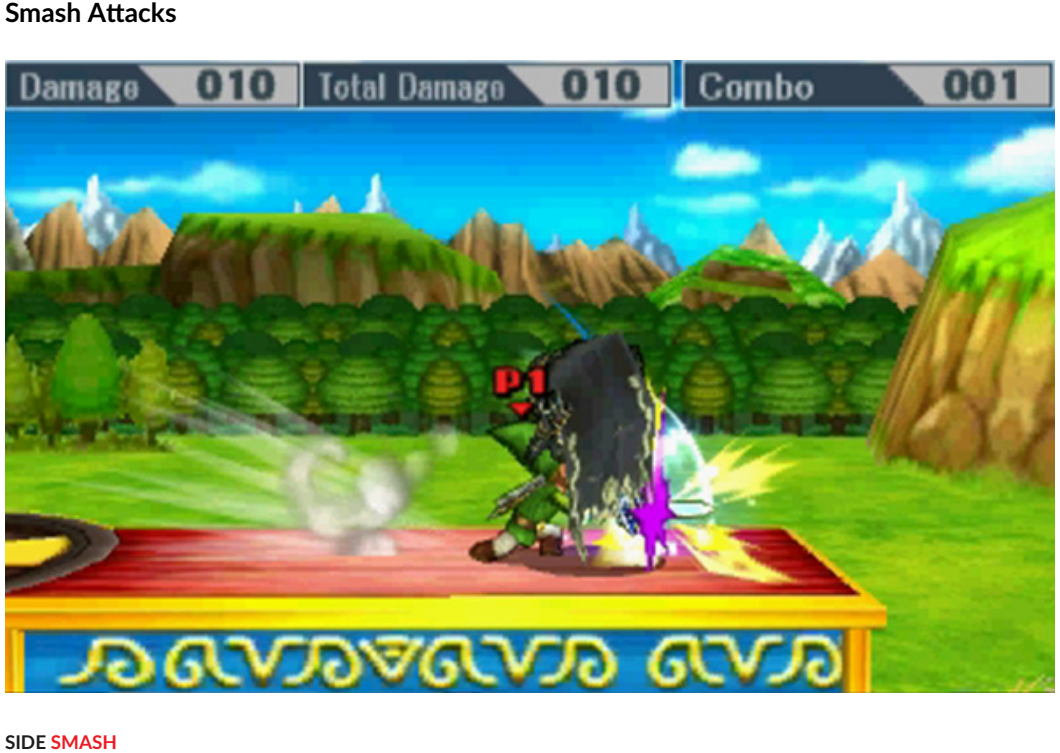
Trophy Description

This cartoonish version of Link is how he appeared in *The Legend of Zelda: Wind Waker* and a few other titles. In *Smash Bros.*, he uses moves much like his older, taller counterpart. His small size gives him extra speed, so take advantage of that to send your foes flying!

Statistics

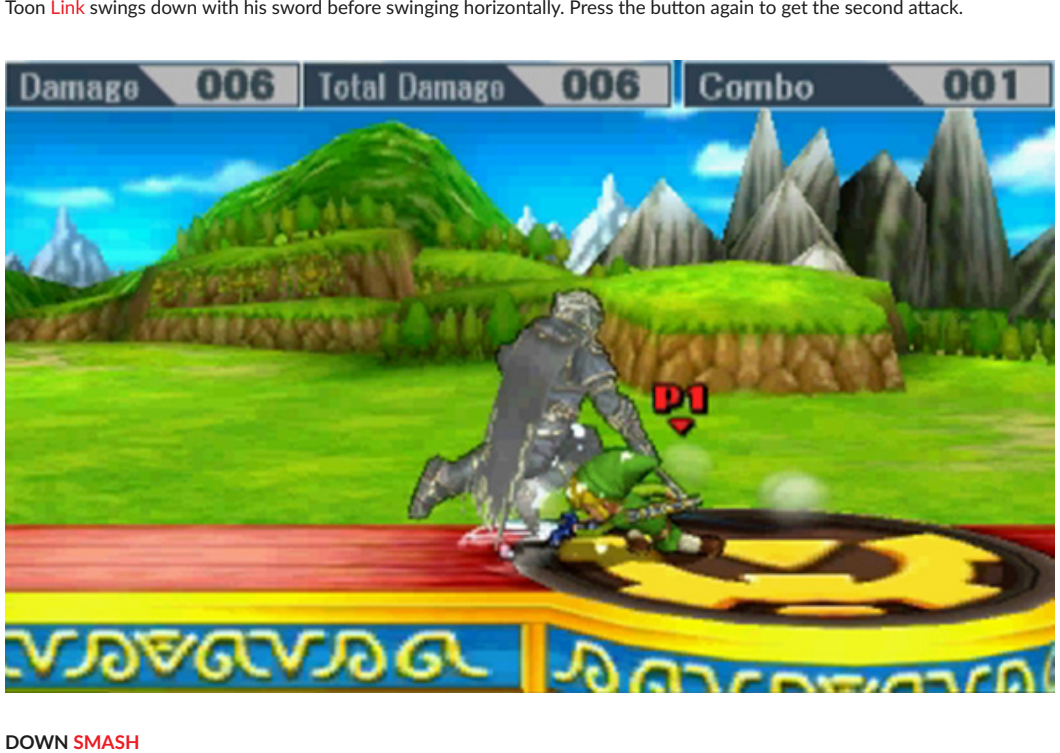
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 010
Total Damage 010
Combo 001
P1

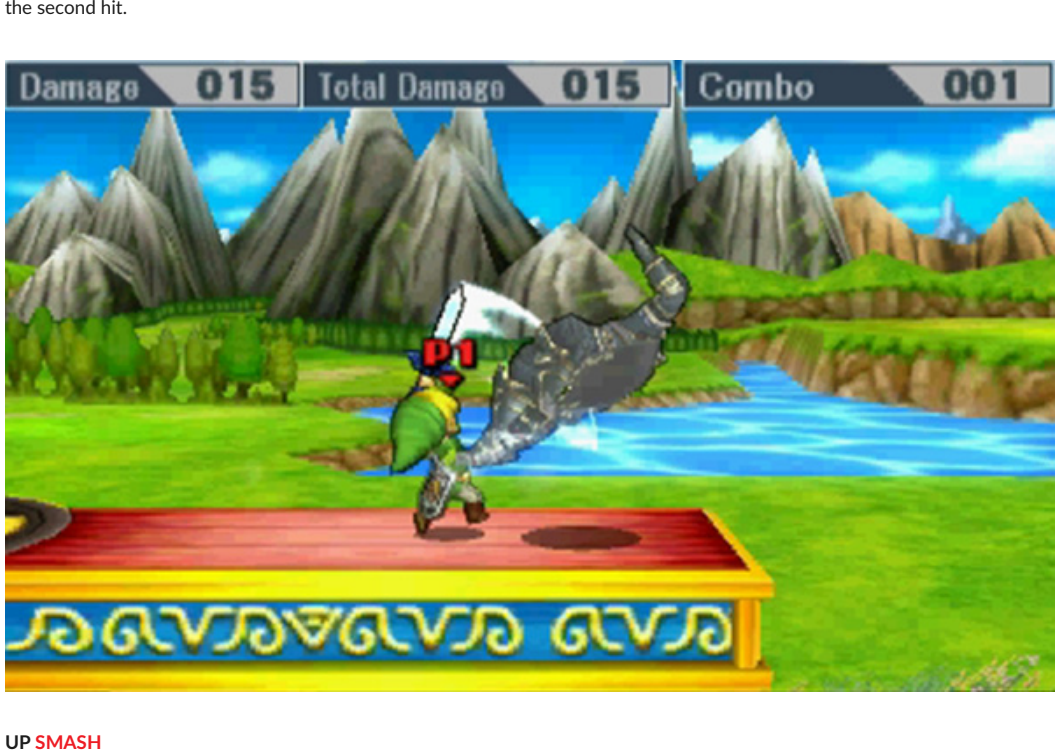
SIDE SMASH

Toon Link swings down with his sword before swinging horizontally. Press the button again to get the second attack.


Damage 006
Total Damage 006
Combo 001
P1

DOWN SMASH

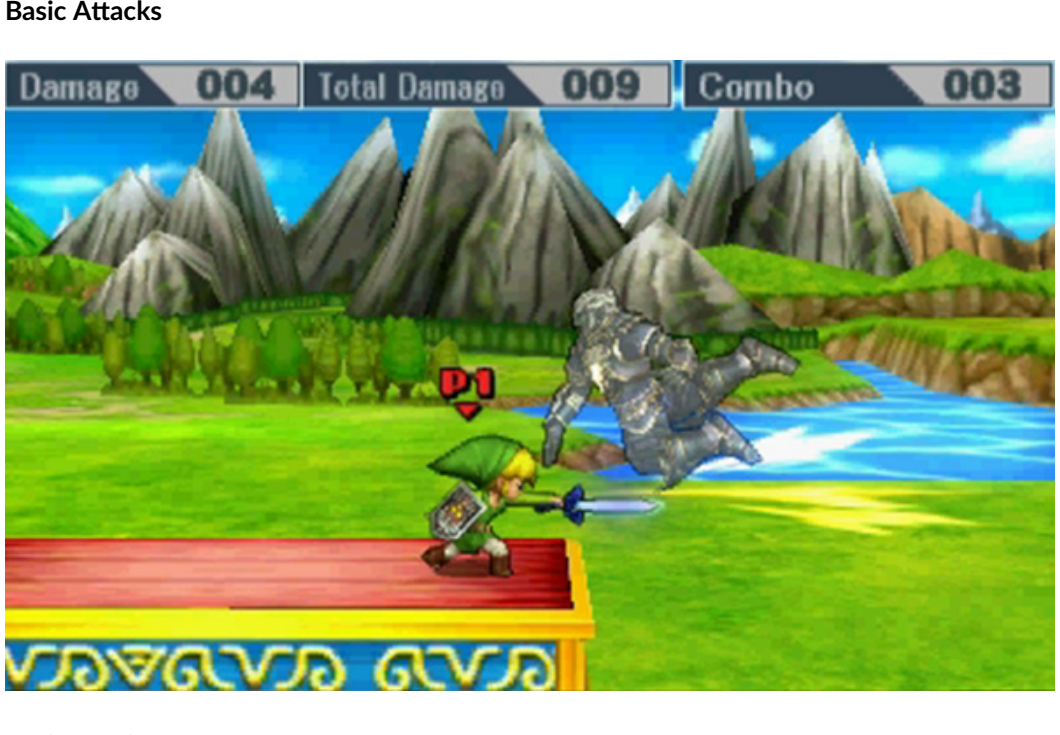
Toon Link performs a two-hit low sword attack in front of and then behind him that combos. Opponents are launched away by the second hit.


Damage 015
Total Damage 015
Combo 001
P1

UP SMASH

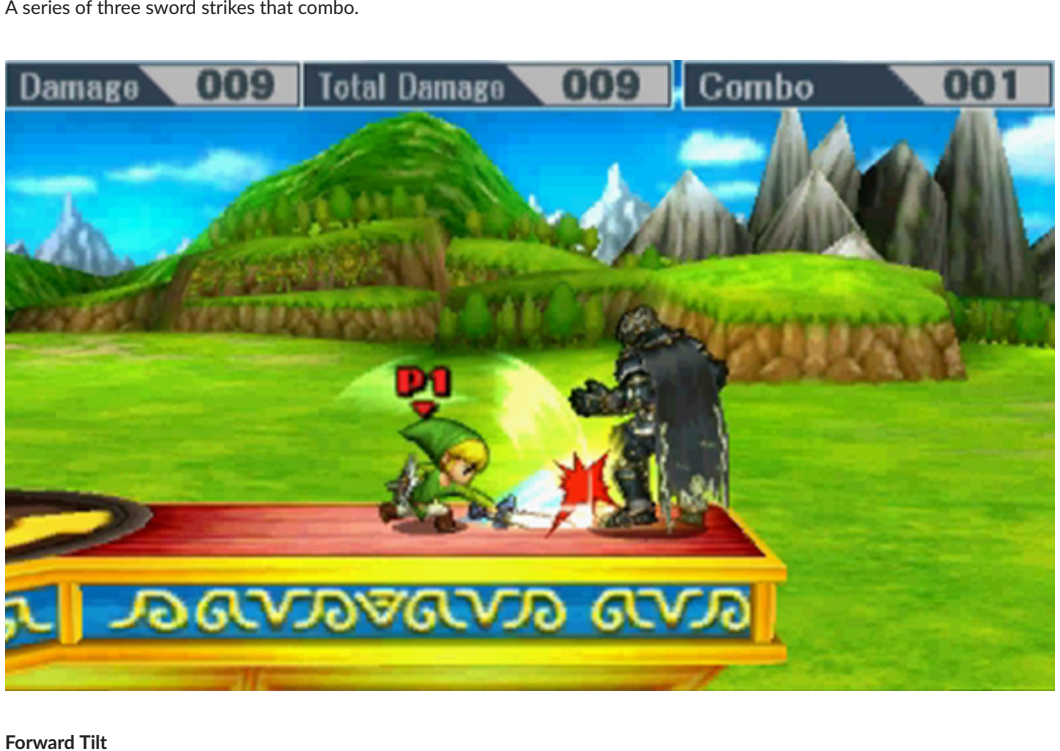
A spinning sword uppercut that launches your opponent upward.

Basic Attacks


Damage 004
Total Damage 009
Combo 003
P1

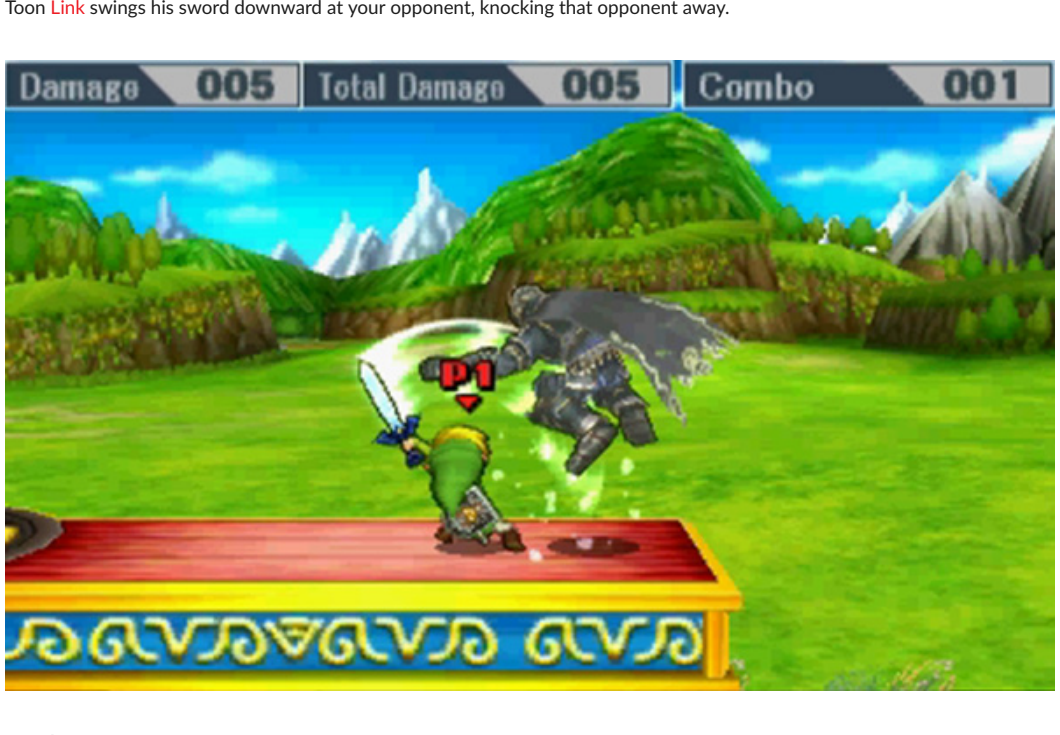
Standing Attack

A series of three sword strikes that combo.


Damage 009
Total Damage 009
Combo 001
P1

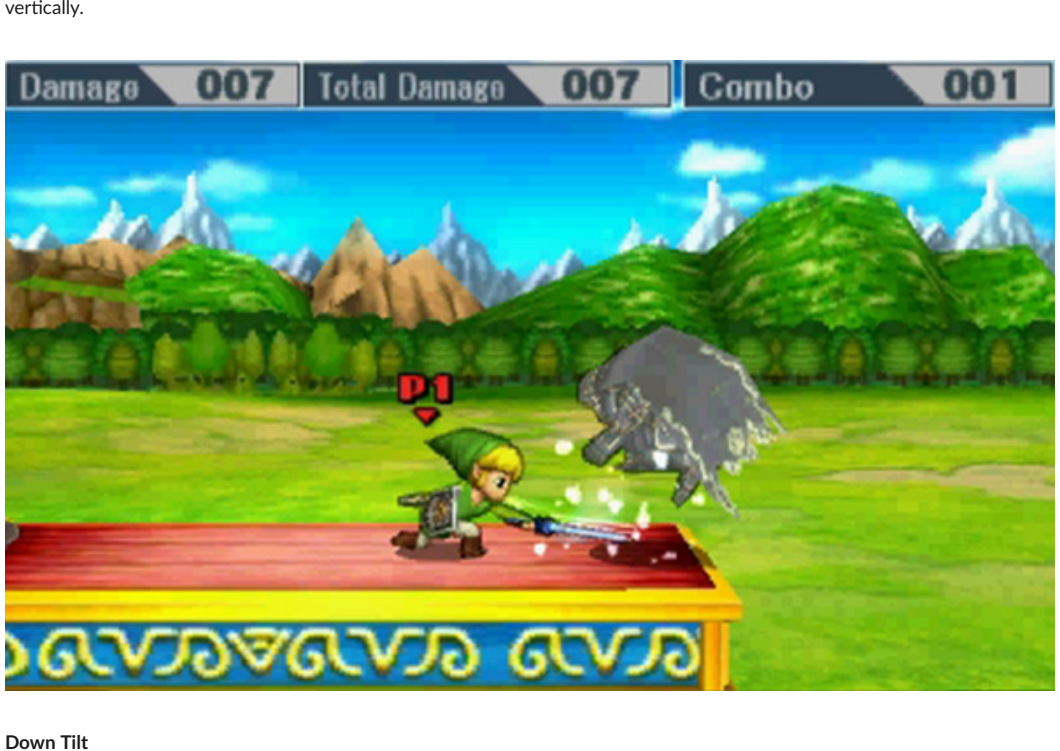
Forward Tilt

Toon Link swings his sword downward at your opponent, knocking that opponent away.


Damage 005
Total Damage 005
Combo 001
P1

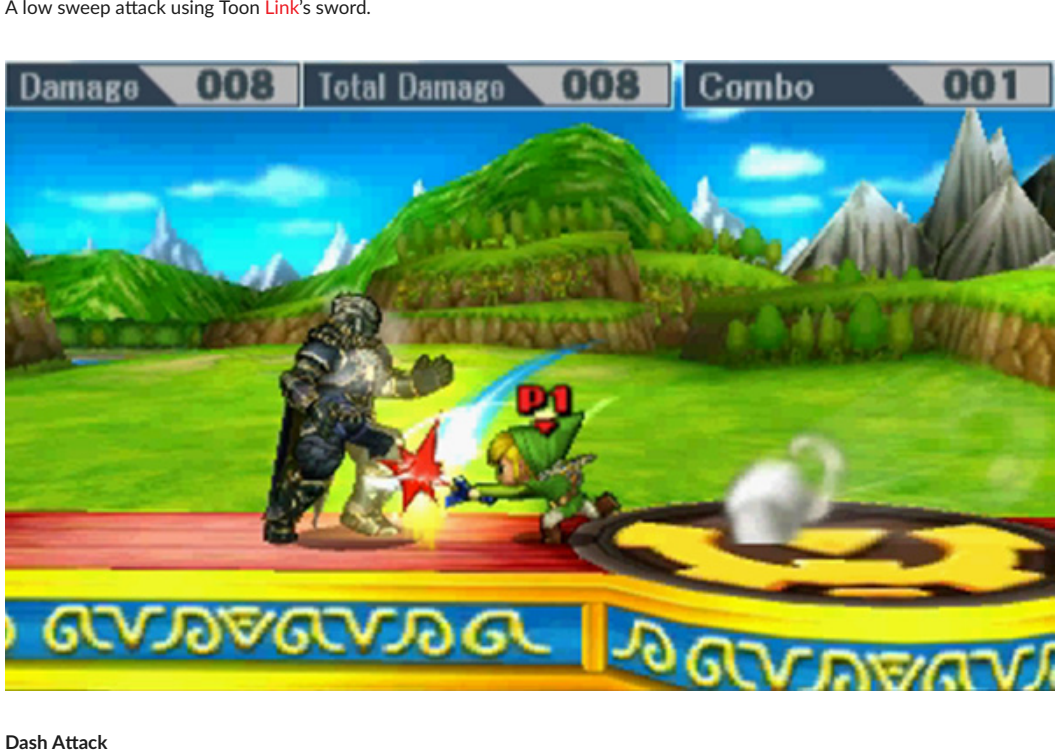
Up Tilt

Toon Link swings his sword in an arc over his body. This can hit opponents behind Toon Link and launches opponents vertically.


Damage 007
Total Damage 007
Combo 001
P1

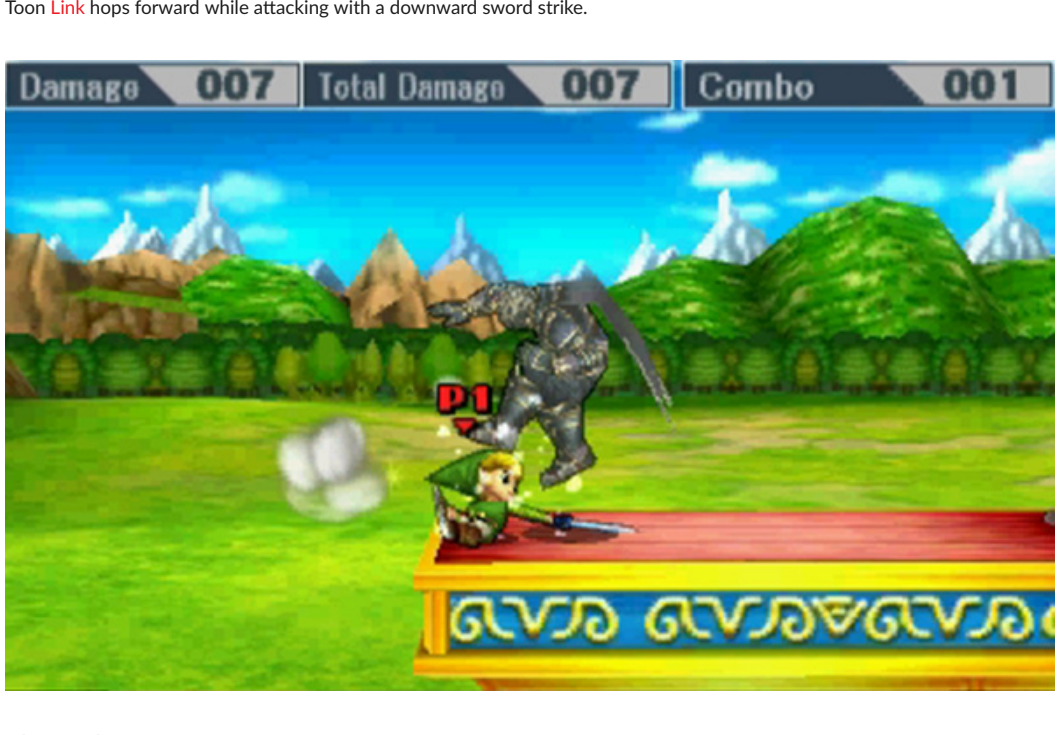
Down Tilt

A low sweep attack using Toon Link's sword.


Damage 008
Total Damage 008
Combo 001
P1

Dash Attack

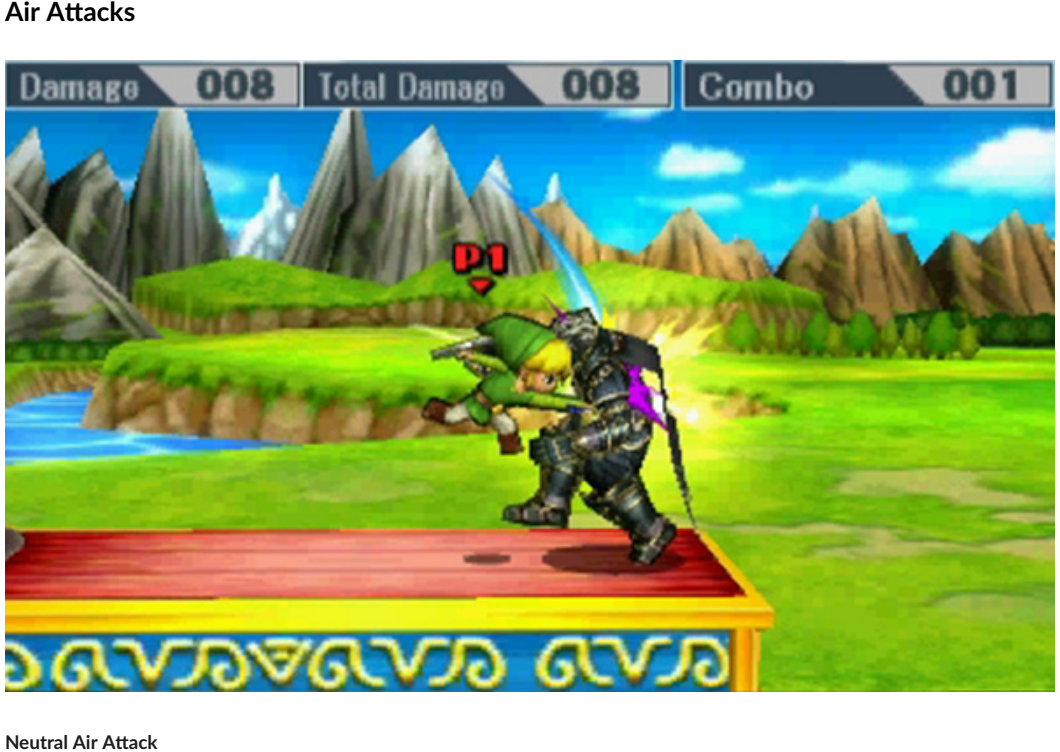
Toon Link hops forward while attacking with a downward sword strike.


Damage 007
Total Damage 007
Combo 001
P1

Edge Attack

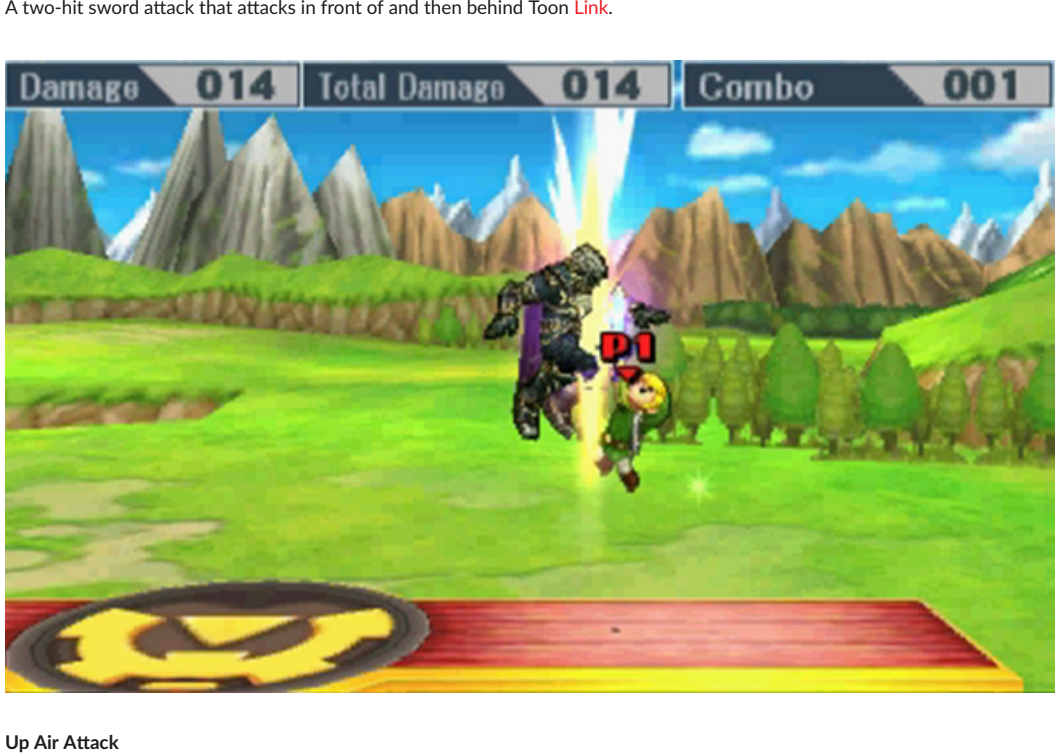
Toon Link climbs back up to the stage and then attacks low with his sword.

Air Attacks


Damage 008
Total Damage 008
Combo 001
P1

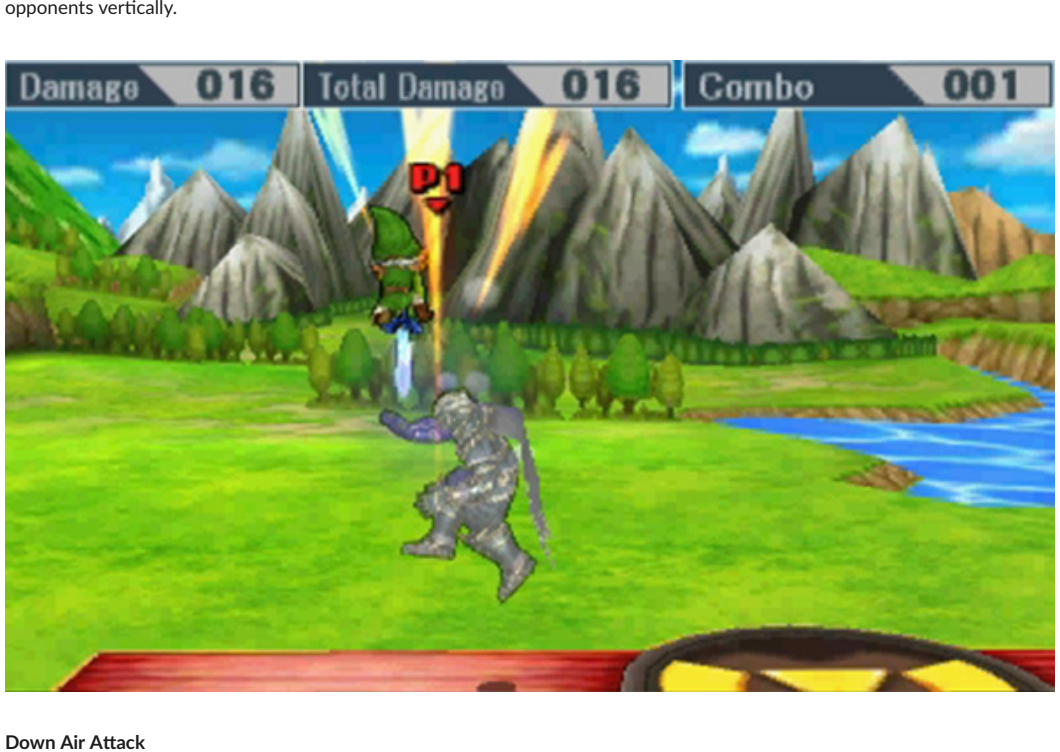
Neutral Air Attack

A two-hit sword attack that attacks in front of and then behind Toon Link.


Damage 014
Total Damage 014
Combo 001
P1

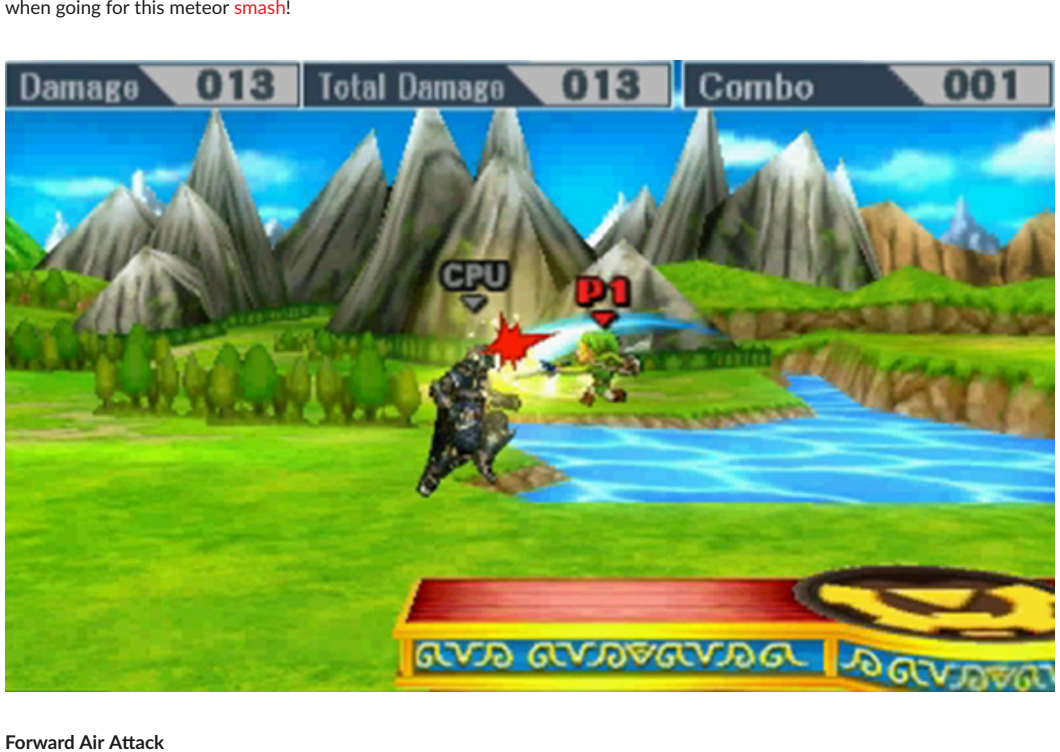
Up Air Attack

Toon Link thrusts his sword upward to hit opponents above him. This move can hit through most of its animation and launches opponents vertically.


Damage 016
Total Damage 016
Combo 001
P1

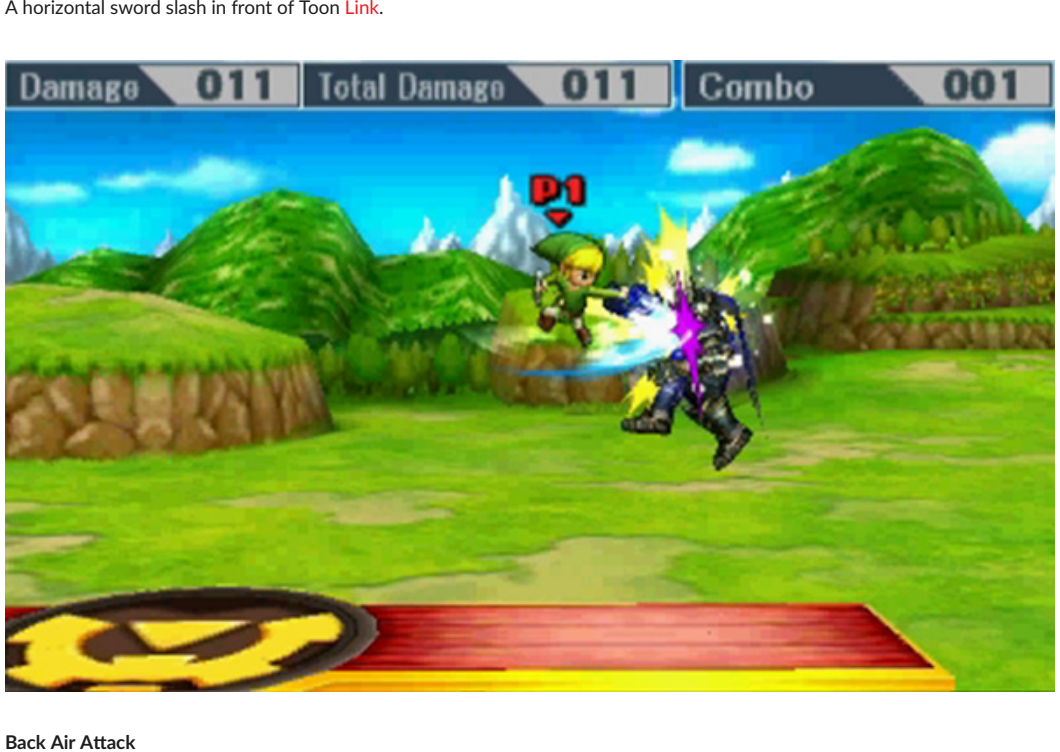
Down Air Attack

Toon Link performs a diving sword attack that can meteor smash opponents and deal decent damage. While similar to Link's Down Air, this version will not be canceled or cause Toon Link to bounce on enemy contact. So, be careful not to KO yourself when going for this meteor smash!


Damage 013
Total Damage 013
Combo 001
CPU
P1

Forward Air Attack

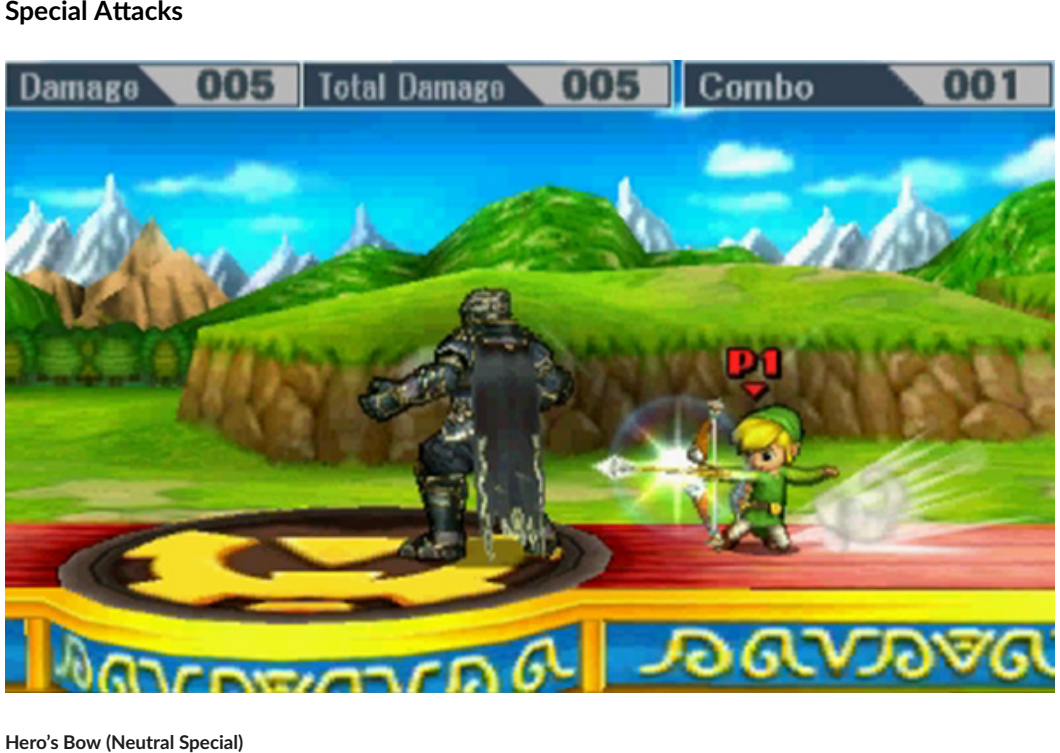
A horizontal sword slash in front of Toon Link.


Damage 011
Total Damage 011
Combo 001
P1

Back Air Attack

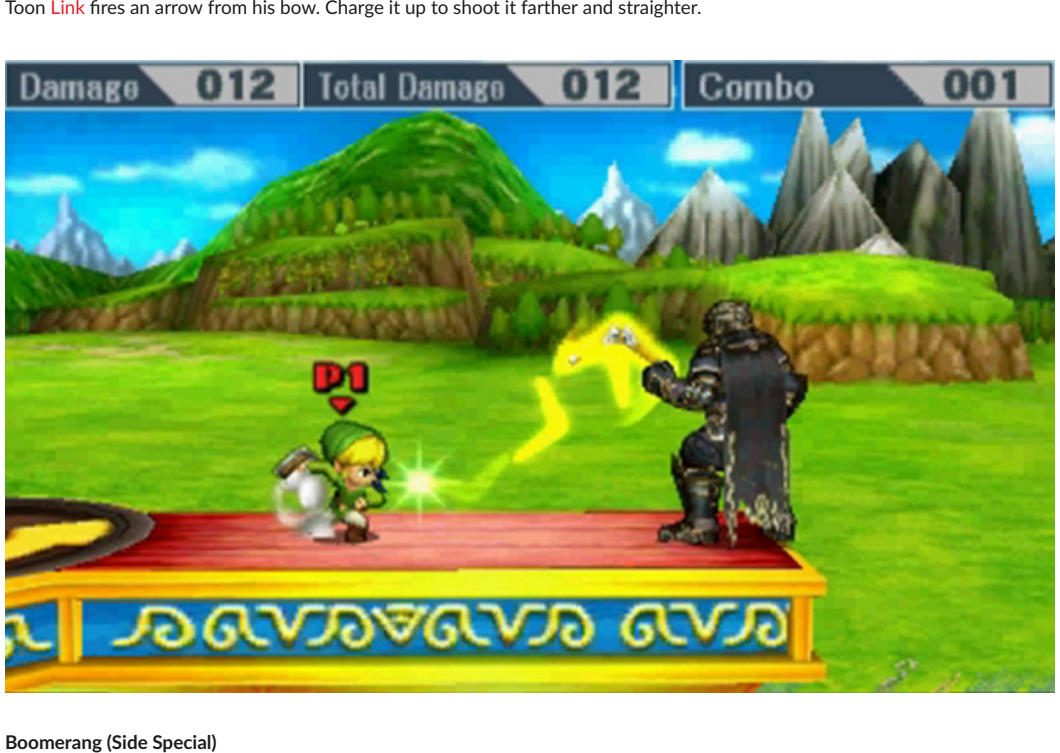
A horizontal sword slash behind Toon Link.

Special Attacks


Damage 005
Total Damage 005
Combo 001
P1

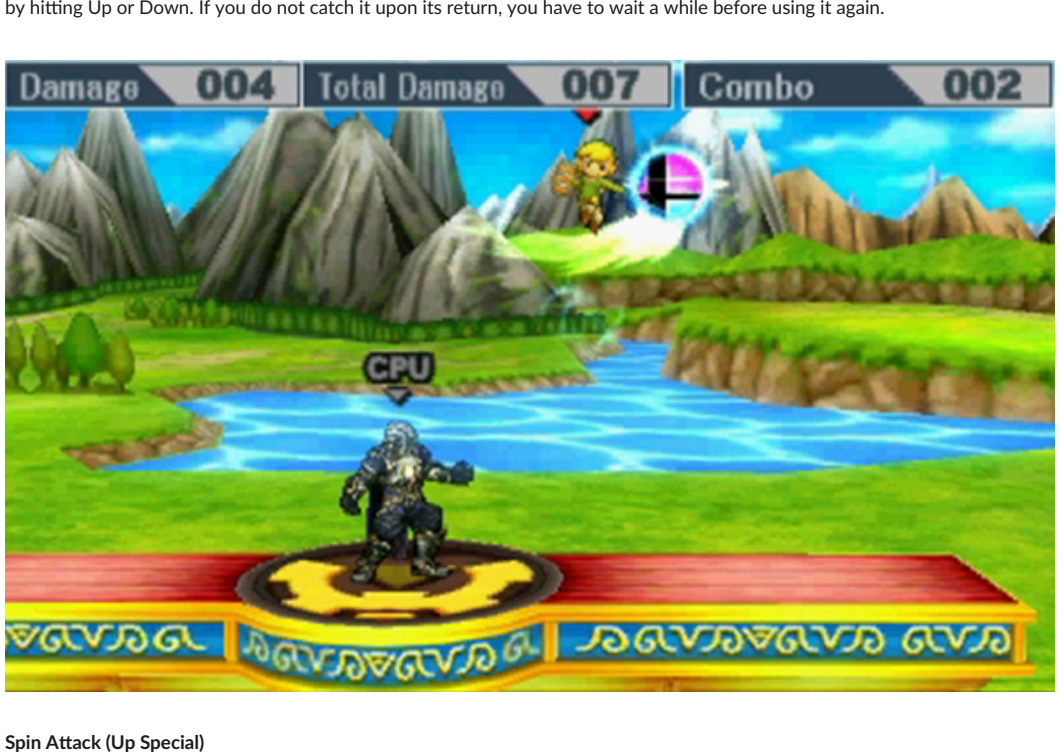
Hero's Bow (Neutral Special)

Toon Link fires an arrow from his bow. Charge it up to shoot it farther and straighter.


Damage 012
Total Damage 012
Combo 001
P1

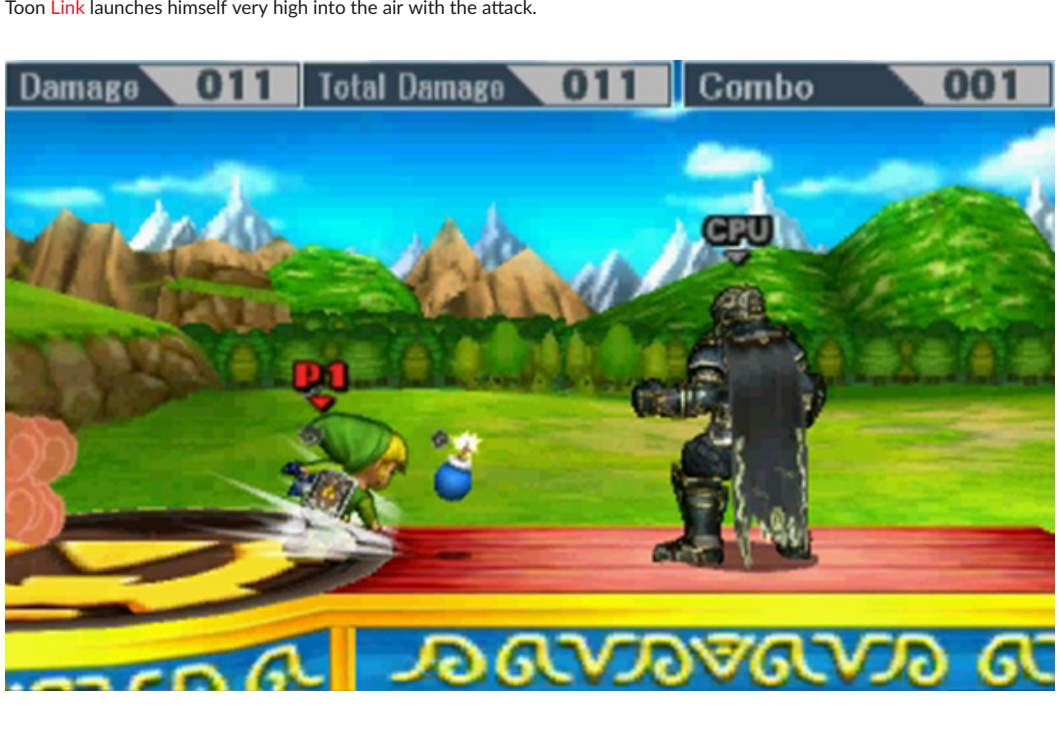
Boomerang (Side Special)

Toon Link attacks with his boomerang. It can hit opponents on its way out and on its way back. You can also throw it diagonally by hitting Up or Down. If you do not catch it upon its return, you have to wait a while before using it again.


Damage 004
Total Damage 007
Combo 002
CPU

Spin Attack (Up Special)

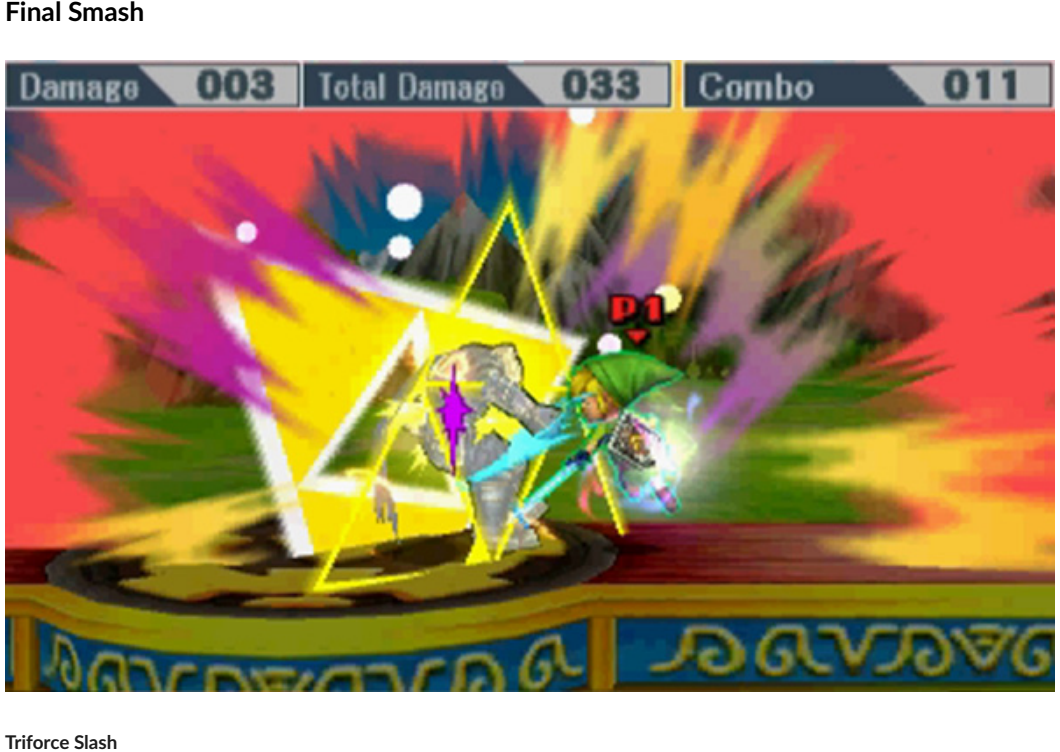
A sword spin attack. When using it on the ground, you can charge it up for additional hits and damage. When using it in the air, Toon Link launches himself very high into the air with the attack.


Damage 011
Total Damage 011
Combo 001
CPU
P1

Bomb (Down Special)

Toon Link pulls out a throwable bomb. It explodes on impact or when its fuse runs out. You can throw it up, forward, or down.

Final Smash


Damage 003
Total Damage 033
Combo 011
P1

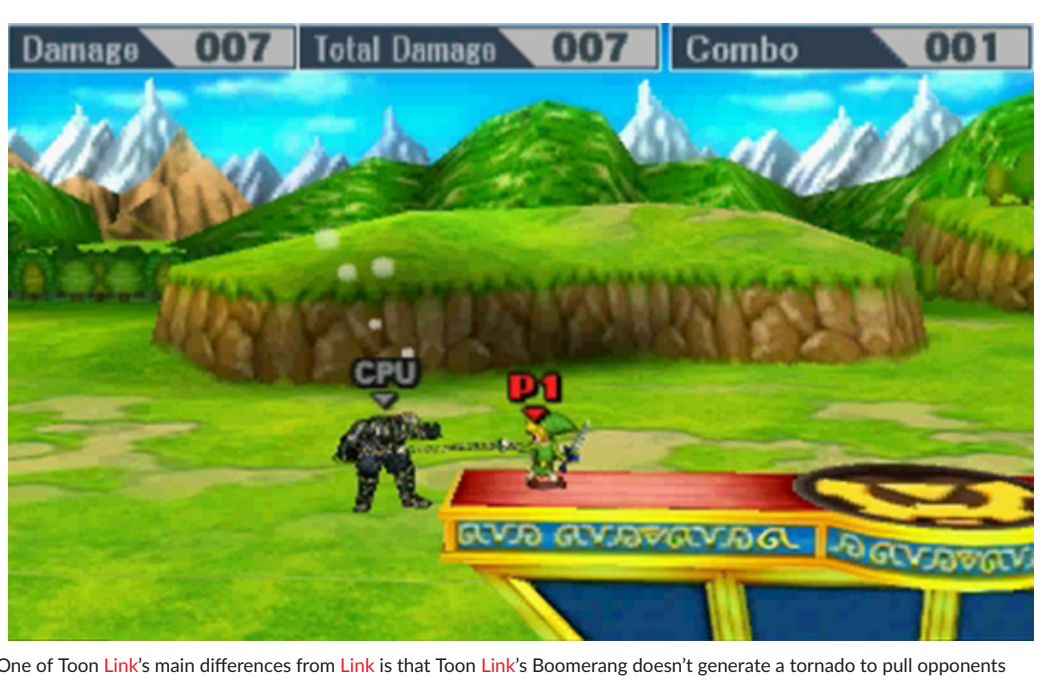
Triforce Slash

Toon Link sends out a beam of light across the stage directly in front of him. The first opponent it makes contact with is stunned, and Toon Link dashes in to unleash an incredible sword combo that ends with a giant swing. This last hit has more horizontal range than any of the previous hits and catches anyone who stays too close. Though very similar to Link's, this Final Smash has significantly less range than Link's, as it can only reach about halfway across the Final Destination form.

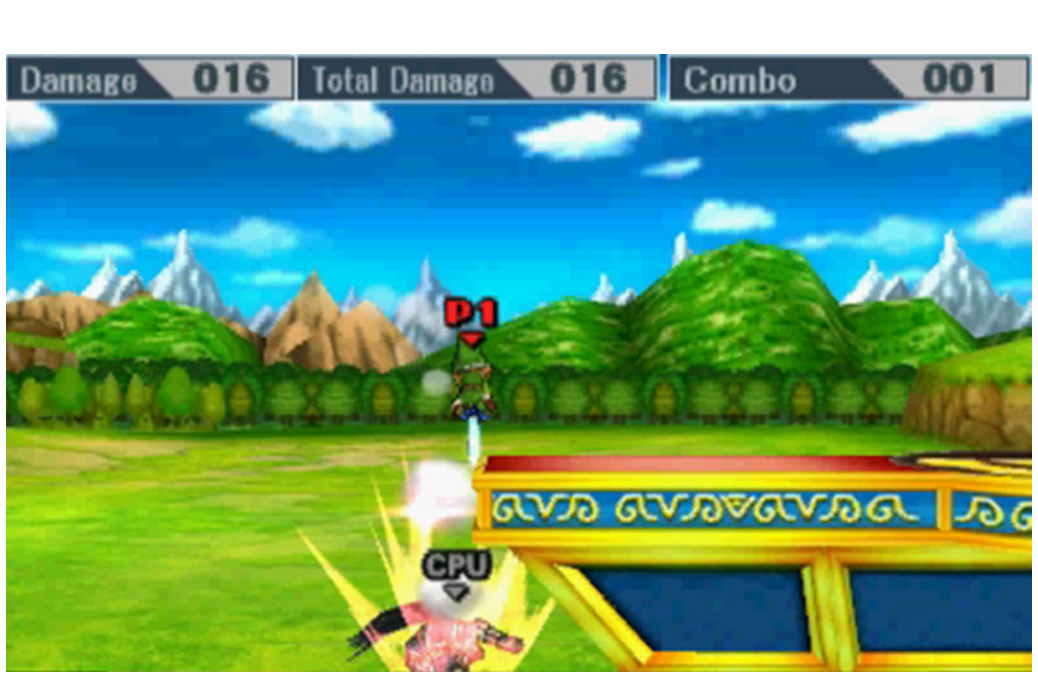
Strategy

For the most part, Toon Link is very similar to Link except he is smaller, faster, and lighter. He has a great projectile game amplified by his size and mobility. His sword gives him some much-needed range for most of his regular attacks. Similar to Link, his shield also block projectiles that hit him from the front as long as he is not attacking. Toon Link's main weaknesses are his KO potential and his horizontal recovery.

Damage 004
Total Damage 004
Combo 001
P1


Damage 007
Total Damage 007
Combo 001
CPU
P1

One of Toon Link's main differences from Link is that Toon Link's Boomerang doesn't generate a tornado to pull opponents back. Instead, Toon Link's Boomerang deals damage in both directions of its path. You can still throw it diagonally, but if you don't catch it upon its return, you'll have to wait a bit before you can use it again. His Hero's Bow is still a great harassment projectile, one that shoots a little better than Link's. His Bomb Special doesn't damage him as long as it hits the opponent, making it good for close combat as well. Throwing a bomb up will allow you to pull a second bomb! Using these projectiles while utilizing Toon Link's mobility is key to racking up damage on your opponents.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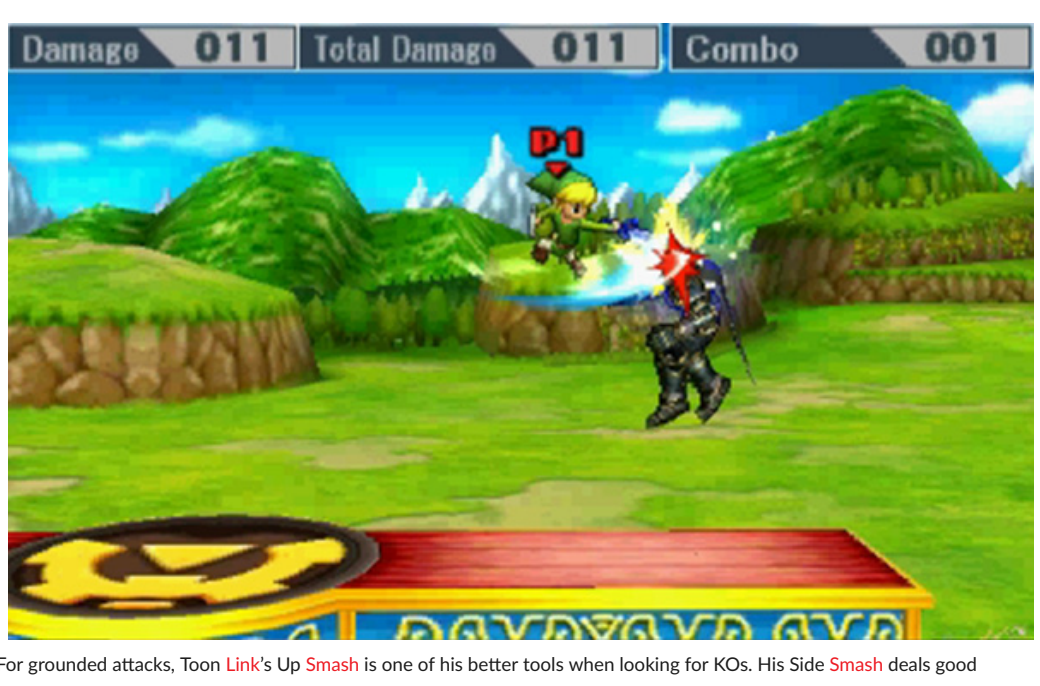
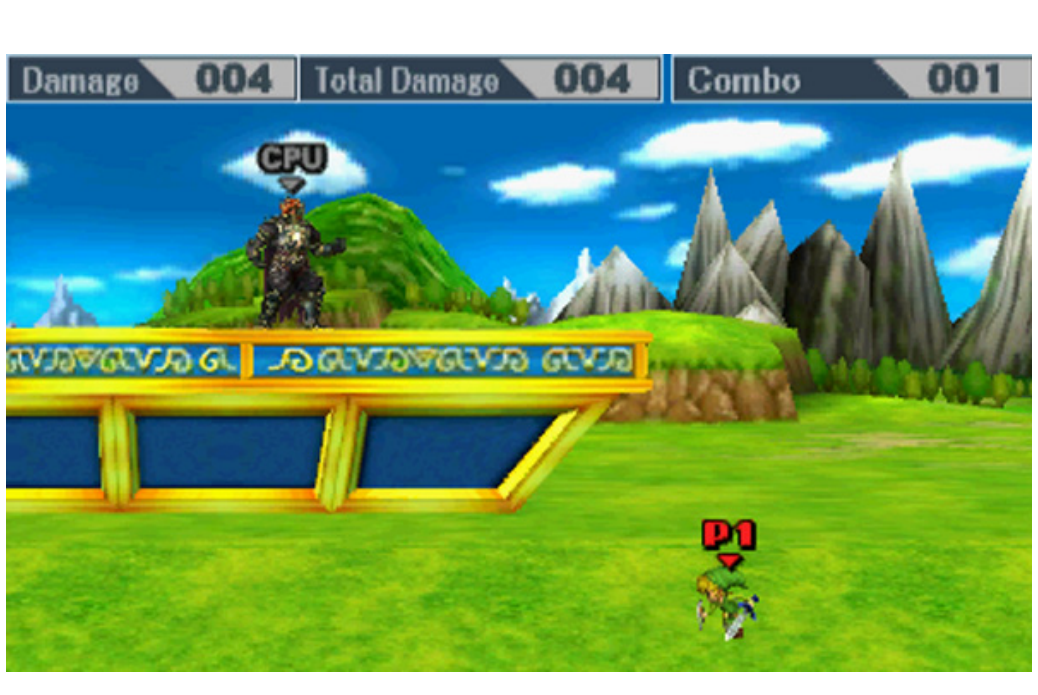
Total Damage 016
Combo 001
P1
CPU


Damage 011
Total Damage 011
Combo 001
P1

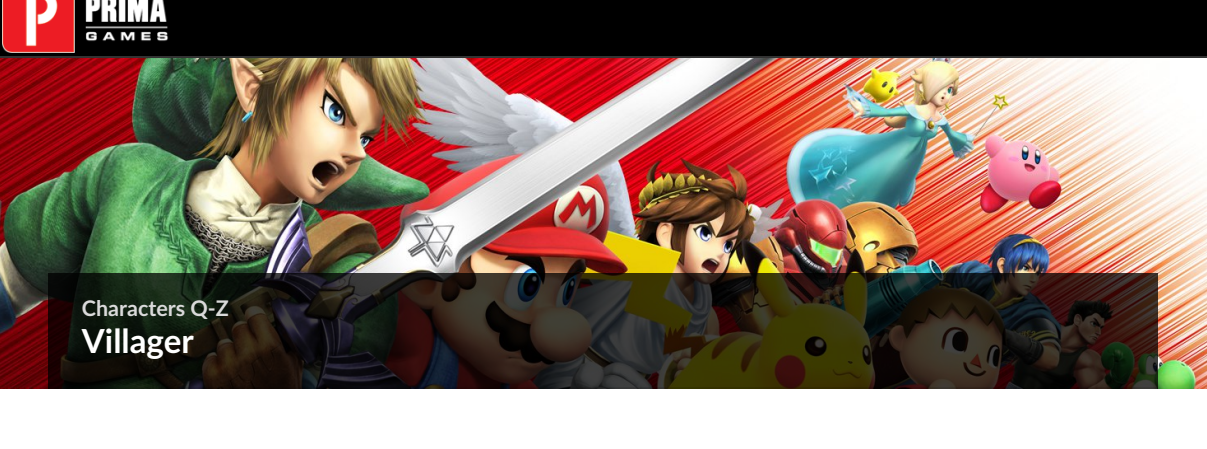
For grounded attacks, Toon Link's Up Smash is one of his better tools when looking for KOs. His Side Smash deals good damage, and his Down Smash covers both sides of him. Side Tilt is also a good poke tool for its range and damage. When Toon Link is in the air, his Down Air is active for a long time and has a meteor effect at the start that can come in handy for early KOs. Up Air is active for a very long time as well, and it can also be useful for KOs. Neutral Air is different from Link's and is useful for racking up damage. And finally, don't forget to use his grapple in the air, as it is a good keepout tool to help your projectile game. When edge-guarding, use all of the projectiles at your disposable. Boomerang angled downward or Bombs thrown downward at recovering enemies are particularly useful. For enemies with worse horizontal recovery, keep them out with charged-up arrows from the Hero's Bow.

Recovery

Toon Link's recoveries are, for the most part, identical to Link's recoveries except they have more range. The two options are Spin Attack and grapple/throw. Toon Link's Spin Attack recovers higher, and Toon Link's grapple reaches farther than regular Link. You can use grapple to grab onto the edge, but you have to time it correctly and be facing the right way. Press the throw button again to pull yourself up or hit Up to return to the ledge. Note that Toon Link's Spin Attack leaves him in a fall state. And if you are holding onto a bomb that explodes while you're in fall state, you can use Spin Attack again!


Damage 004
Total Damage 004
Combo 001
CPU
P1

Damage 004
Total Damage 004
Combo 001
CPU
P1



Villager

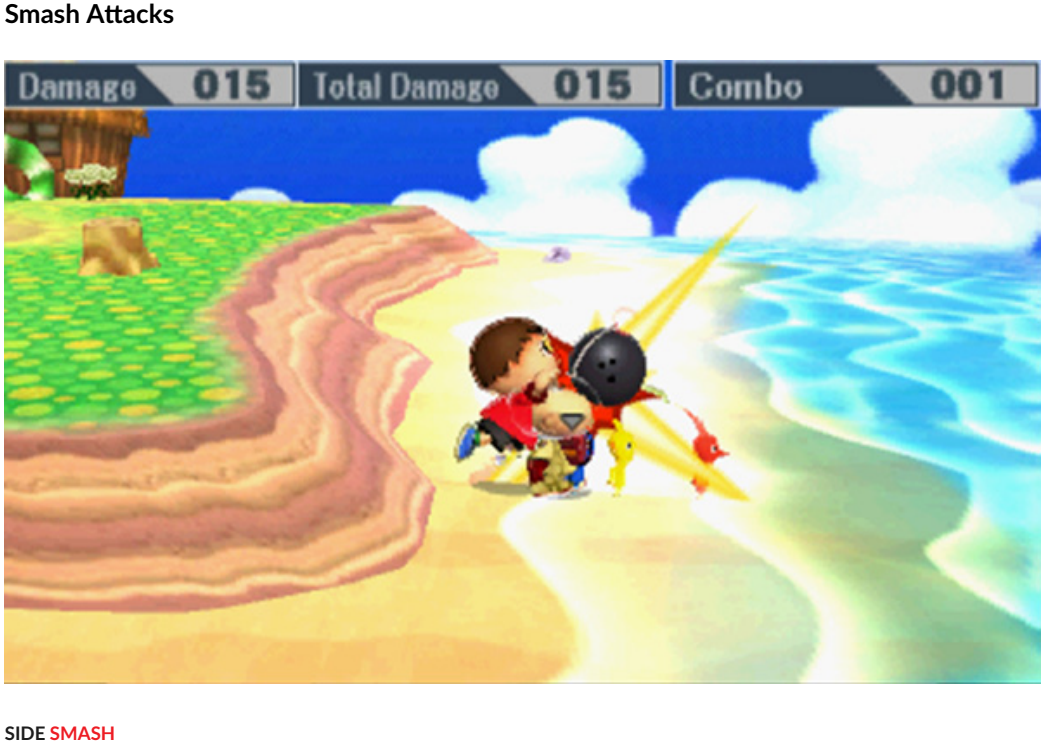
Trophy Description

An energetic young man from a peaceful town in *Animal Crossing*, he is eager to make his *Smash Bros.* debut! His Balloon Trip recovery lets him fly like a character from *Balloon Fight*. The Villager sets out to answer that age-old question: If a tree falls on the battlefield and foes are beneath it, do they get launched?

Statistics

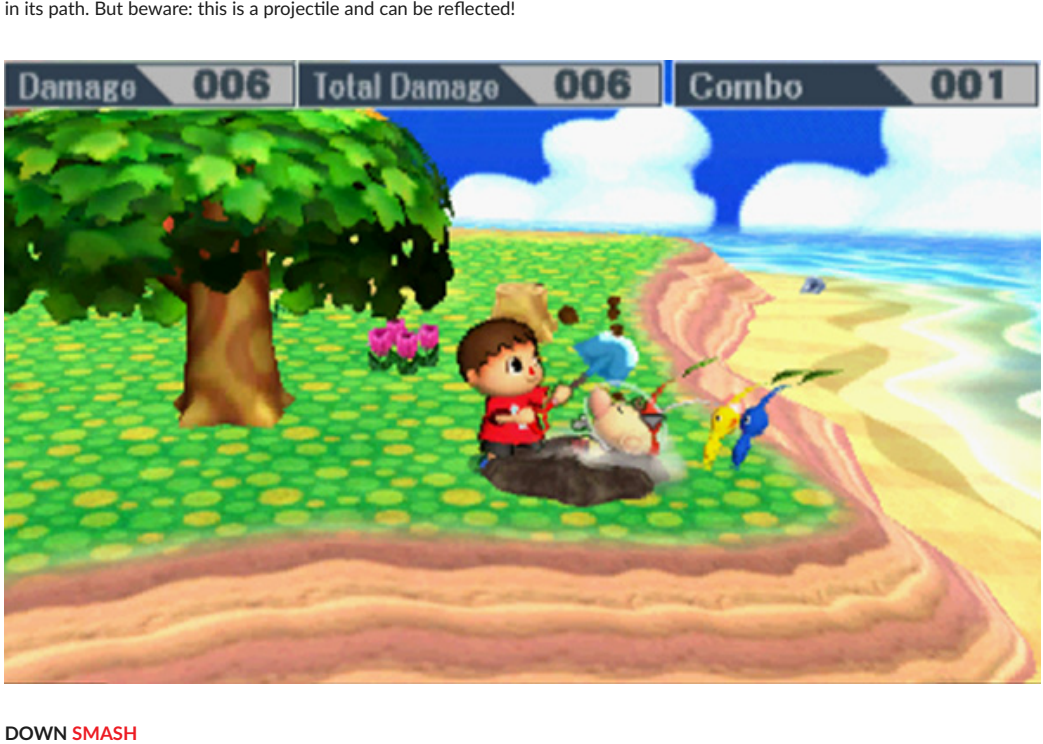
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 015
Total Damage 015
Combo 001

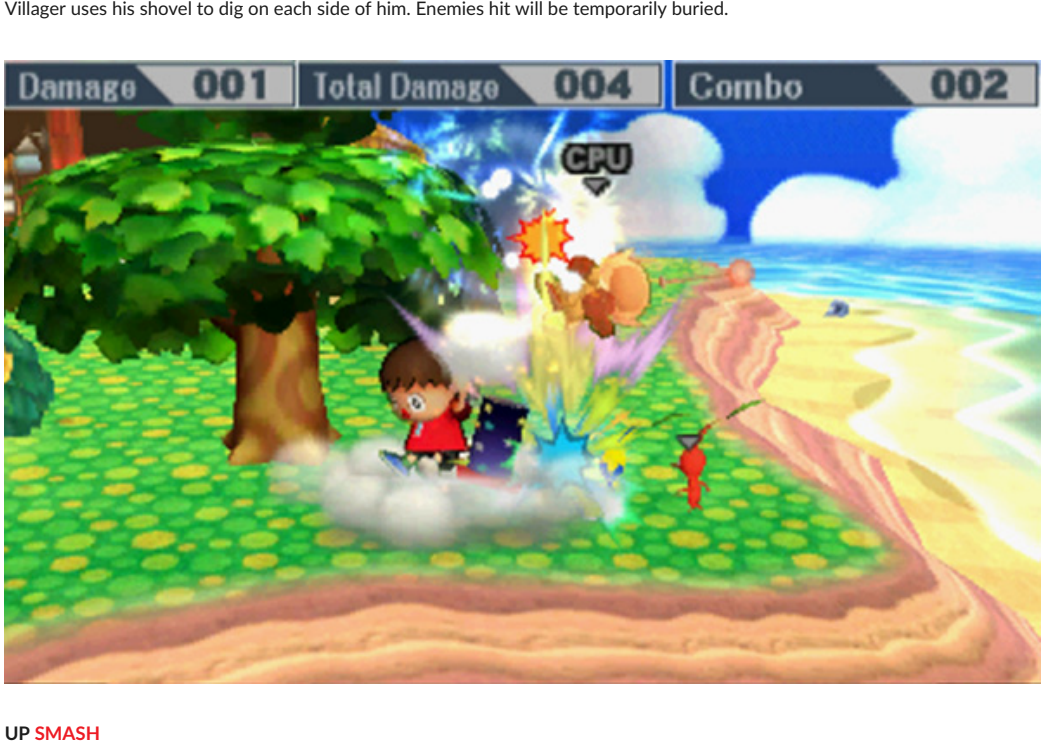
SIDE SMASH

Villager drops a bowling ball on the opponent. If he does this on an edge, the bowling ball will drop off the stage, hitting anyone in its path. But beware: this is a projectile and can be reflected!


Damage 006
Total Damage 006
Combo 001

DOWN SMASH

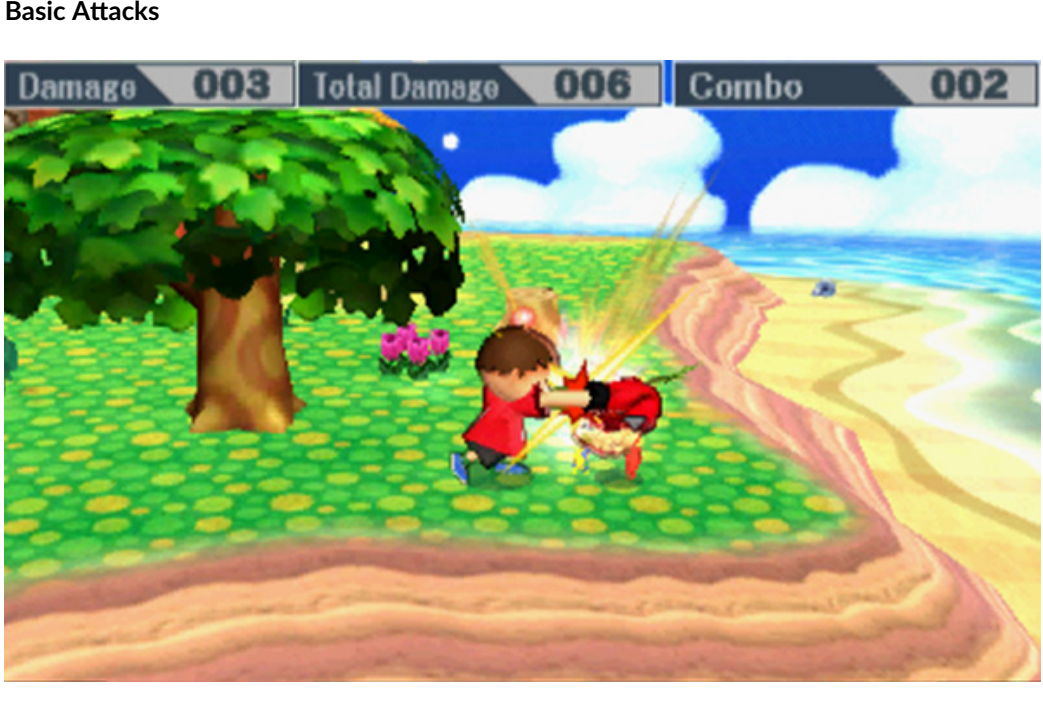
Villager uses his shovel to dig on each side of him. Enemies hit will be temporarily buried.


Damage 001
Total Damage 004
Combo 002
CPU

UP SMASH

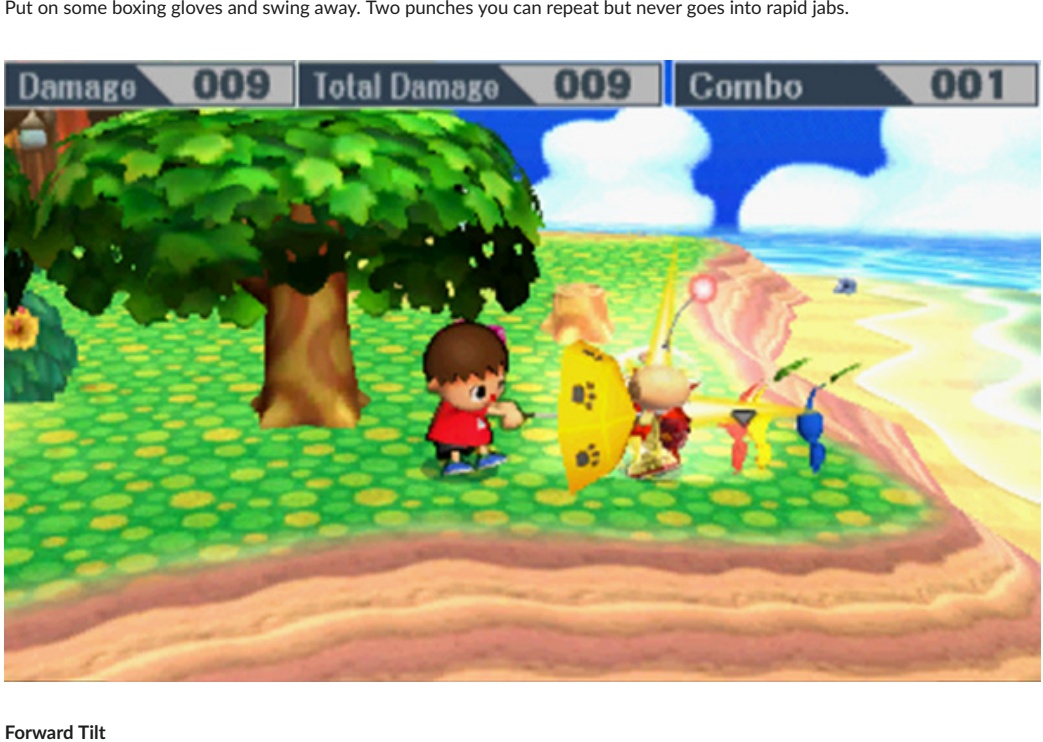
Villager sets off fireworks to blast opponents upward!

Basic Attacks


Damage 003
Total Damage 006
Combo 002

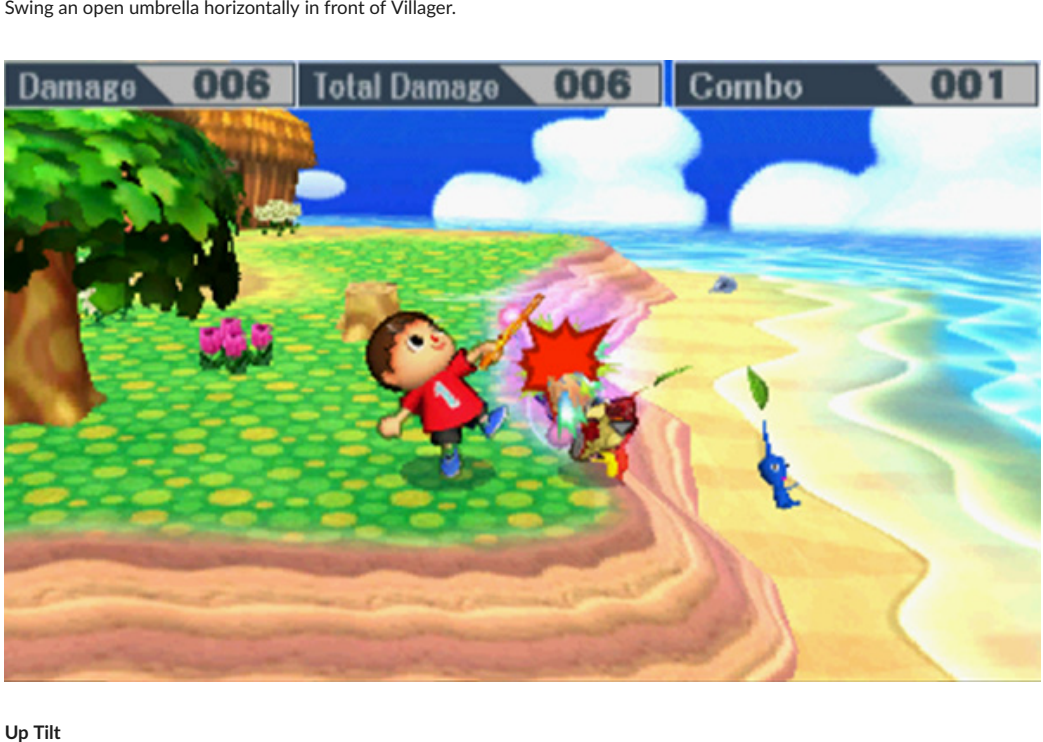
Standing Attack

Put on some boxing gloves and swing away. Two punches you can repeat but never goes into rapid jabs.


Damage 009
Total Damage 009
Combo 001

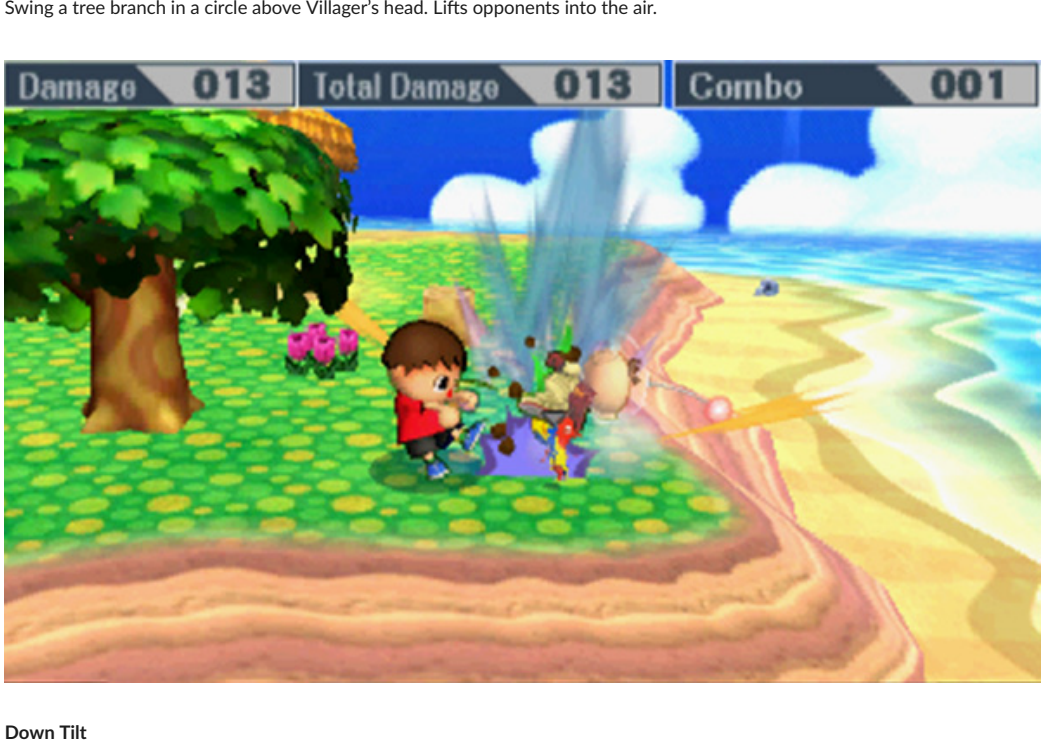
Forward Tilt

Swing an open umbrella horizontally in front of Villager.


Damage 006
Total Damage 006
Combo 001

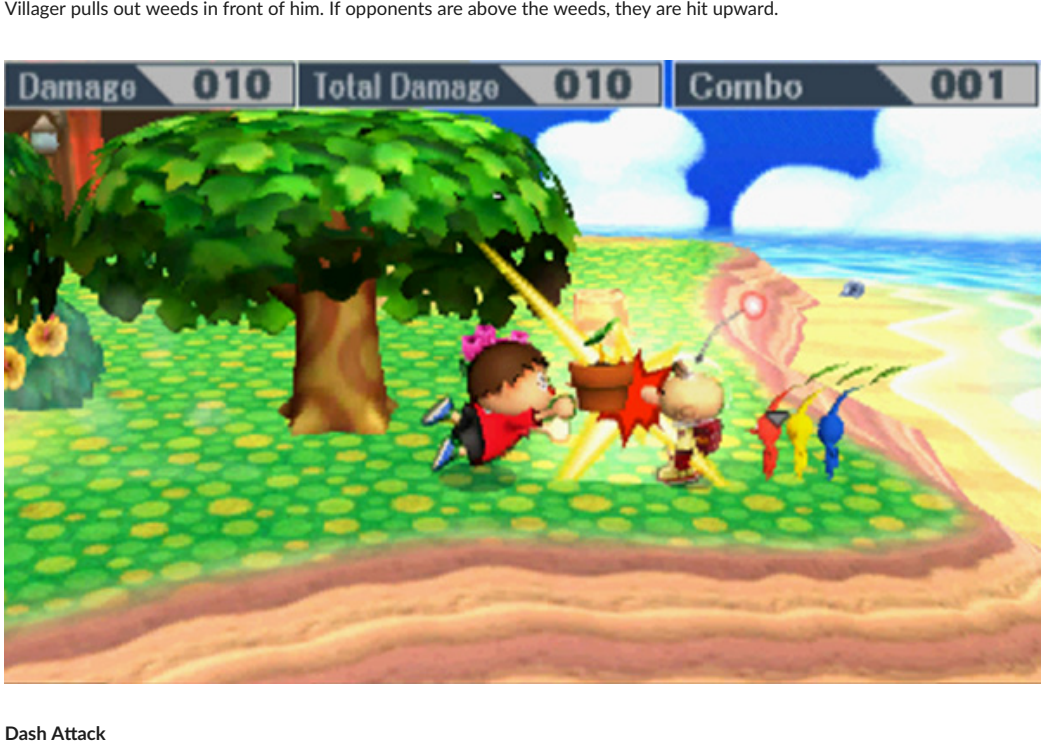
Up Tilt

Swing a tree branch in a circle above Villager's head. Lifts opponents into the air.


Damage 013
Total Damage 013
Combo 001

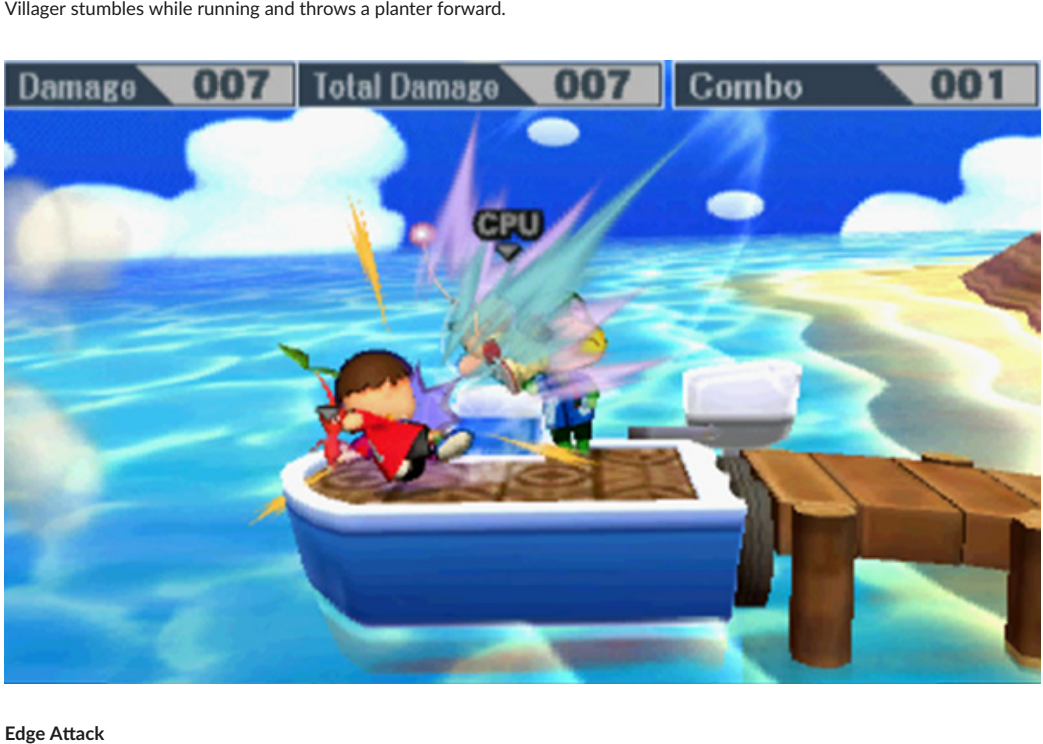
Down Tilt

Villager pulls out weeds in front of him. If opponents are above the weeds, they are hit upward.


Damage 010
Total Damage 010
Combo 001

Dash Attack

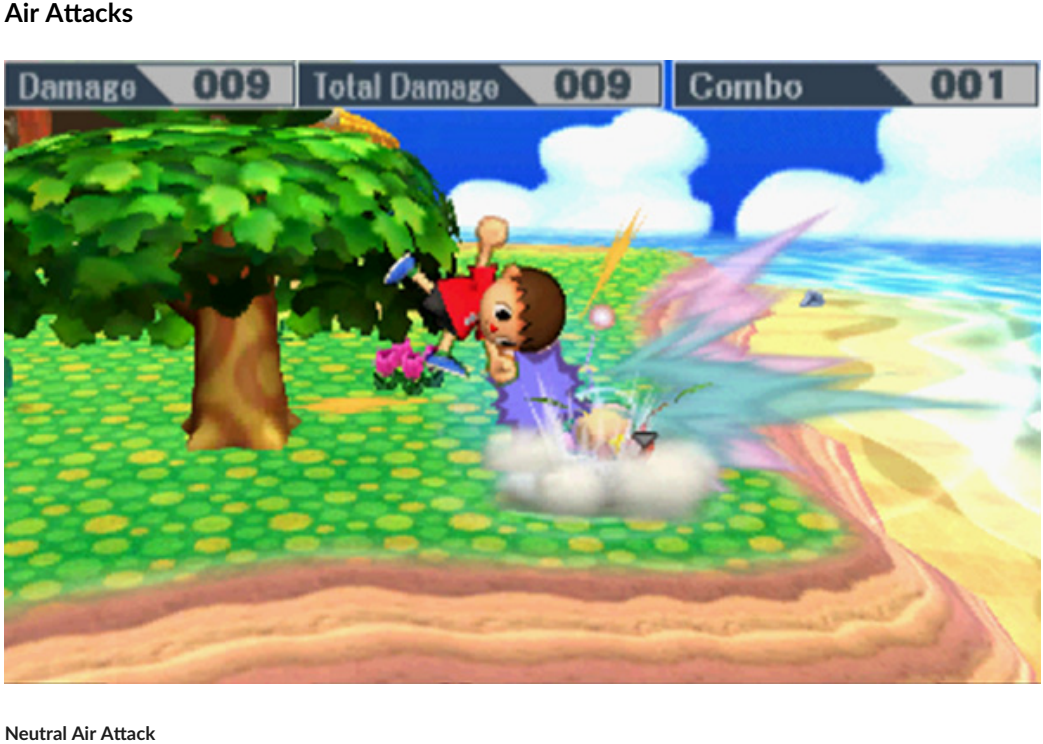
Villager stumbles while running and throws a planter forward.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

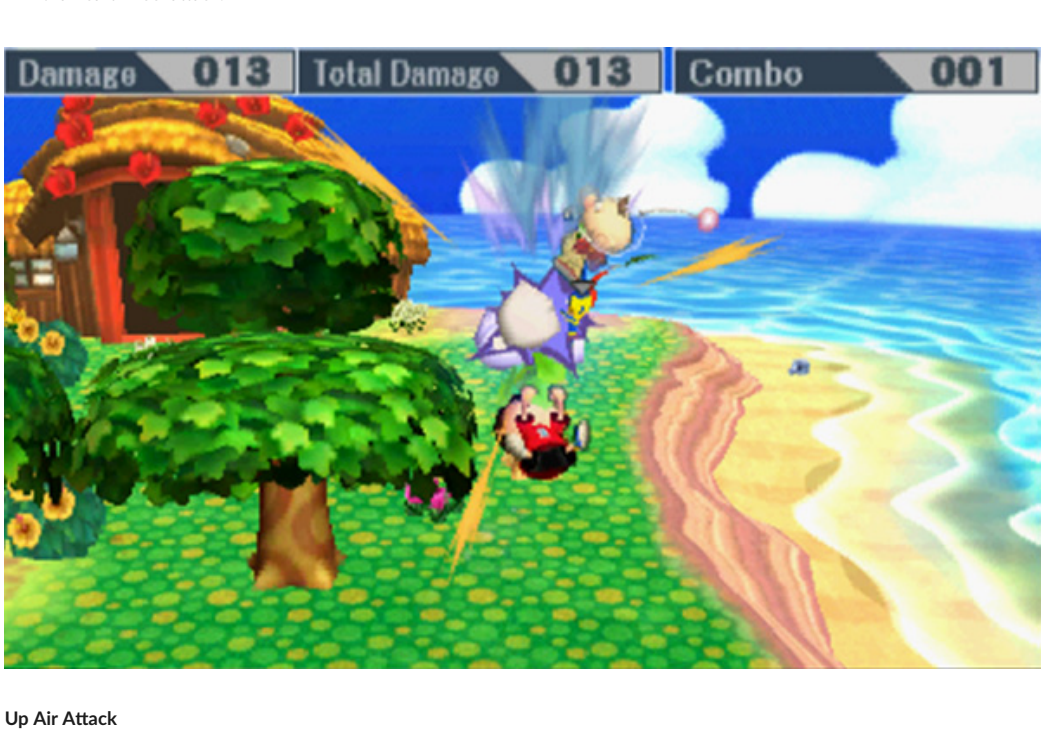
Villager pulls himself back up then swings a leg around to kick the opponent away.

Air Attacks


Damage 009
Total Damage 009
Combo 001

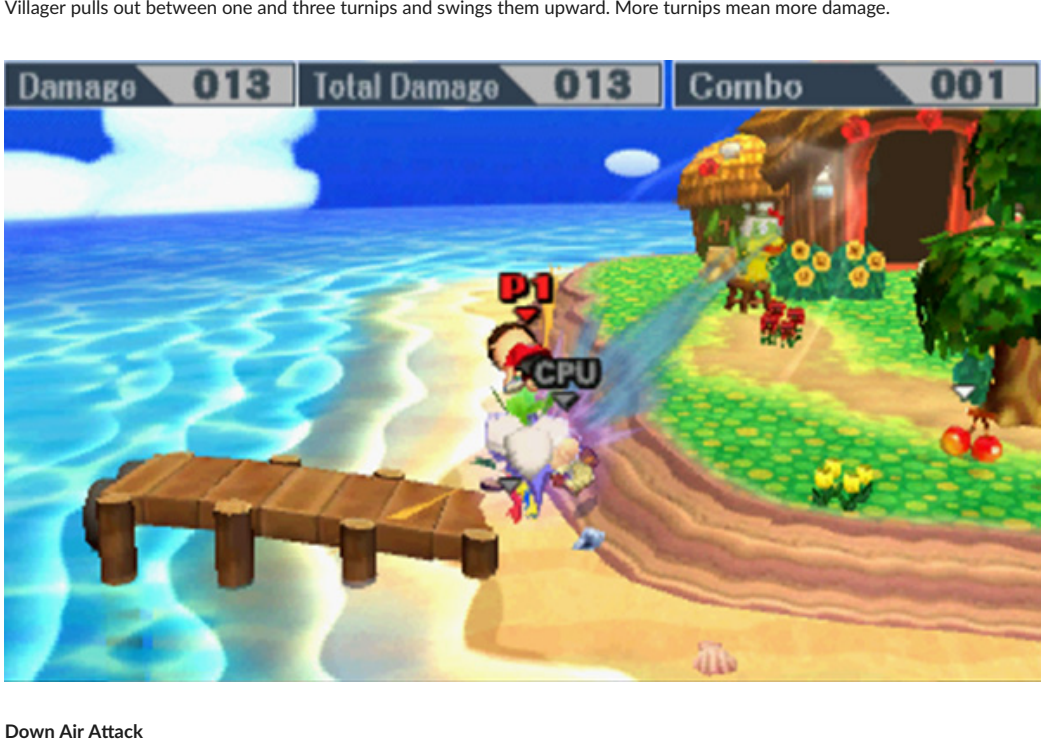
Neutral Air Attack

A mid-air cartwheel attack.


Damage 013
Total Damage 013
Combo 001

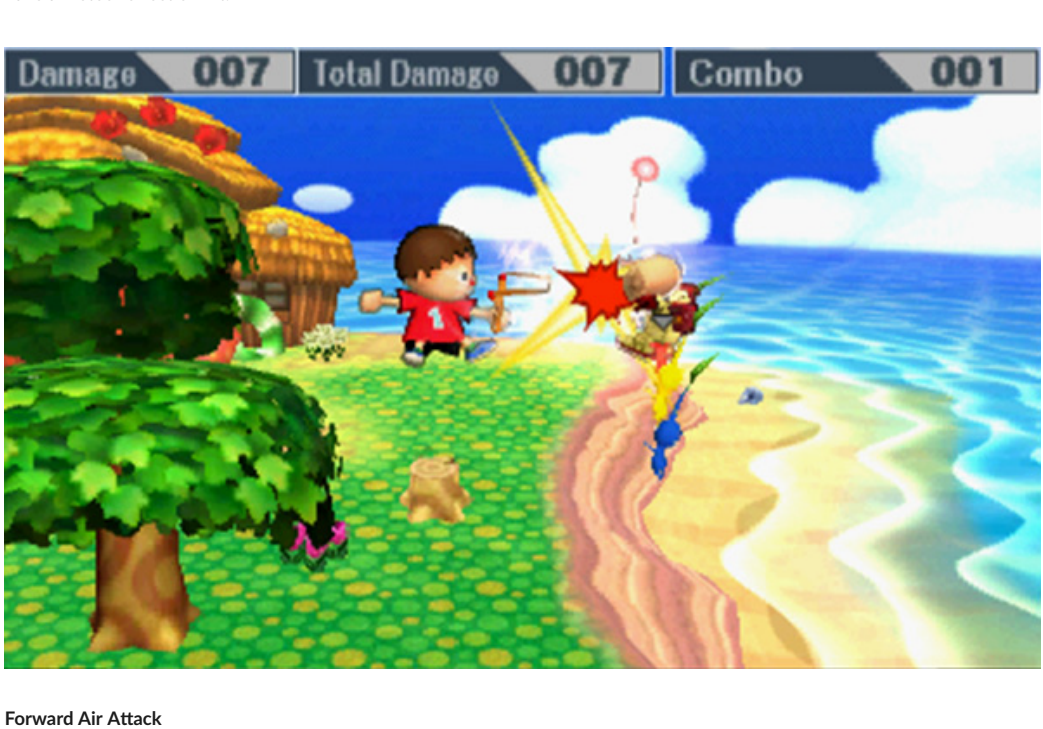
Up Air Attack

Villager pulls out between one and three turnips and swings them upward. More turnips mean more damage.


Damage 013
Total Damage 013
Combo 001
P1
CPU

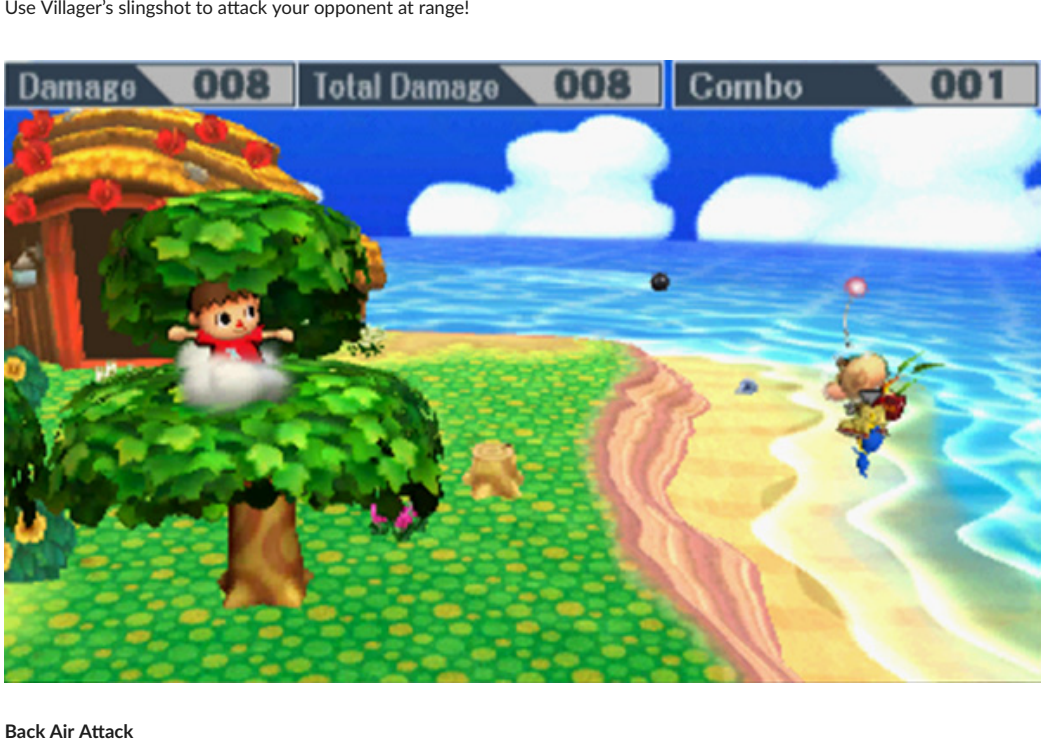
Down Air Attack

Villager pulls out between one and three turnips and swings them downward. More turnips mean more damage, and three can have a meteor effect on hit.


Damage 007
Total Damage 007
Combo 001

Forward Air Attack

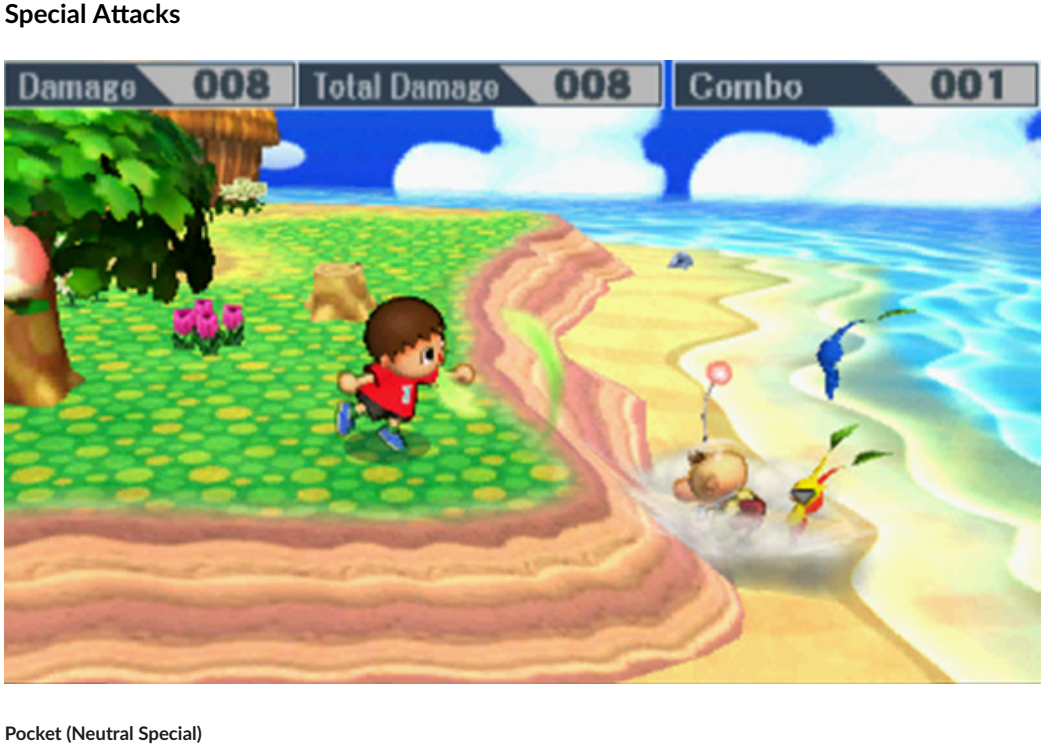
Use Villager's slingshot to attack your opponent at range!


Damage 008
Total Damage 008
Combo 001

Back Air Attack

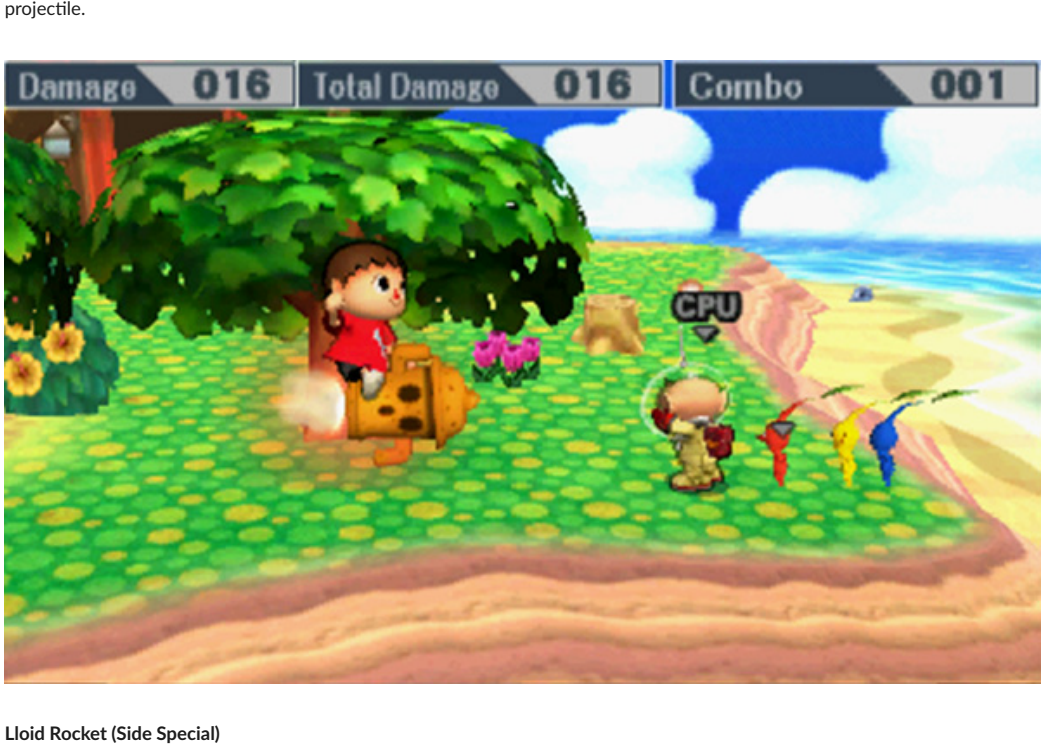
Villager spins around and uses his slingshot to attack behind him at range.

Special Attacks


Damage 008
Total Damage 008
Combo 001

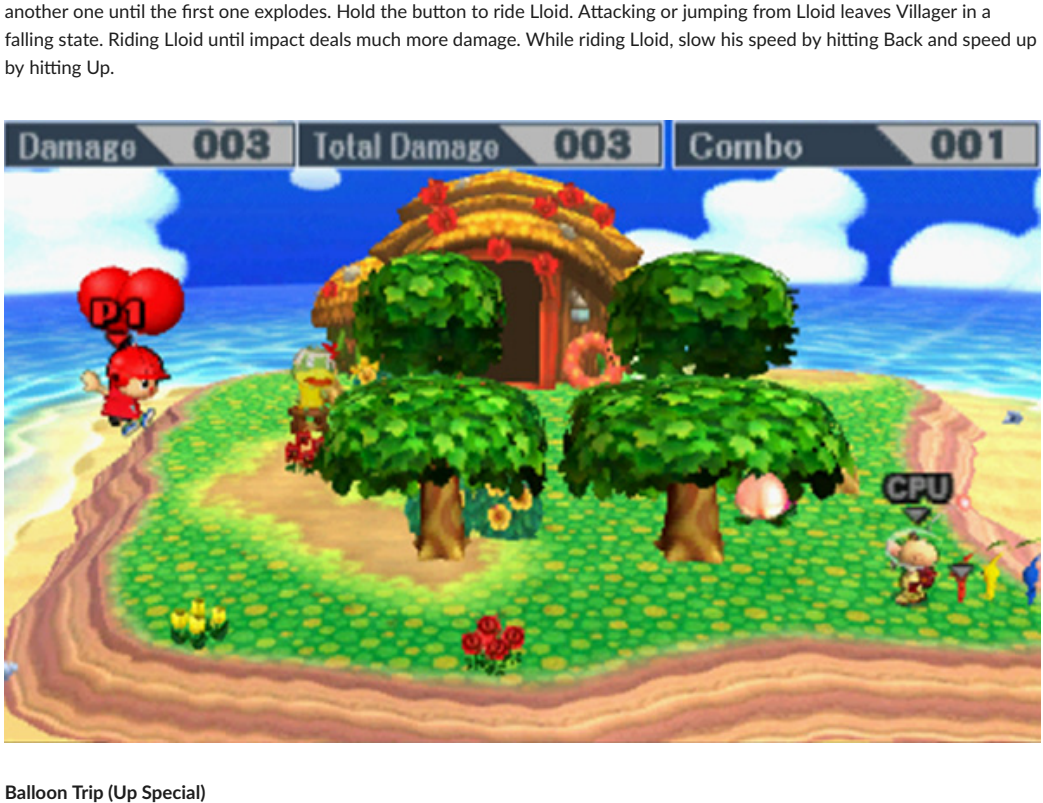
Pocket (Neutral Special)

Villager can use this to pocket items or projectiles for later use. Press the button again to take the item out or to throw the projectile.


Damage 016
Total Damage 016
Combo 001
CPU

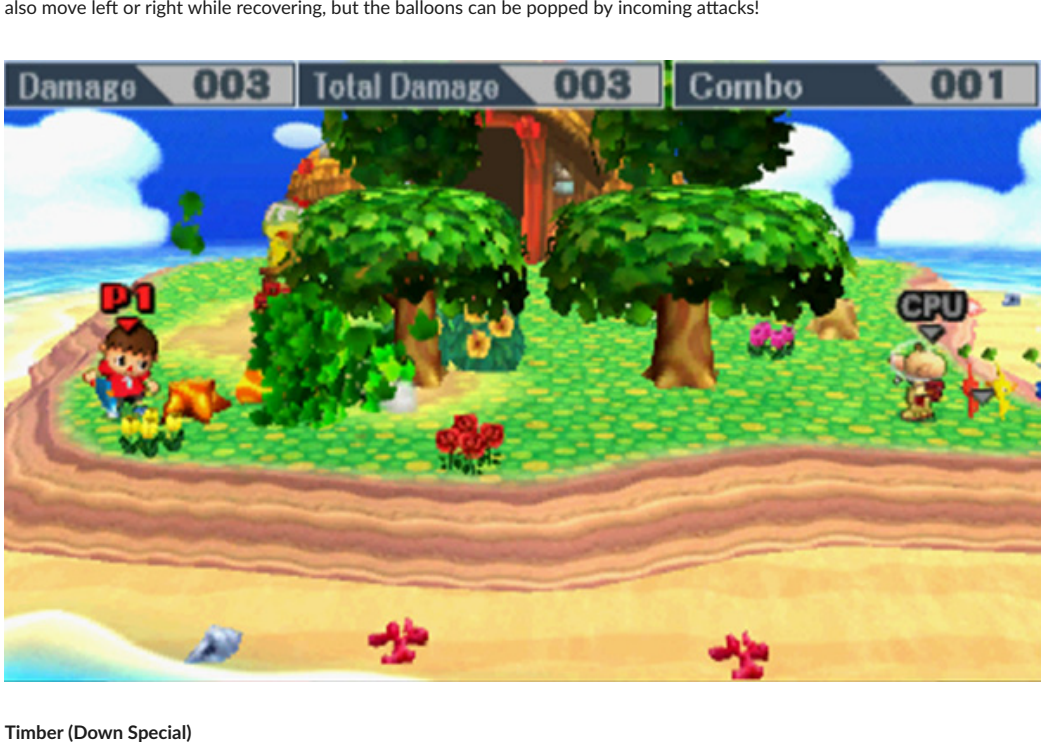
Lloid Rocket (Side Special)

Fires off Lloid like a rocket horizontally. It eventually slows and falls before exploding or it explodes on contact. You can't fire another one until the first one explodes. Hold the button to ride Lloid. Attacking or jumping from Lloid leaves Villager in a falling state. Riding Lloid until impact deals much more damage. While riding Lloid, slow his speed by hitting Back and speed up by hitting Up.


Damage 003
Total Damage 003
Combo 001
P1
CPU

Balloon Trip (Up Special)

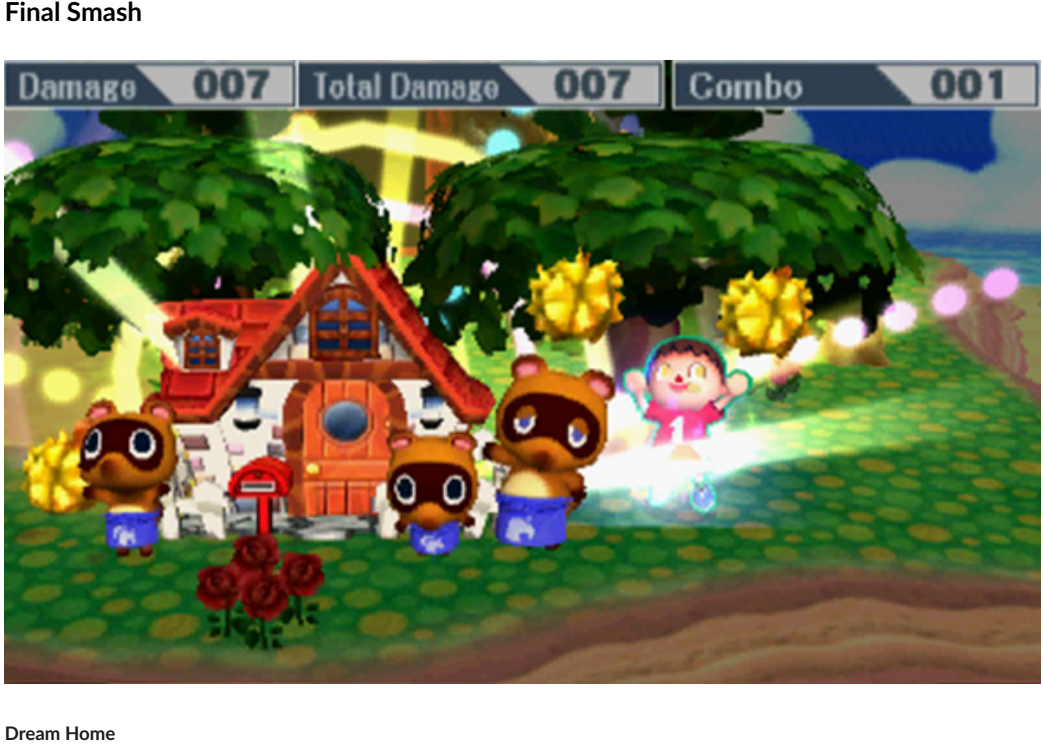
Villager puts on a balloon hat and flaps his arms to gain a lot of height. Repeatedly press the button to gain that height. You can also move left or right while recovering, but the balloons can be popped by incoming attacks!


Damage 003
Total Damage 003
Combo 001
P1
CPU

Timber (Down Special)

This is a three part move. First, Villager plants seeds. This deals no damage and is not an attack in the air. Once seeds are planted, this changes to a watering can that can push opponents around. Watering the seed grows it into a tree. When the tree is grown, the attack becomes an axe swing that deals a lot of damage. If you chop the tree down, it can hit the opponent for a lot of damage. It takes two axe chops on the same side to chop down the tree. You can then Pocket the wood and throw it later!

Final Smash

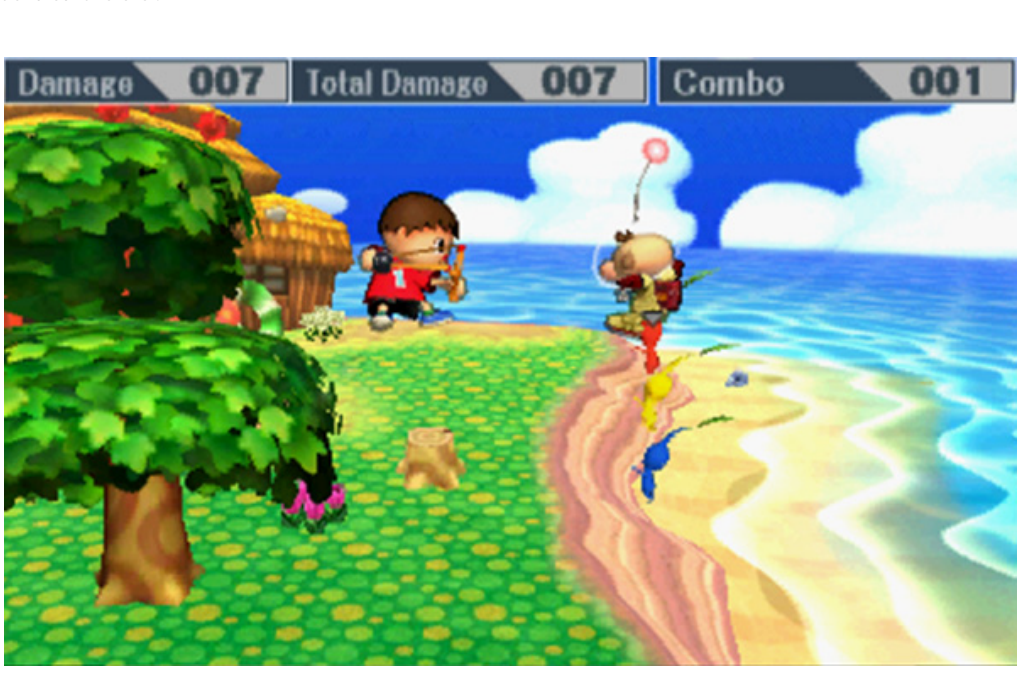

Damage 007
Total Damage 007
Combo 001

Dream Home

Villager calls upon Tom Nook and the twin Nook employees to build a house around all opponents within range! The opponents take damage while the house is being built, and when it's finished, the house explodes, dealing additional damage and knocking back opponents up and away from Villager. In total, this deals about 45% damage to all opponents caught in the house. The range on this attack is limited, but you can estimate the range by identifying the farthest puff of smoke when the raccoons appear. Villager is invulnerable while the house is being built, and if anyone runs into the house while it is building, they take damage as well. Using this on airborne opponents is not a great idea unless they are right beside you in the air. The knockback isn't great, so use it closer to the sides of a stage to KO an opponent.

Strategy

Villager is a small, average-weight character with average mobility. Unlike most small characters, however, he has surprisingly good range on most of his attacks, thanks to the large number of things he carries around! For example, his Side Tilt is an umbrella, his Dash Attack throws a planter forward, and his Forward And Back Airs shoot a projectile from his slingshot! The downside to this is, in general, he doesn't deal a lot of damage, and it can be difficult to approach opponents. You can increase Villager's damage by using his Timber attack to get his axe out, but this limits his range and is temporary, as the tree doesn't stick around forever.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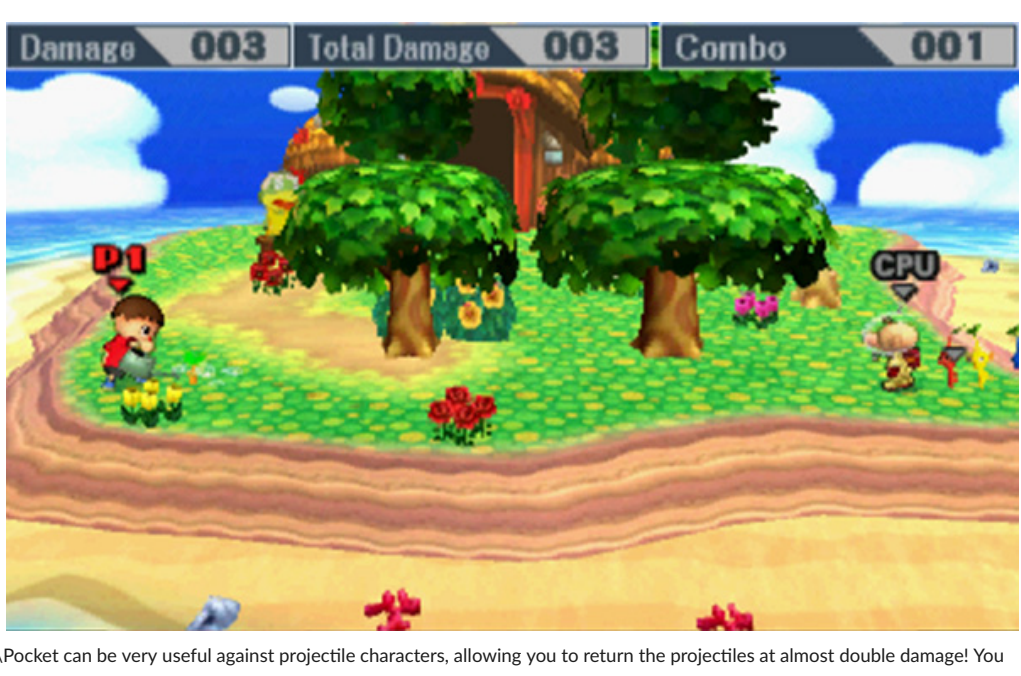
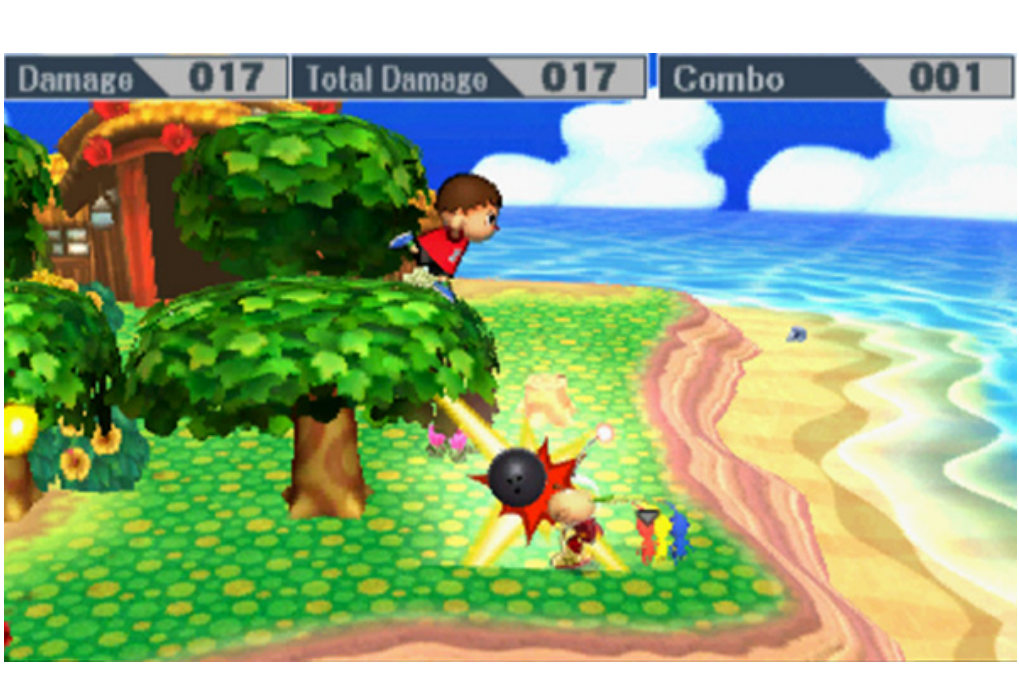
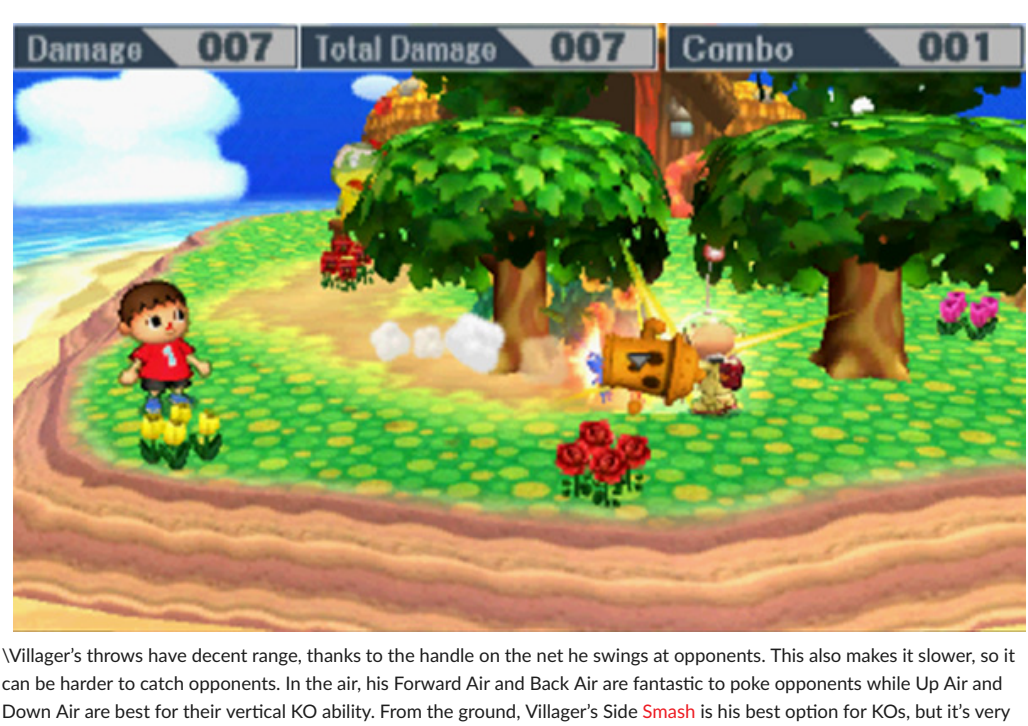
Total Damage 007
Combo 001


Damage 003
Total Damage 003
Combo 001
P1
CPU

\Pocket can be very useful against projectile characters, allowing you to return the projectiles at almost double damage! You also have some invincibility while actually capturing projectiles or items. Unfortunately, there are exceptions to what you can Pocket, as you can't use it on Smash Balls or Assists. Villager also has his own massive projectile attack with Lloid Rocket. Use this with your Forward and Back Air attacks to really zone opponents. It doesn't deal much damage by itself, but if Villager is riding it when it explodes, the damage is significantly higher! While Villager is riding Lloid Rocket, you can trick opponents by using Up or Down to control the speed of Lloid Rocket. Timber is Villager's most interesting tool—each step of the process leaves him with a new tool to use for attacking. Once you've planted the seeds, your Down Special becomes Villager using his water can. Use this attack anywhere, even in the air. It doesn't deal damage, but it does push opponents away. Once you water the seeds and they grow into a tree, your Down Special becomes an axe. This deals good damage but is only available until the tree disappears. Since the tree requires two axe swings to chop down, extend the time you have the axe by hitting the tree once before it expires. Note that opponents can attack the tree to destroy it as well. Finally, once you chop down the tree, the falling tree causes massive knockback and damage, so try to place it closer to edges of the stage. Timing this to hit an opponent is very difficult, however, because of the number of steps involved to make it fall. This makes it better suited for a free-for-all scenario or edge-guarding. Balloon Trip isn't an attack, but it is one of the better recoveries in the game. Against projectile-heavy characters, though, it can be very difficult to use because they can pop the balloons!

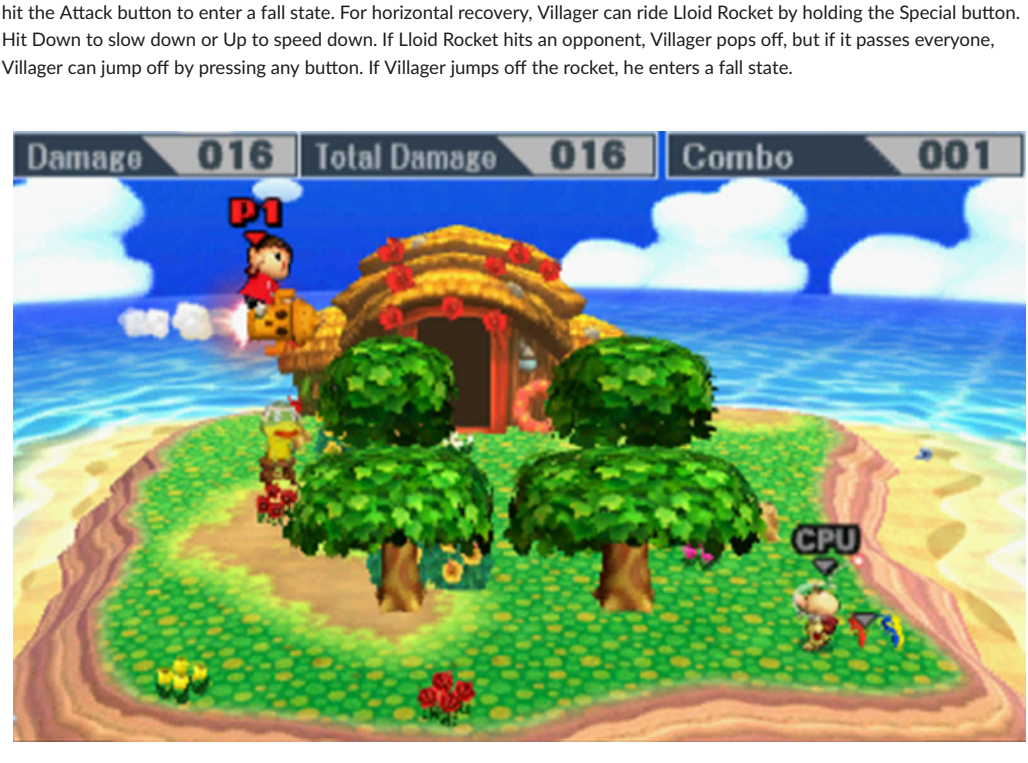

Damage 017
Total Damage 017
Combo 001

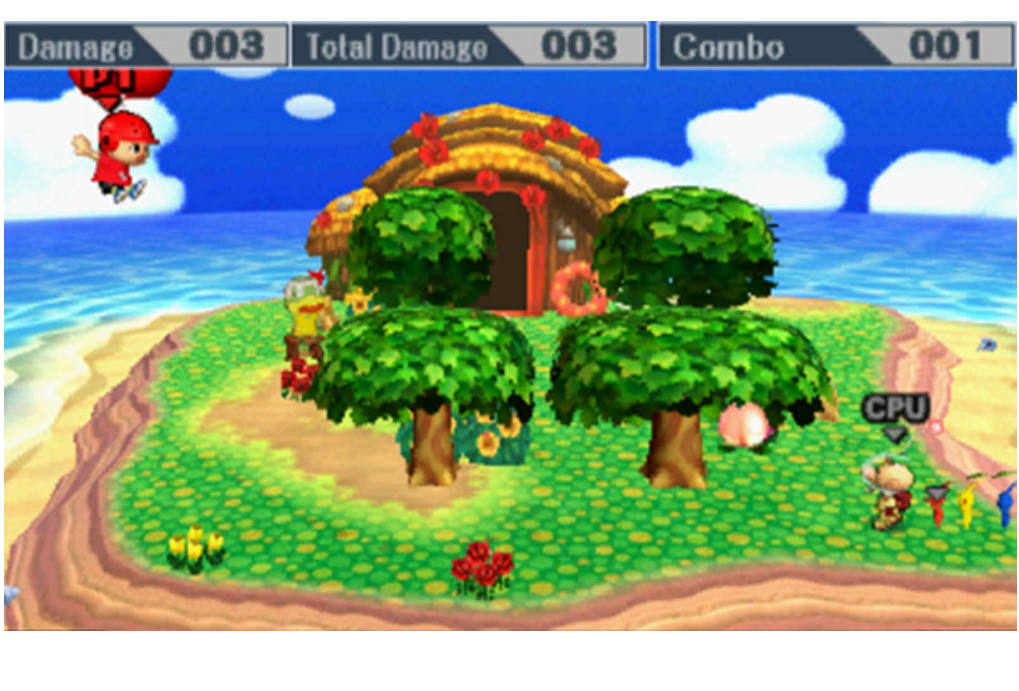

Damage 007
Total Damage 007
Combo 001

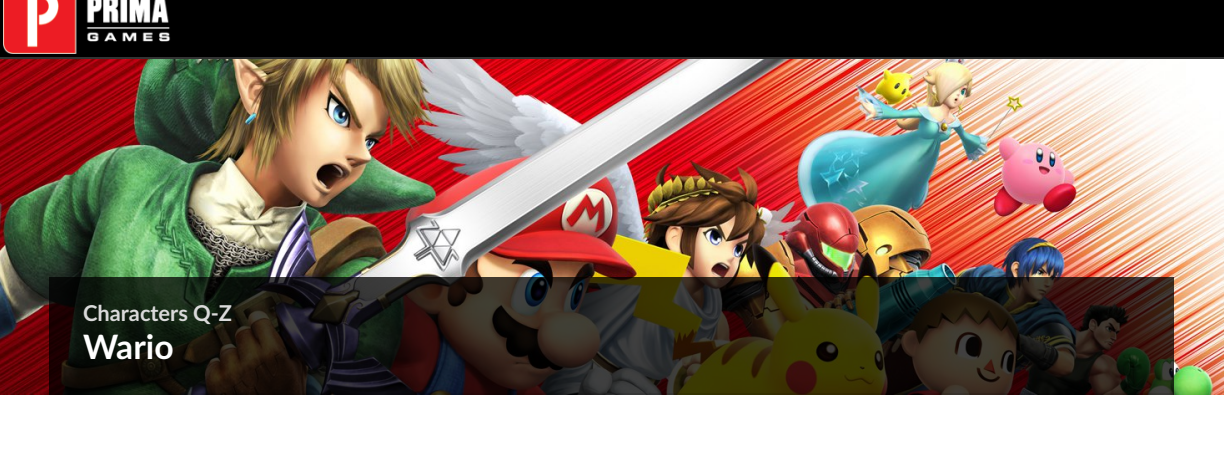
\Villager's throws have decent range, thanks to the handle on the net he swings at opponents. This also makes it slower, so it can be harder to catch opponents. In the air, his Forward Air and Back Air are fantastic to poke opponents while Up Air and Down Air are best for their vertical KO ability. From the ground, Villager's Side Smash is his best option for KOs, but it's very slow to attack. You can drop it off platforms, though, to surprise unsuspecting victims below! Instead of landing Side Smash directly, try to land Down Smash so you can bury opponents to rack up damage on them or to land the Side Smash. Down Smash also becomes extra useful when you have a tree nearby for Timber! Edge-guarding is one of Villager's strengths, thanks to his water can and treat from Timber, his slingshot aerials, and his Lloid Rocket.

Recovery

Villager has some of the best recovery tools in the game. First, though, it should be noted he has decent jump height and the ability to wall jump. His Balloon Trip has incredible vertical recovery, but opponents can pop the balloons, so you have to stay alert! You can control the Balloon Trip to recover horizontally as well. Hold the Special button to increase vertical recovery, and hit the Attack button to enter a fall state. For horizontal recovery, Villager can ride Lloid Rocket by holding the Special button. Hit Down to slow down or Up to speed down. If Lloid Rocket hits an opponent, Villager pops off, but if it passes everyone, Villager can jump off by pressing any button. If Villager jumps off the rocket, he enters a fall state.


Damage 016
Total Damage 016
Combo 001
P1
CPU


Damage 003
Total Damage 003
Combo 001
CPU



Wario

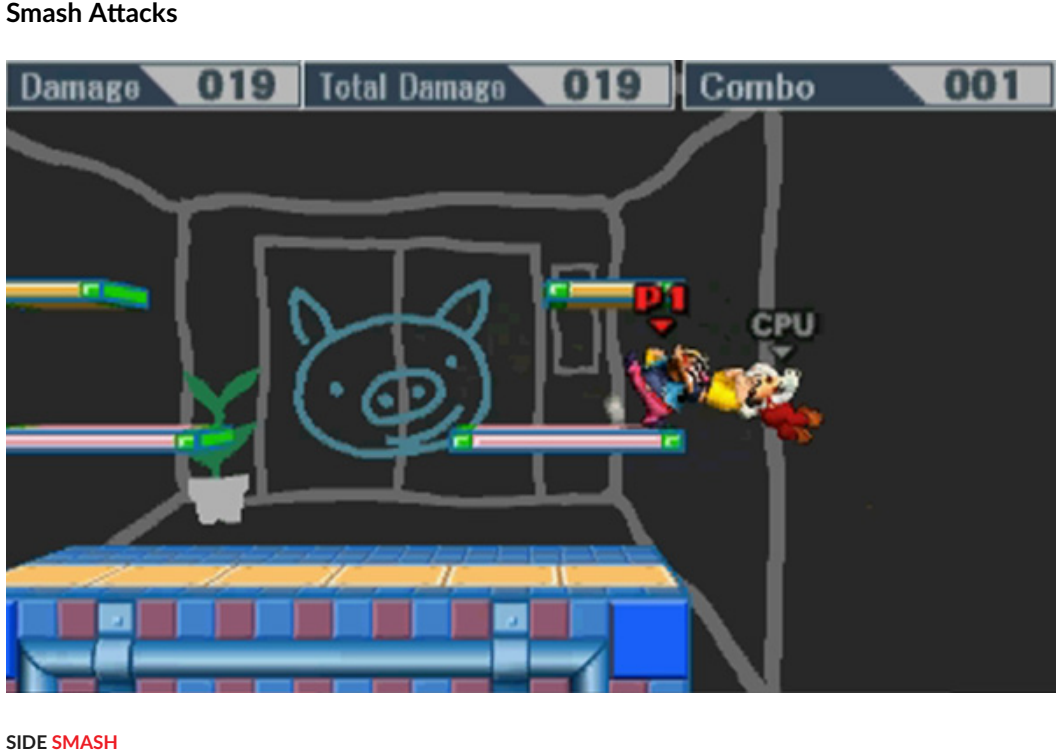
Trophy Description

A living embodiment of gross, this villain hates Mario and loves money. He claims to have known Mario since childhood, but who can tell if that's true? In *Smash Bros.*, he's a seriously agile heavyweight fighter. He can store up his trademark Wario Waft for explosive results. Did I mention he's gross?

Statistics

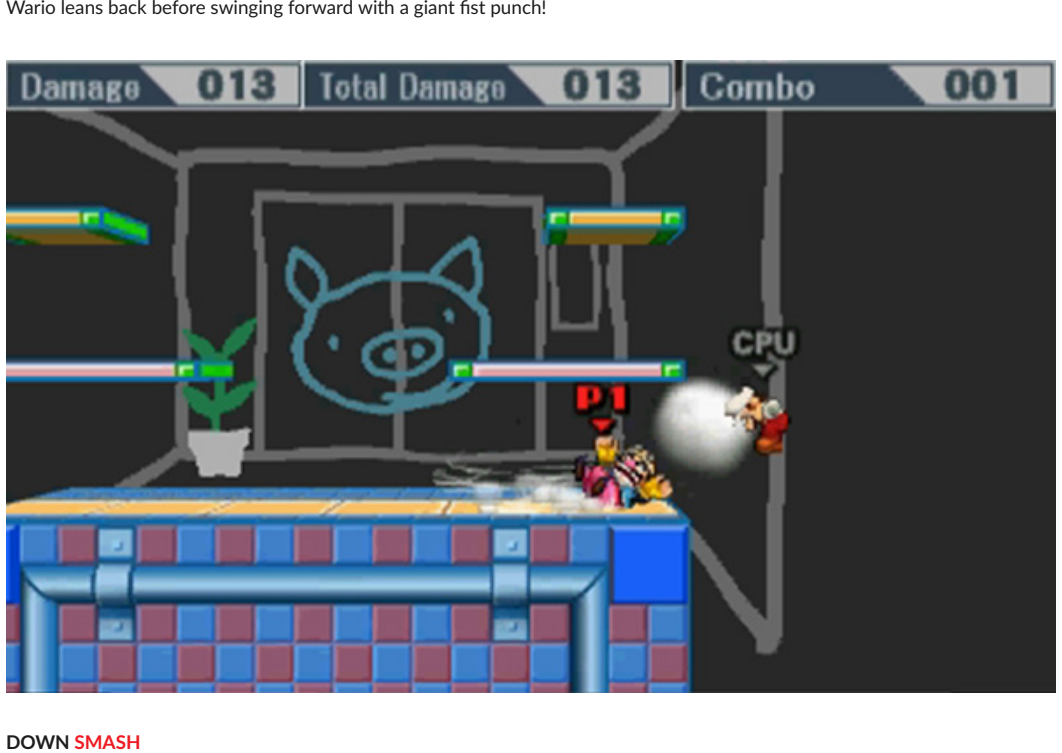
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Smash Attacks


Damage 019
Total Damage 019
Combo 001
P1
CPU

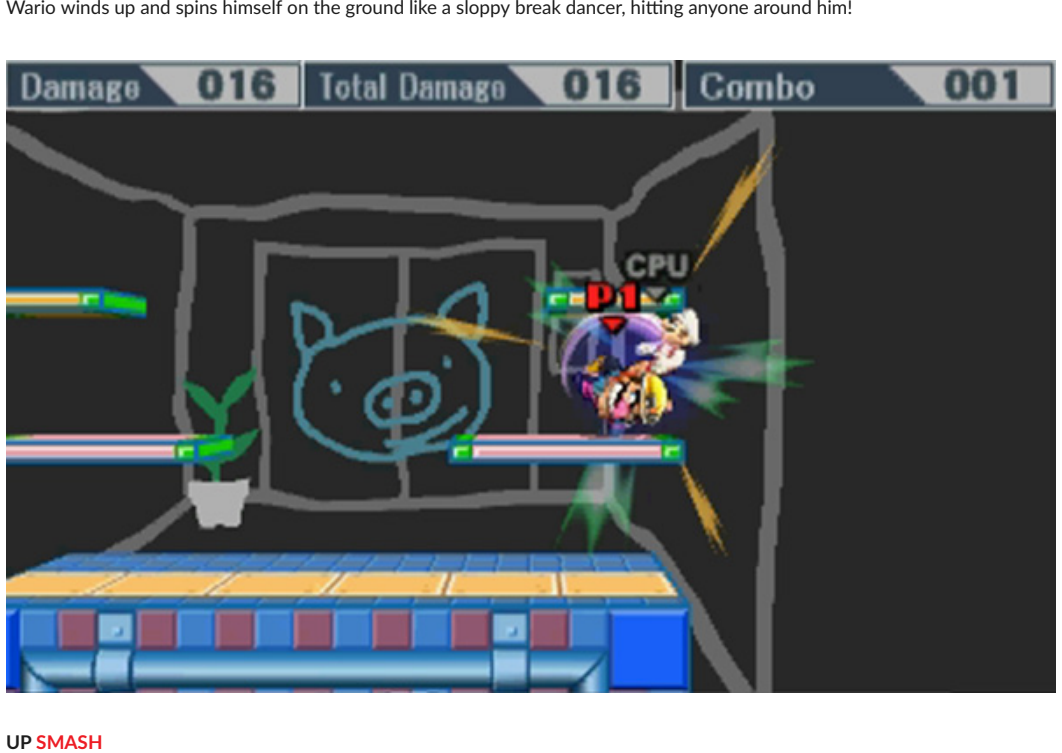
SIDE SMASH

Wario leans back before swinging forward with a giant fist punch!


Damage 013
Total Damage 013
Combo 001
P1
CPU

DOWN SMASH

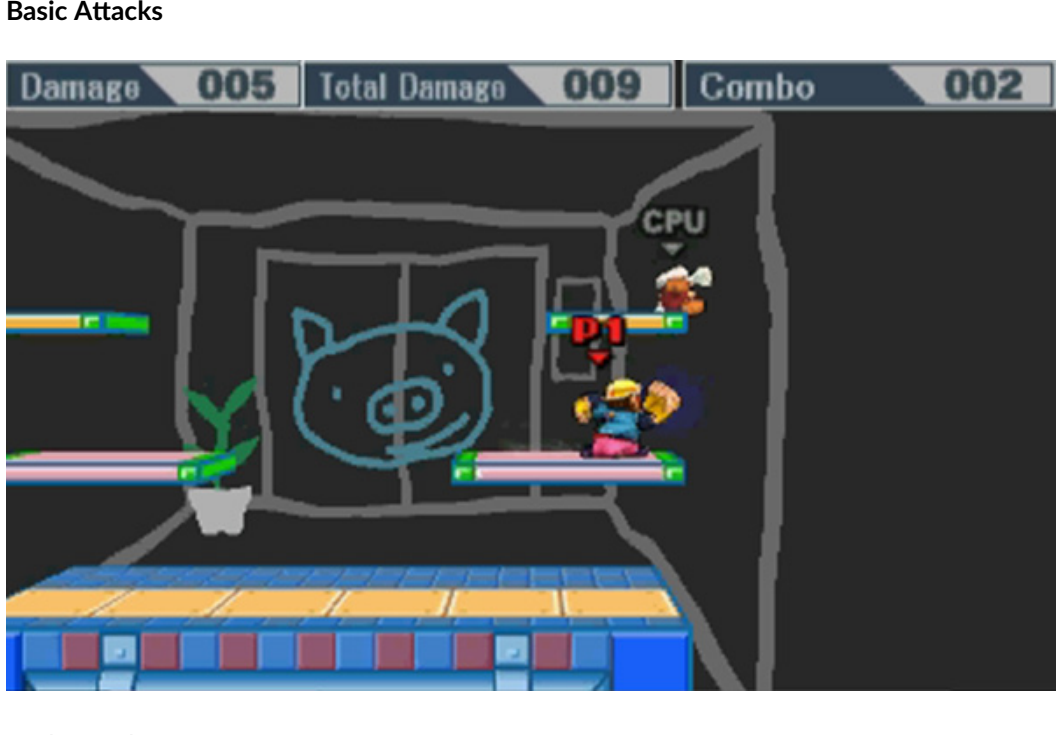
Wario winds up and spins himself on the ground like a sloppy break dancer, hitting anyone around him!


Damage 016
Total Damage 016
Combo 001
P1
CPU

UP SMASH

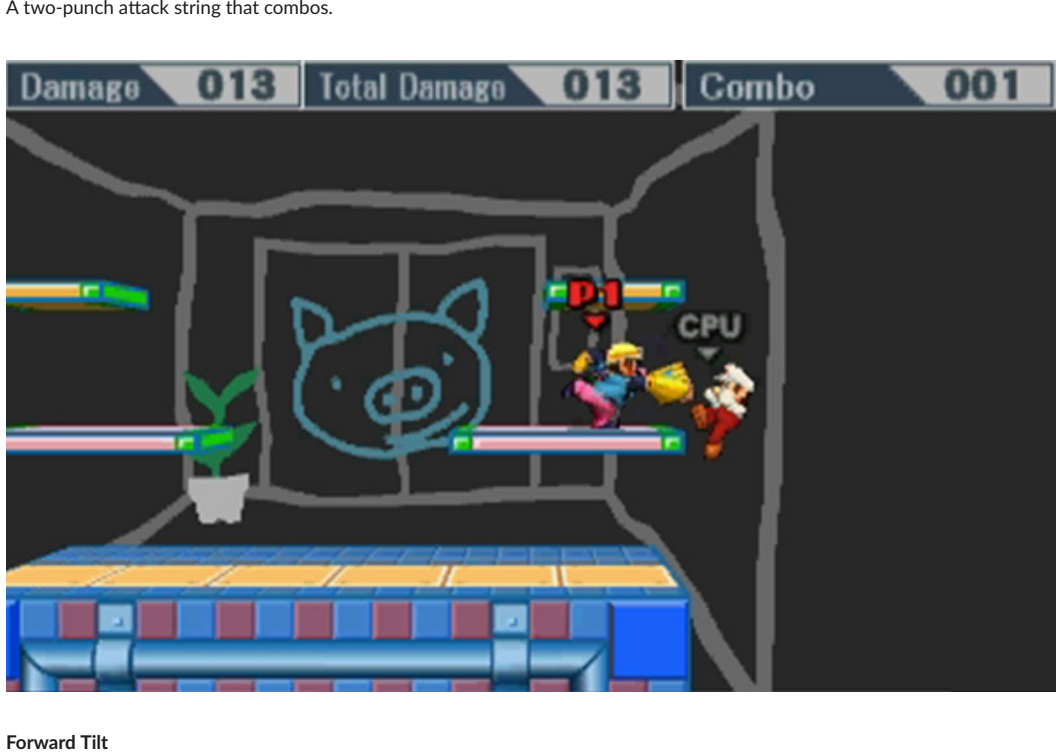
Wario uses his head for this massive headbutt!

Basic Attacks


Damage 005
Total Damage 009
Combo 002
P1
CPU

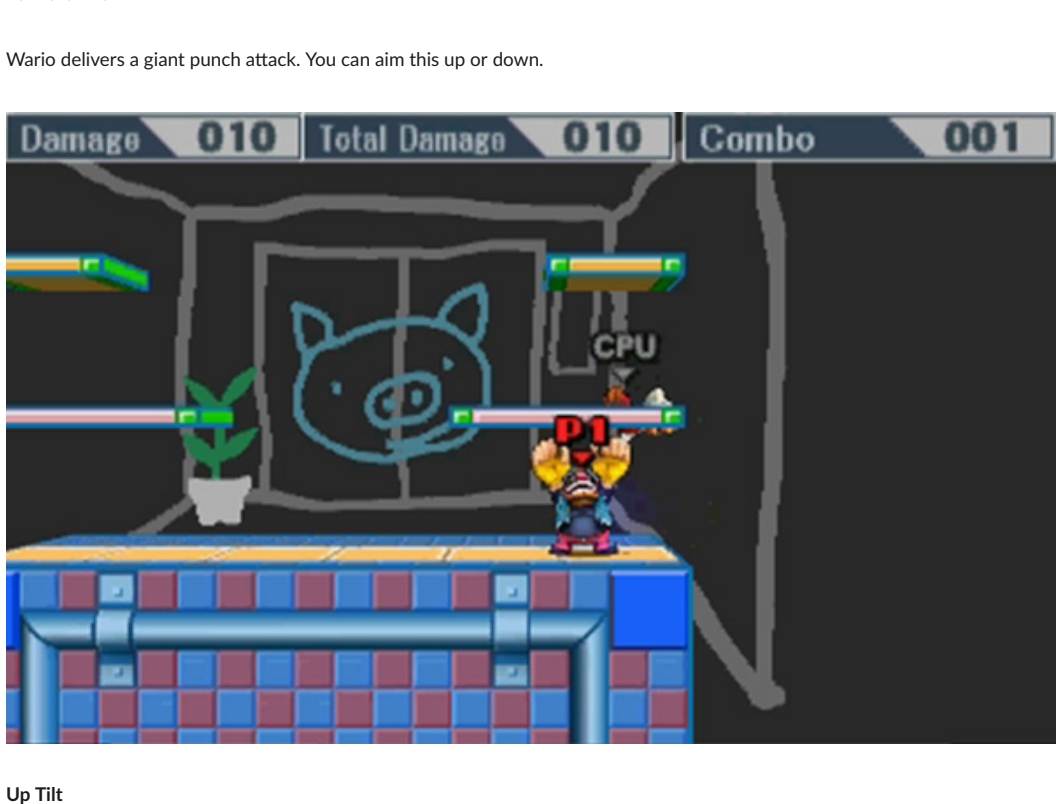
Standing Attack

A two-punch attack string that combos.


Damage 013
Total Damage 013
Combo 001
P1
CPU

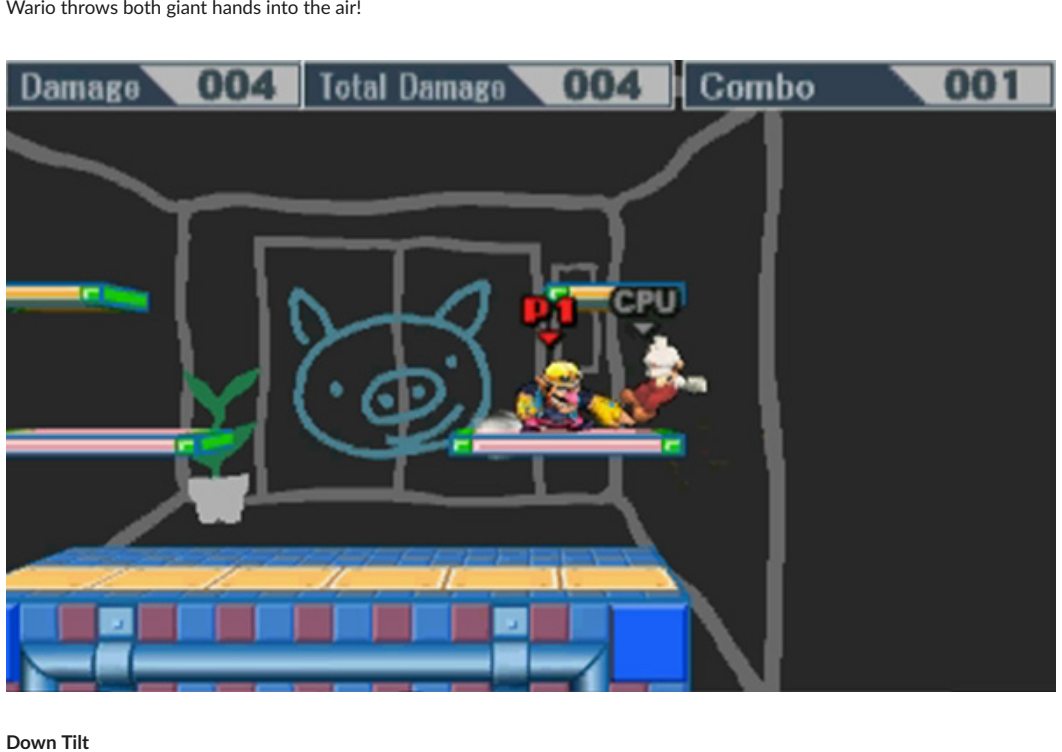
Forward Tilt

Wario delivers a giant punch attack. You can aim this up or down.


Damage 010
Total Damage 010
Combo 001
P1
CPU

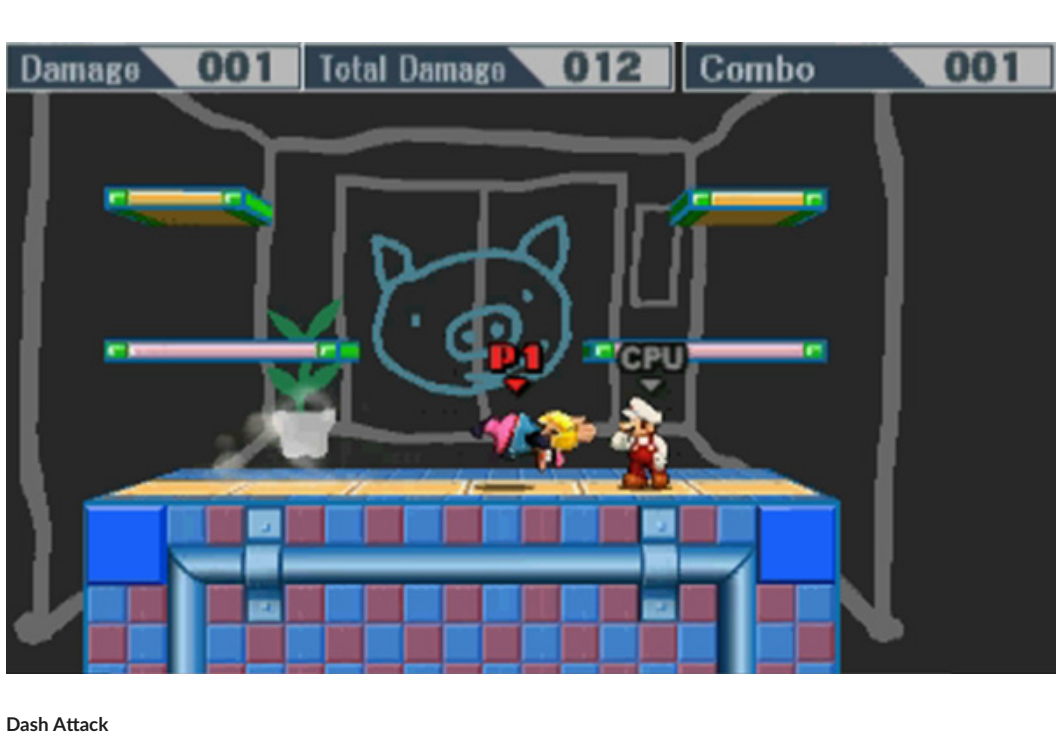
Up Tilt

Wario throws both giant hands into the air!


Damage 004
Total Damage 004
Combo 001
P1
CPU

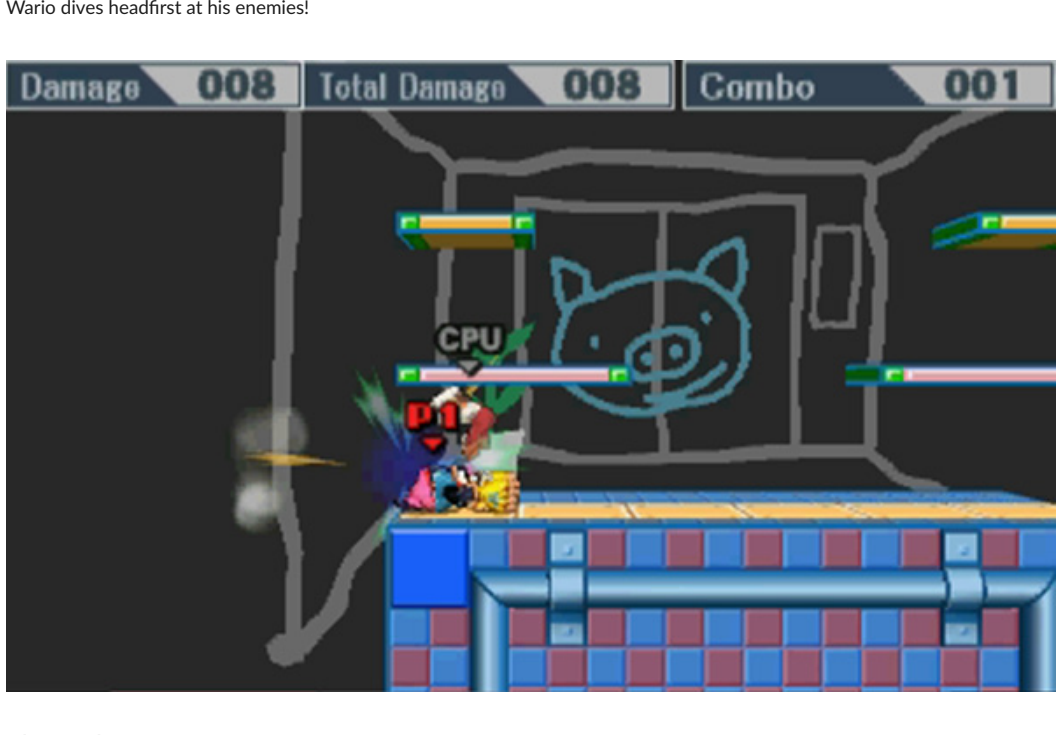
Down Tilt

Wario uses his a giant finger to poke at his opponent's feet!


Damage 001
Total Damage 012
Combo 001
P1
CPU

Dash Attack

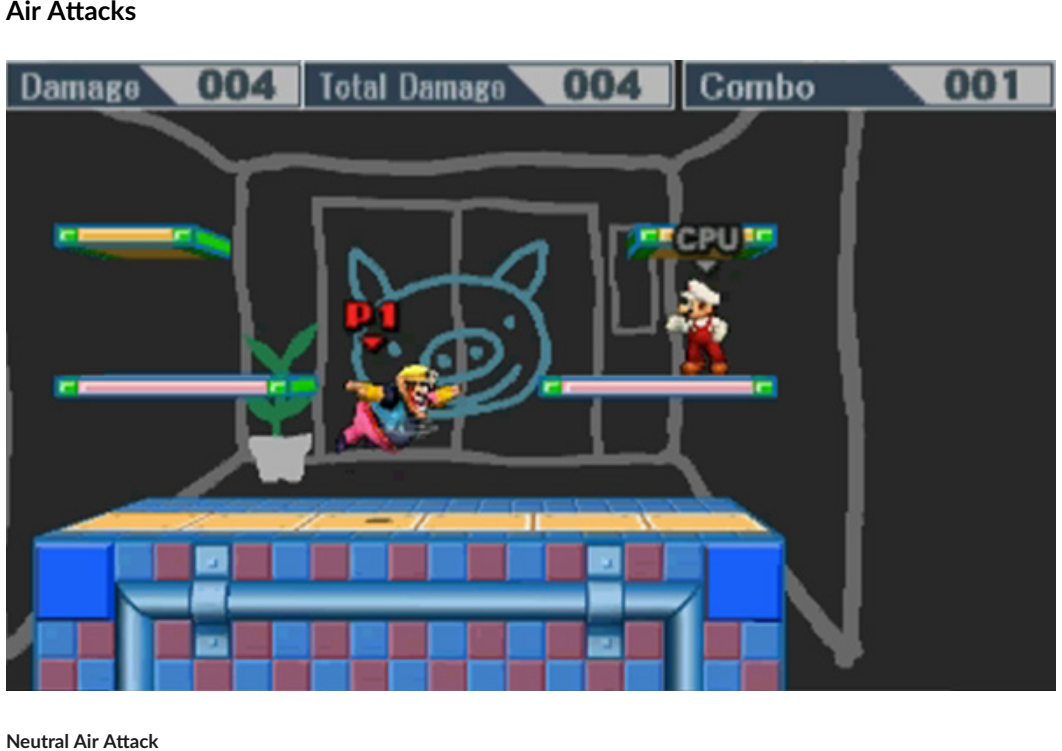
Wario dives headfirst at his enemies!


Damage 008
Total Damage 008
Combo 001
CPU
P1

Edge Attack

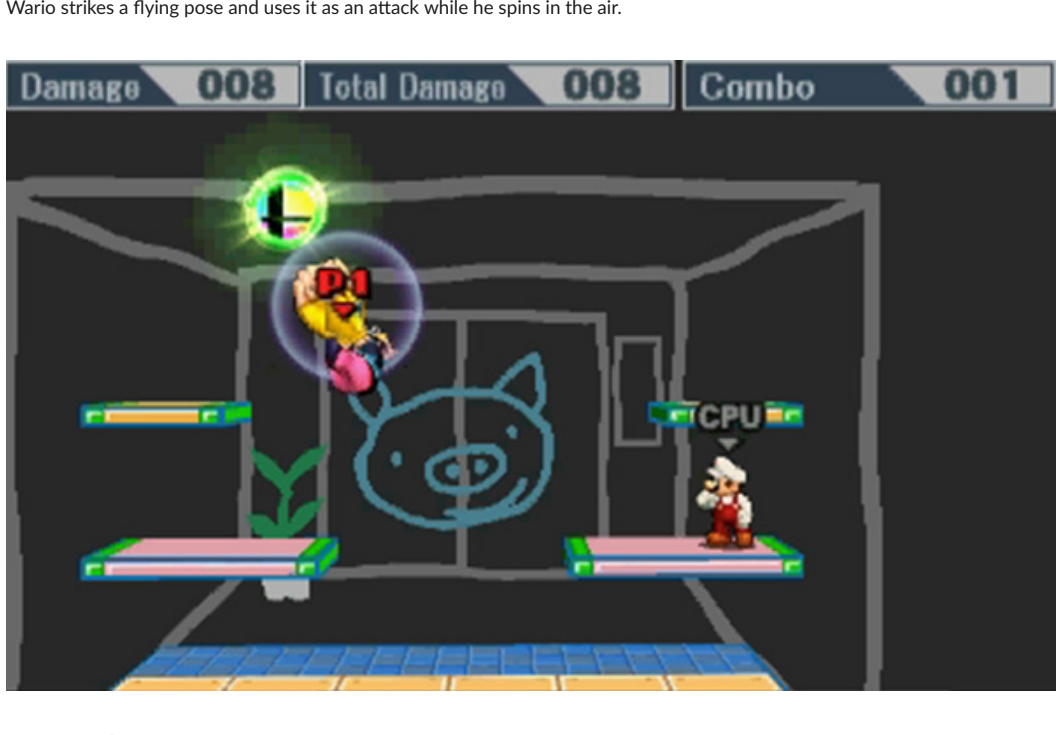
Wario uses a variation of his Back Air attack to return to the stage backward while swinging his arms up over his head.

Air Attacks


Damage 004
Total Damage 004
Combo 001
CPU
P1

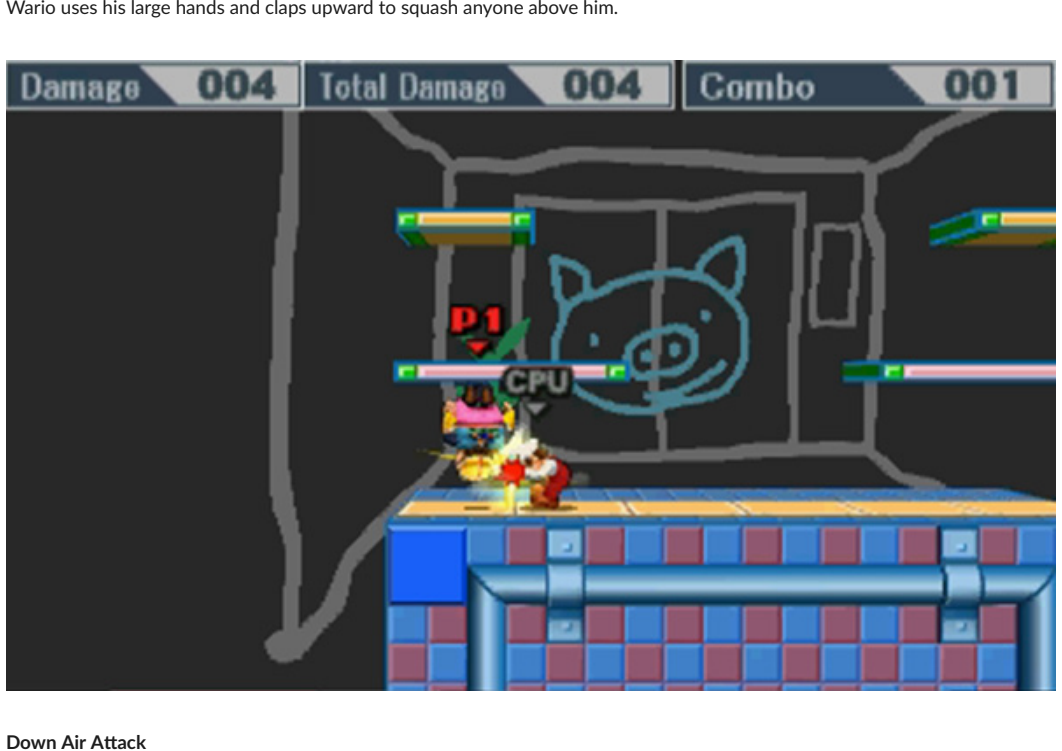
Neutral Air Attack

Wario strikes a flying pose and uses it as an attack while he spins in the air.


Damage 008
Total Damage 008
Combo 001
P1
CPU

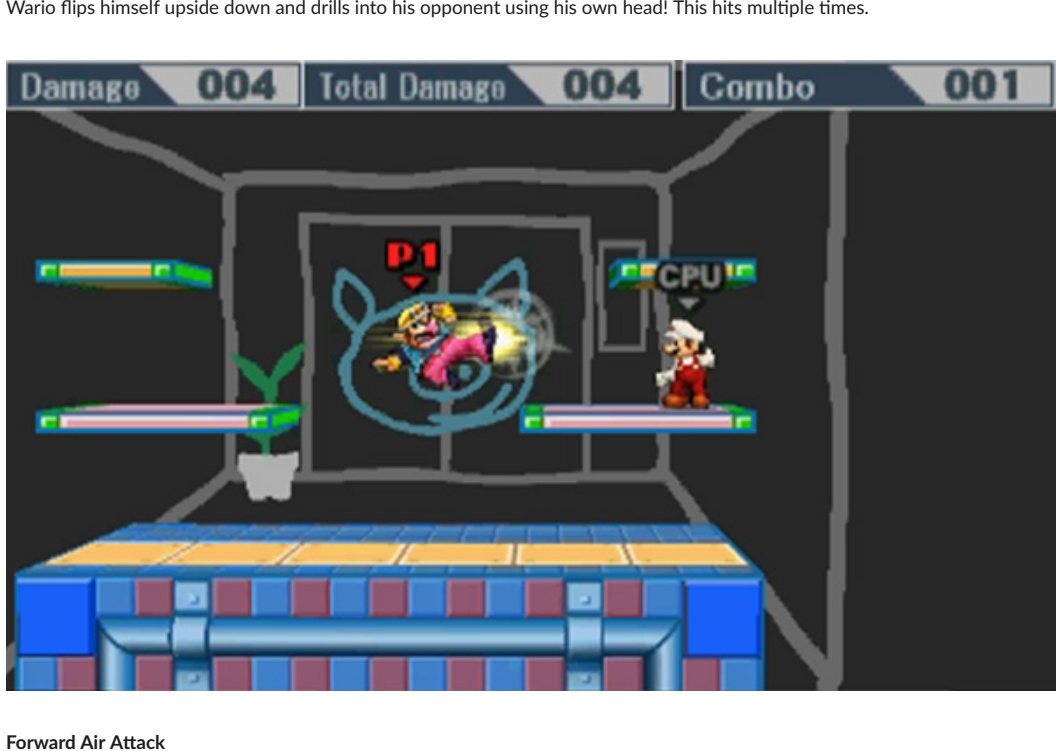
Up Air Attack

Wario uses his large hands and claps upward to squash anyone above him.


Damage 004
Total Damage 004
Combo 001
P1
CPU

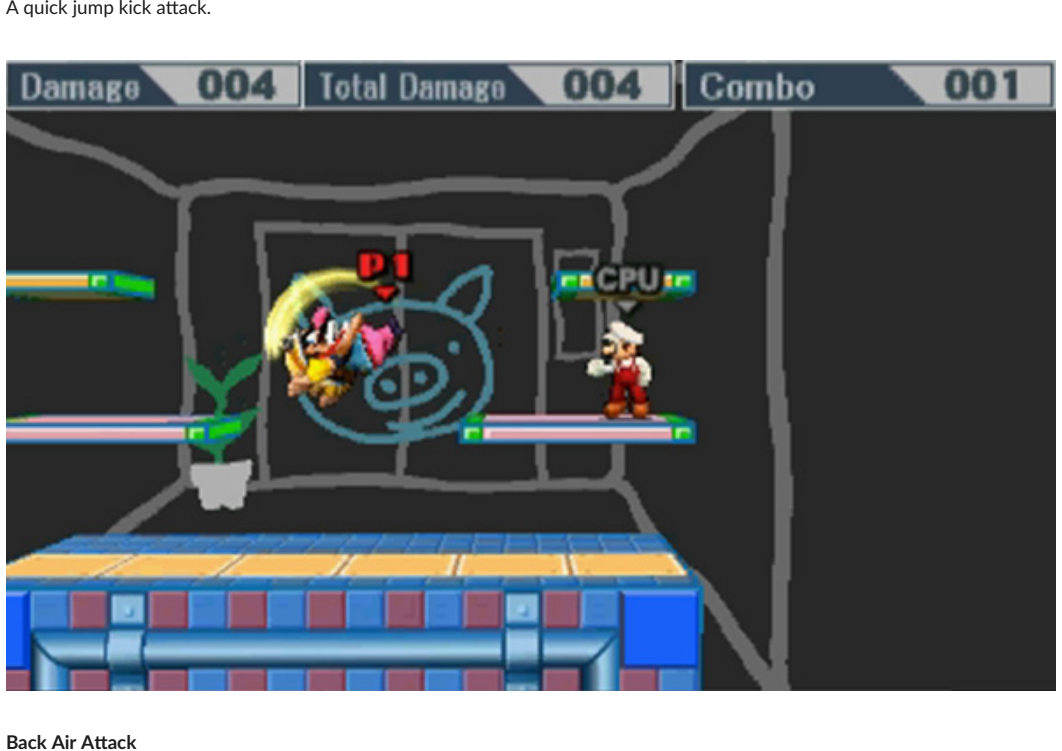
Down Air Attack

Wario flips himself upside down and drills into his opponent using his own head! This hits multiple times.


Damage 004
Total Damage 004
Combo 001
P1
CPU

Forward Air Attack

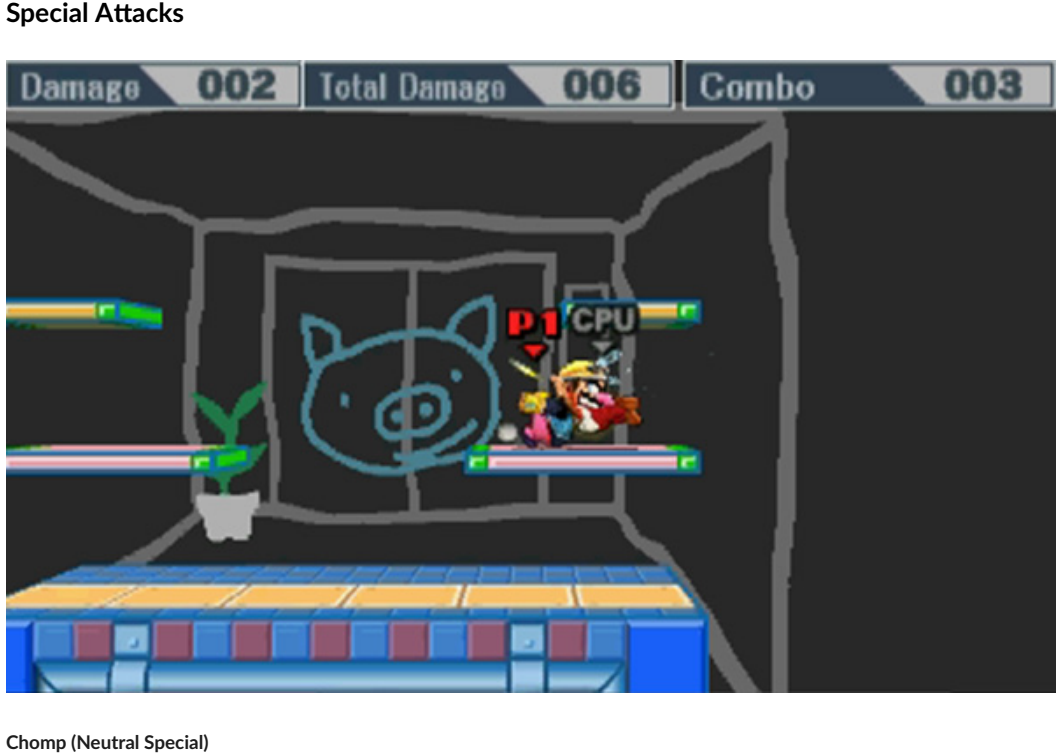
A quick jump kick attack.


Damage 004
Total Damage 004
Combo 001
P1
CPU

Back Air Attack

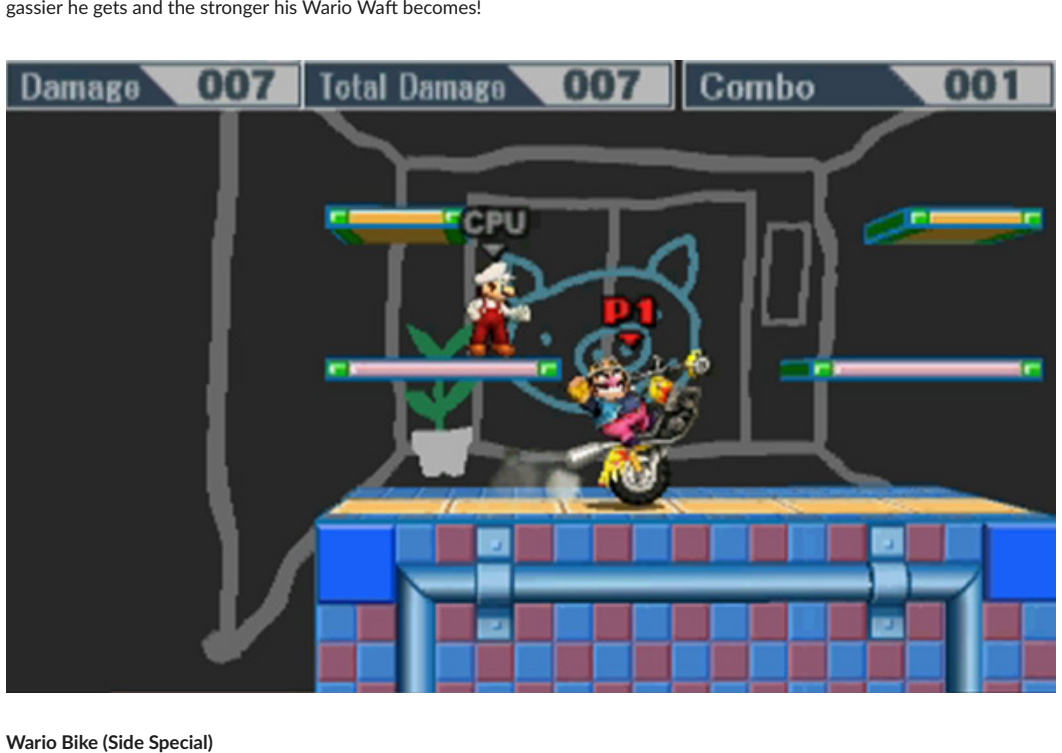
Wario lies back horizontally in the air before quickly throwing his arms back.

Special Attacks


Damage 002
Total Damage 006
Combo 003
P1
CPU

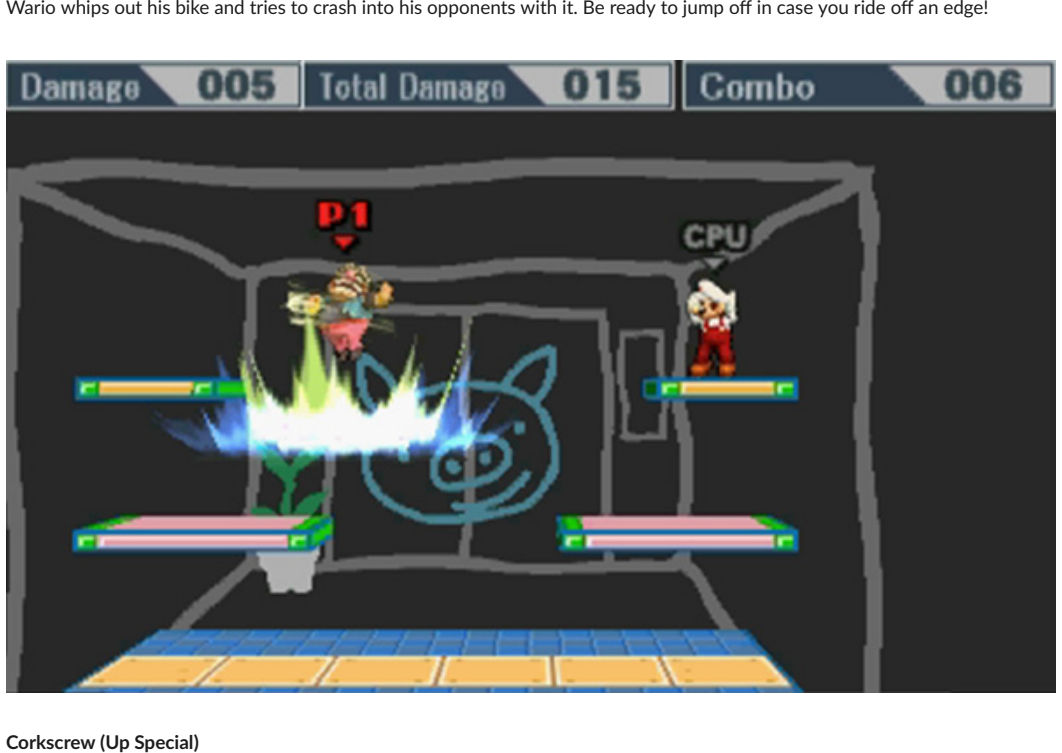
Chomp (Neutral Special)

Wario takes a bite out of his opponents or even eats up items or projectiles! Eating healing items will restore more health than usual. Eating explosive items will cause him some damage, but nearby enemies will also be hurt! The more Wario eats, the gassier he gets and the stronger his Wario Waft becomes!


Damage 007
Total Damage 007
Combo 001
CPU
P1

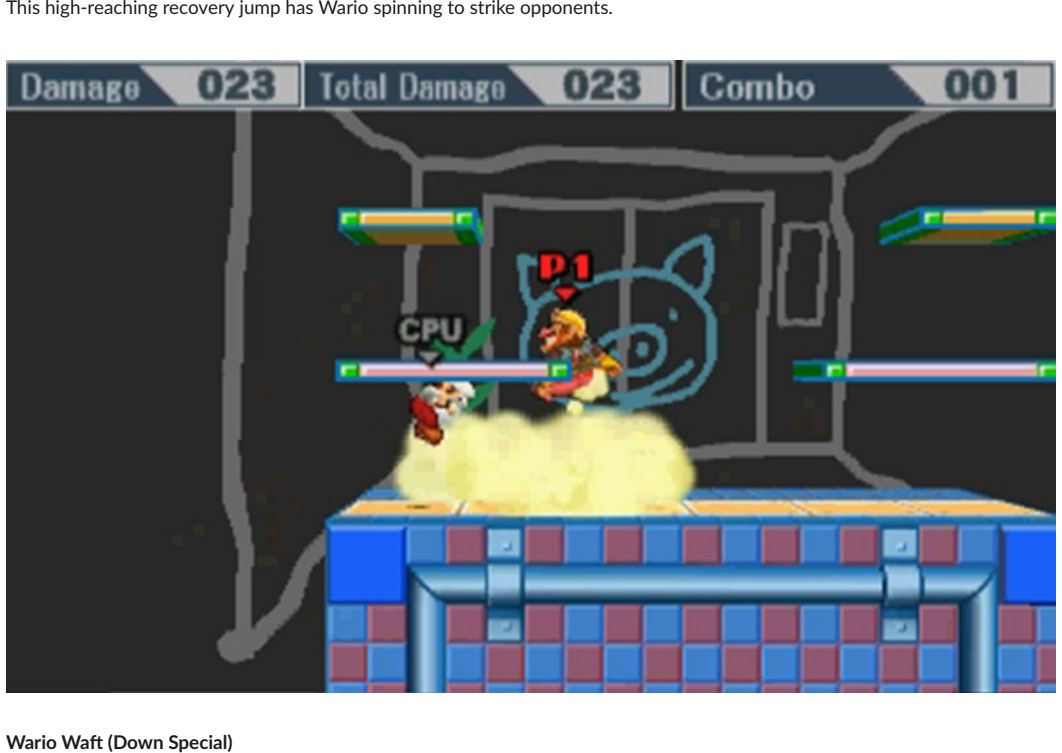
Wario Bike (Side Special)

Wario whips out his bike and tries to crash into his opponents with it. Be ready to jump off in case you ride off an edge!


Damage 005
Total Damage 015
Combo 006
P1
CPU

Corkscrew (Up Special)

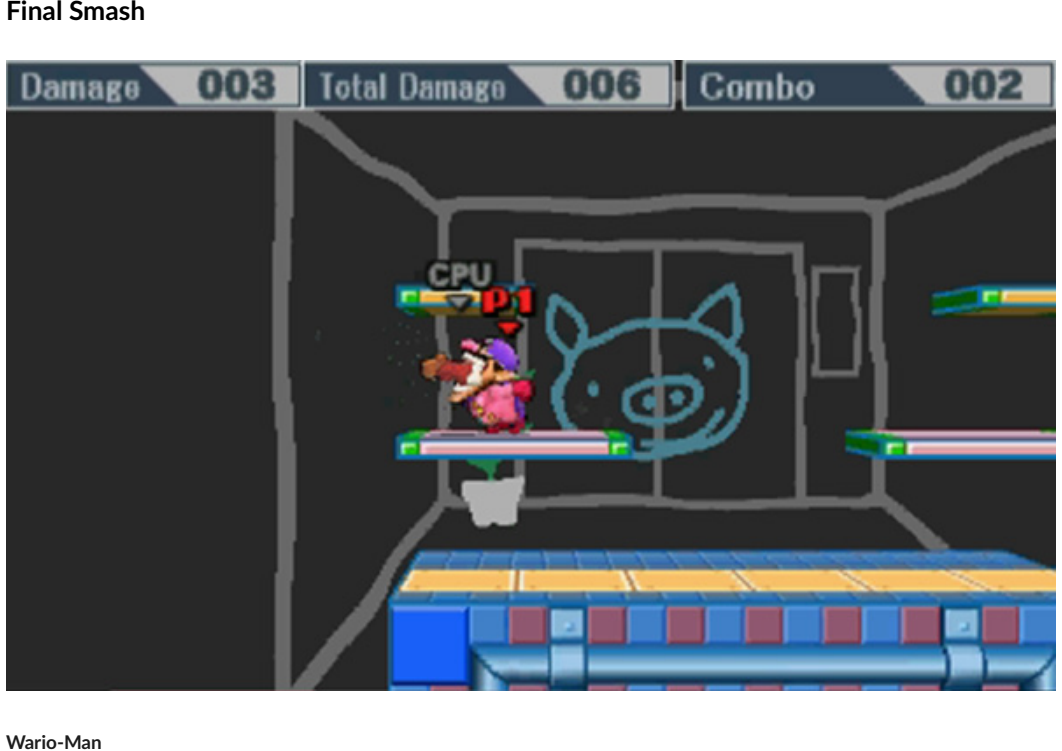
This high-reaching recovery jump has Wario spinning to strike opponents.


Damage 023
Total Damage 023
Combo 001
P1
CPU

Wario Waft (Down Special)

Wario unleashes his pent-up gas from his rear! The more he has eaten, the stronger this will be, but it also naturally charges up over time. He will glow and then flash once fully charged.

Final Smash

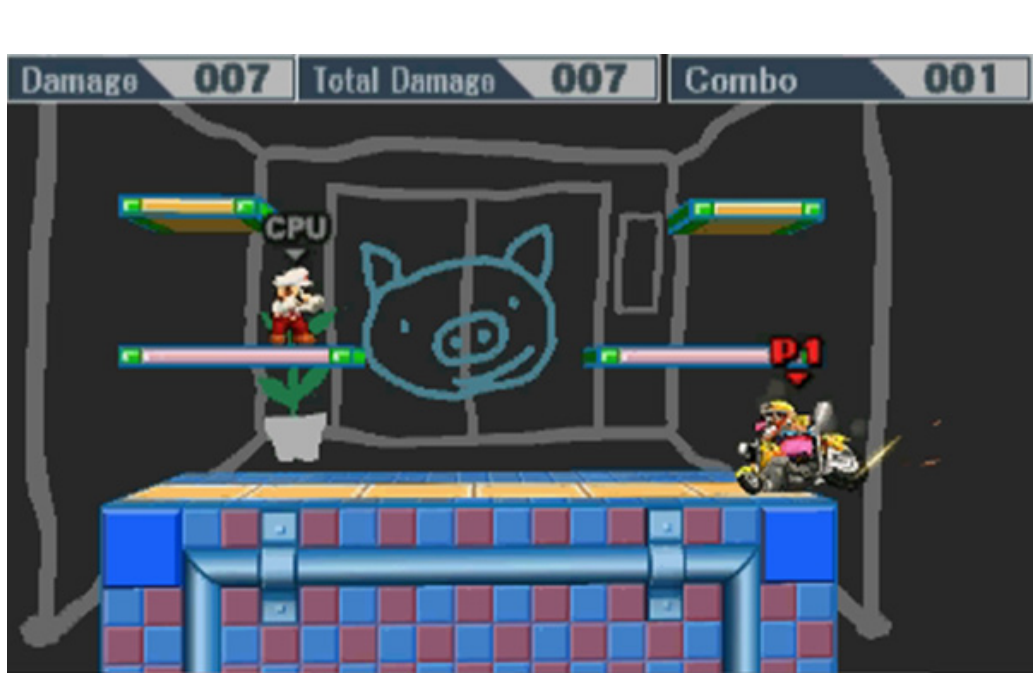

Damage 003
Total Damage 006
Combo 002
CPU
P1

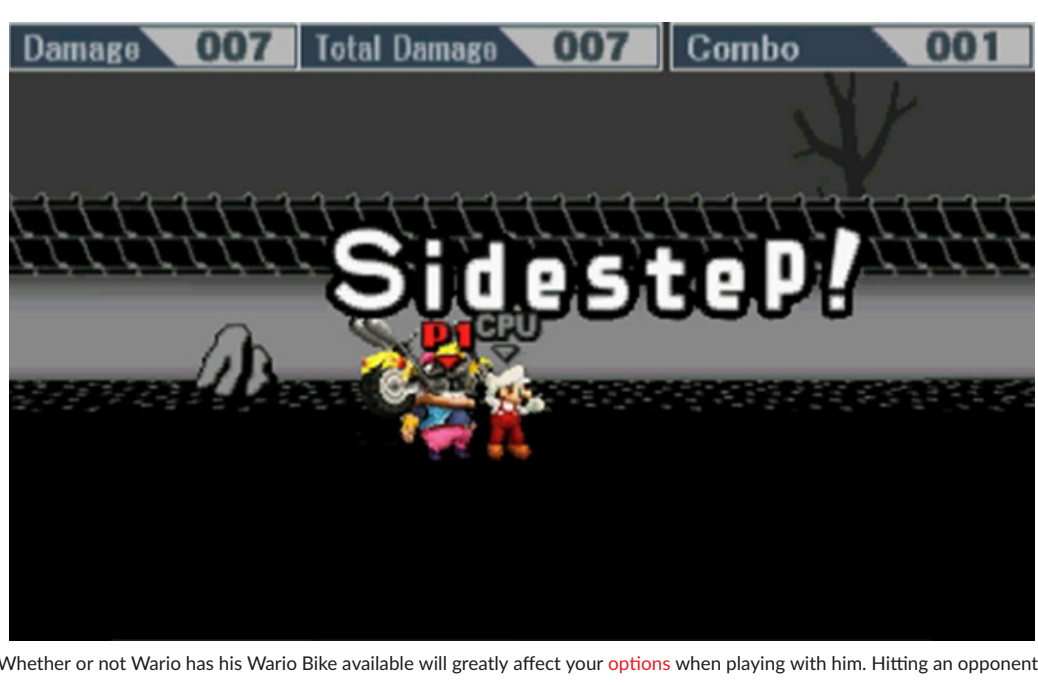
Wario-Man

Wario transforms into his alter-ego, Wario-Man! Wario-Man is much faster, deals more damage, and his Specials have increased ability. Wario-Man's fully charged Wario Waft has incredible damage and knockback! Be careful when using the Wario Bike, especially on smaller stages, as it is incredibly fast. Another significant change for Wario-Man is that his aerial attacks give him some lift and can be done in succession. This works for all aerials except his Down Aerial attack. Use the Up Aerial repeatedly as a vertical recovery or the Forward or Back Aerials to recover horizontally.

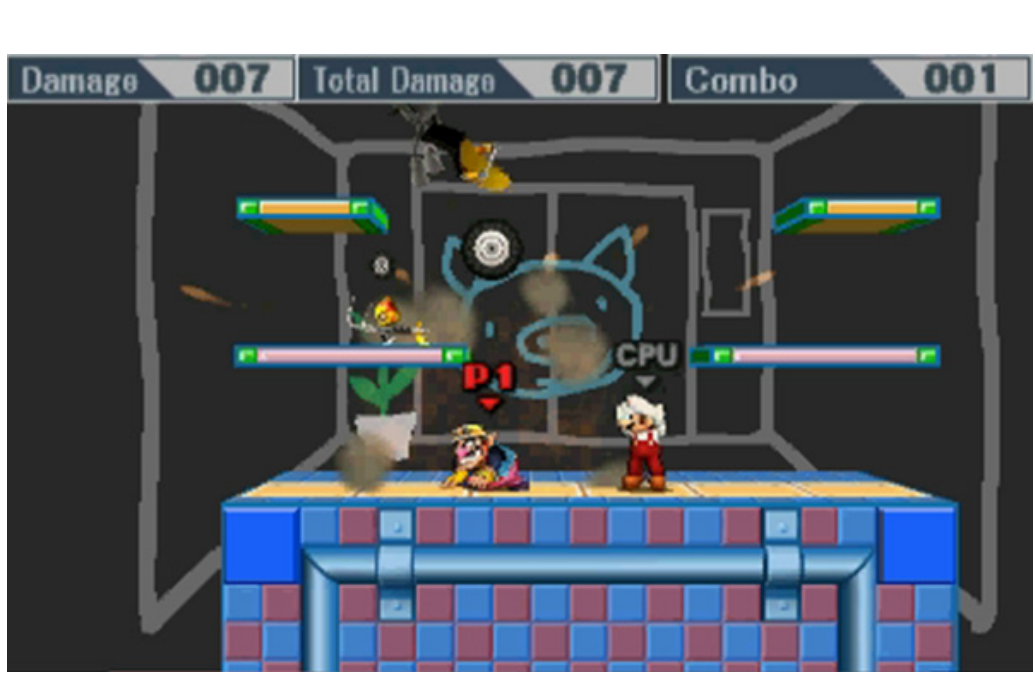
Strategy

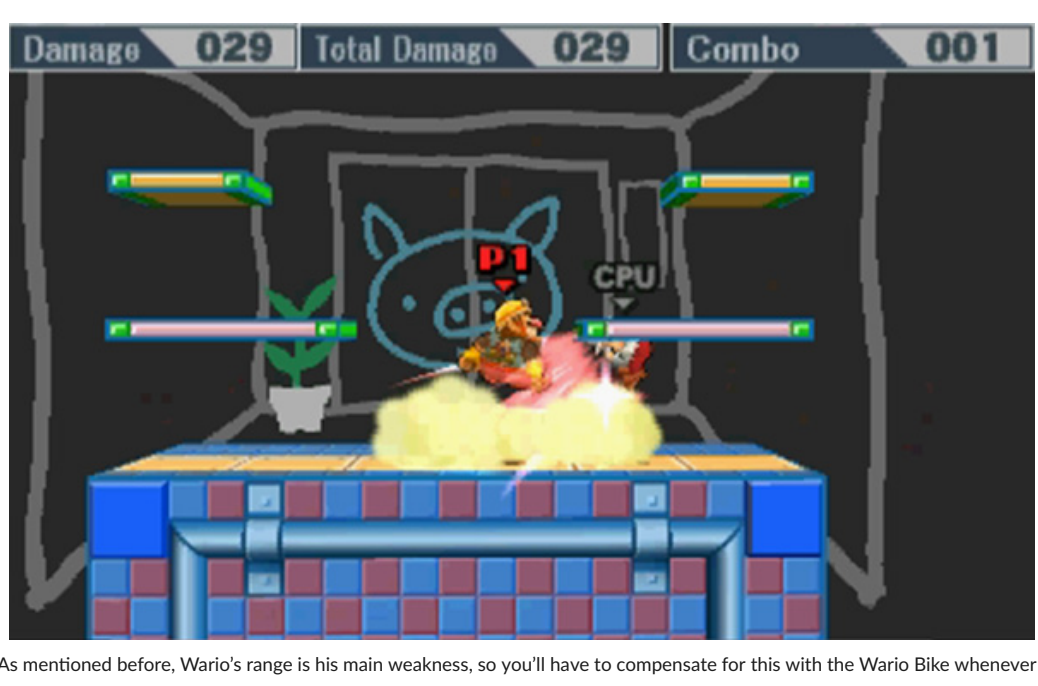
Wario is a relatively short character, yet he's also one of the heaviest in the game. Further, he has some of the best air mobility, which is quite surprising, given his size and weight. His recovery tools with his Wario Bike, his Corkscrew, and even his fully charged Wario Waft are fantastic. His small size, however, means his range is fairly limited and his impressive air mobility is balanced by relatively slow ground speed. Because his air mobility and aerial attacks are so amazing, use them often. Use his Forward Air, then move Wario back through the air to have a protective hitbox out in front of you. His Up Air and Back Air are good tools to KO opponents, while his Down Air is good to break your bike and refresh your other moves!


Damage 007
Total Damage 007
Combo 001
CPU
P1


Damage 007
Total Damage 007
Combo 001
SidesteP!
P1
CPU

Whether or not Wario has his Wario Bike available will greatly affect your options when playing with him. Hitting an opponent with the bike is obviously good for damage and is great for horizontal recovery, but this only scratches the surface of what this tool can do. The bike itself acts as a shield that absorbs damage for Wario, especially while you pop a wheelie on it. When the bike falls, you can repeat the move to ride it again, or you can throw it at your opponent or up into the air! Once the bike takes enough damage, it breaks apart. Be careful, though—you can only have one bike out at a time!

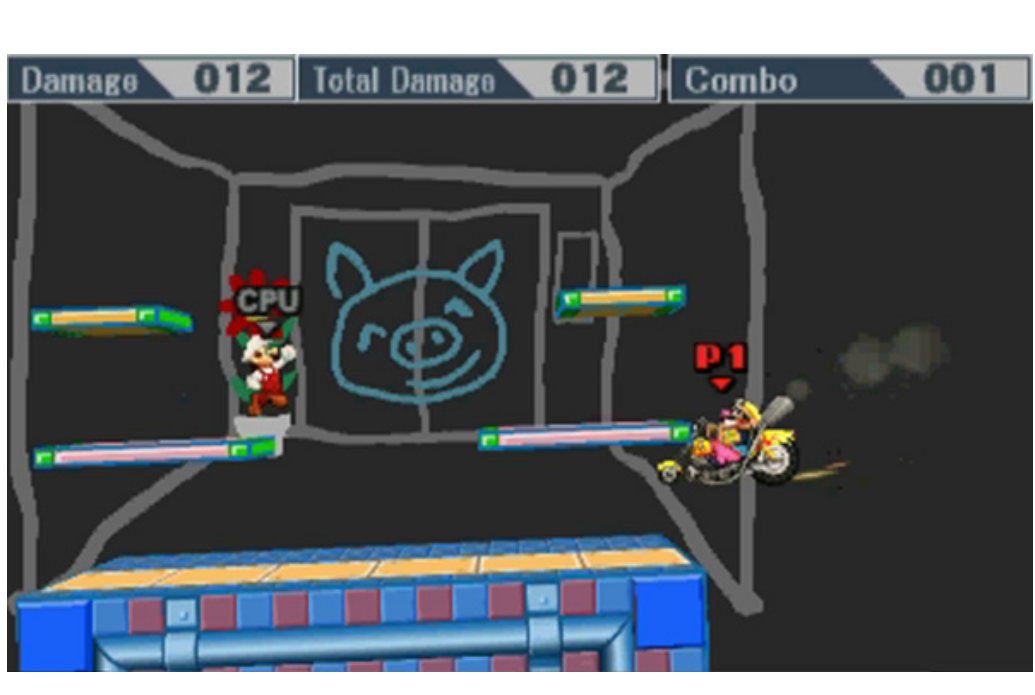

Damage 007
Total Damage 007
Combo 001
P1
CPU

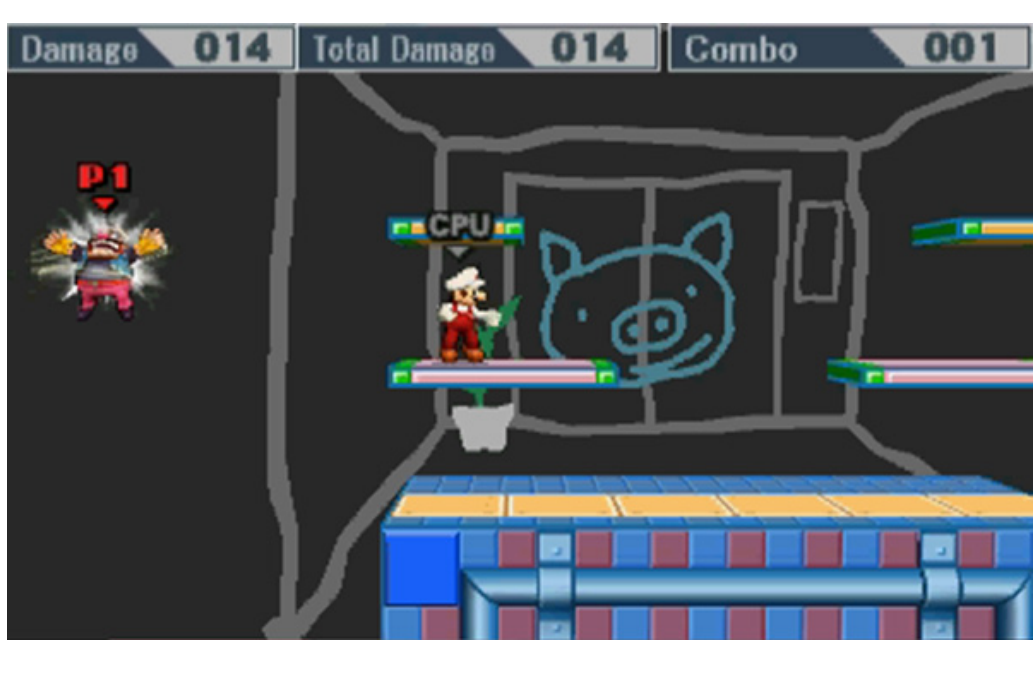

Damage 029
Total Damage 029
Combo 001
P1
CPU

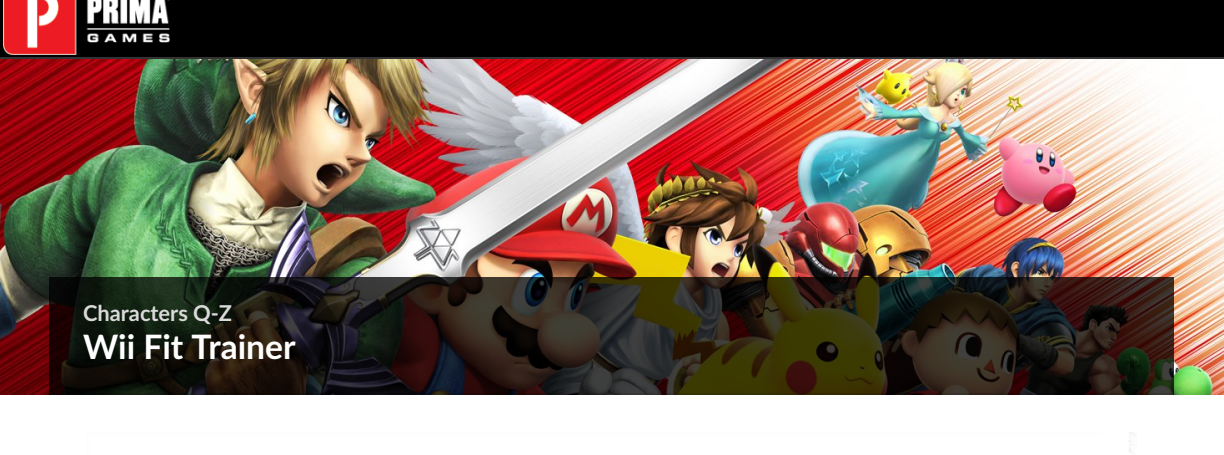
As mentioned before, Wario's range is his main weakness, so you'll have to compensate for this with the Wario Bike whenever possible. Without the bike, however, his Side Smash and his Side Tilt both have good range. His Up Tilt is useful when breaking his bike, and it gives his arms and head some invincibility. During his Up Smash attack, his head is invincible, making this a good defense against opponents approaching from above. And while Wario Waft can be extremely dangerous, it takes a lot of time to charge it up. So, save it until you really need it!

Recovery

For horizontal recovery, use the Wario Bike. It also gives you a bit of lift, so it's a little easier to shorten your horizontal distance. You are able to jump from the bike itself after using your double jump, so you effectively get a third jump with Wario! Since you are not in a fall state after jumping from the Wario Bike, you can also use his Corkscrew attack to recover vertically. The Corkscrew attack does leave you in a fall state, though, so you need to use the Wario Bike first if you need to make up horizontal distance. Having the Wario Bike available is crucial to most of Wario's recovery. Getting knocked off while the bike is still on stage or during cooldown makes things much more difficult! Also, a fully charged Wario Waft can blast Wario very high!


Damage 012
Total Damage 012
Combo 001
CPU
P1


Damage 014
Total Damage 014
Combo 001
P1
CPU



Wii Fit Trainer

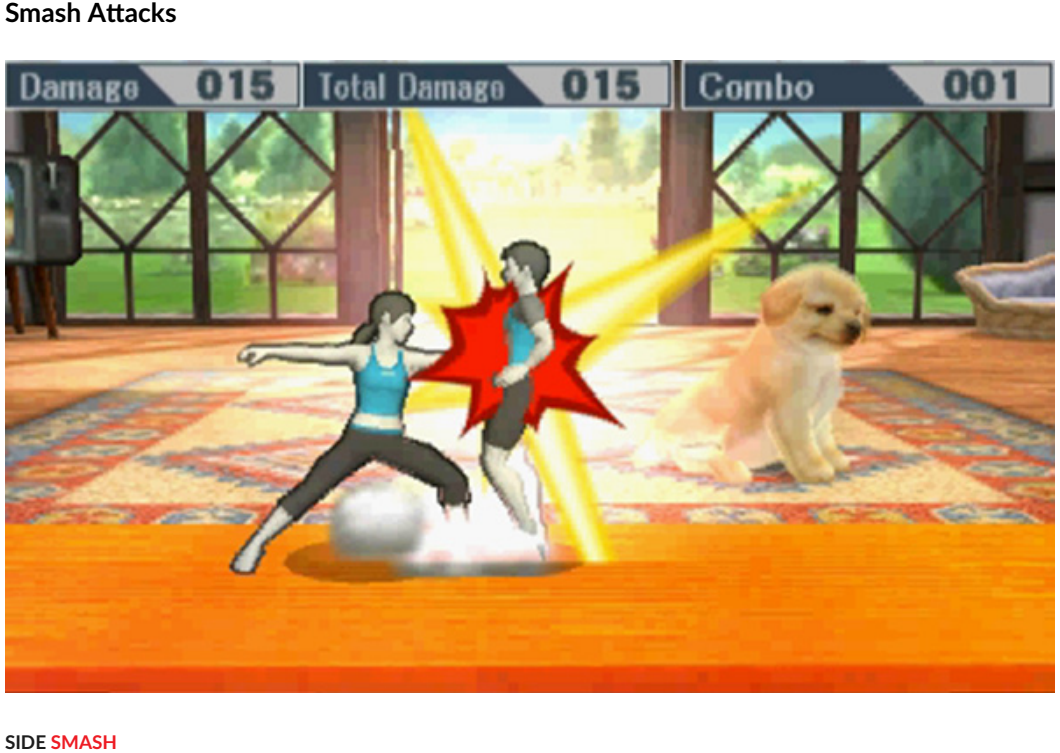
Trophy Description

The female trainer who helps you in the *Wii Fit* series. She favors a fighting style composed of yoga poses. This makes her a capable close-quarters fighter, but she has ranged attacks as well. She also has a move called Deep Breathing, which can heal you and increase attack power if timed right.

Statistics

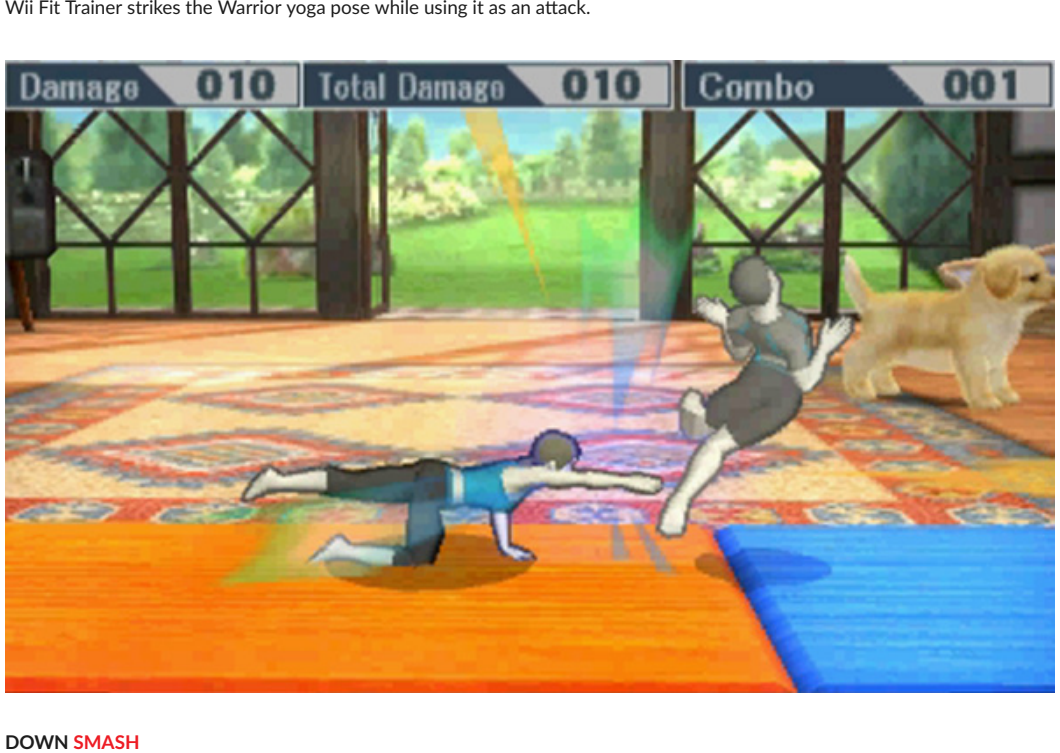
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Smash Attacks


Damage 015
Total Damage 015
Combo 001

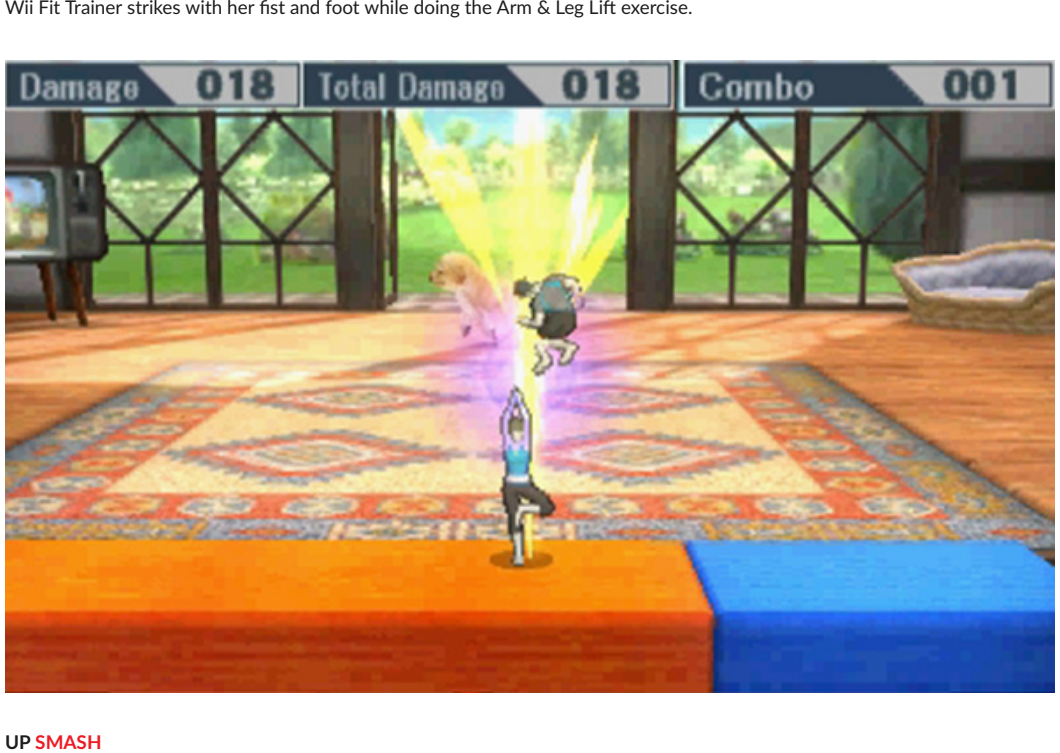
SIDE SMASH

Wii Fit Trainer strikes the Warrior yoga pose while using it as an attack.


Damage 010
Total Damage 010
Combo 001

DOWN SMASH

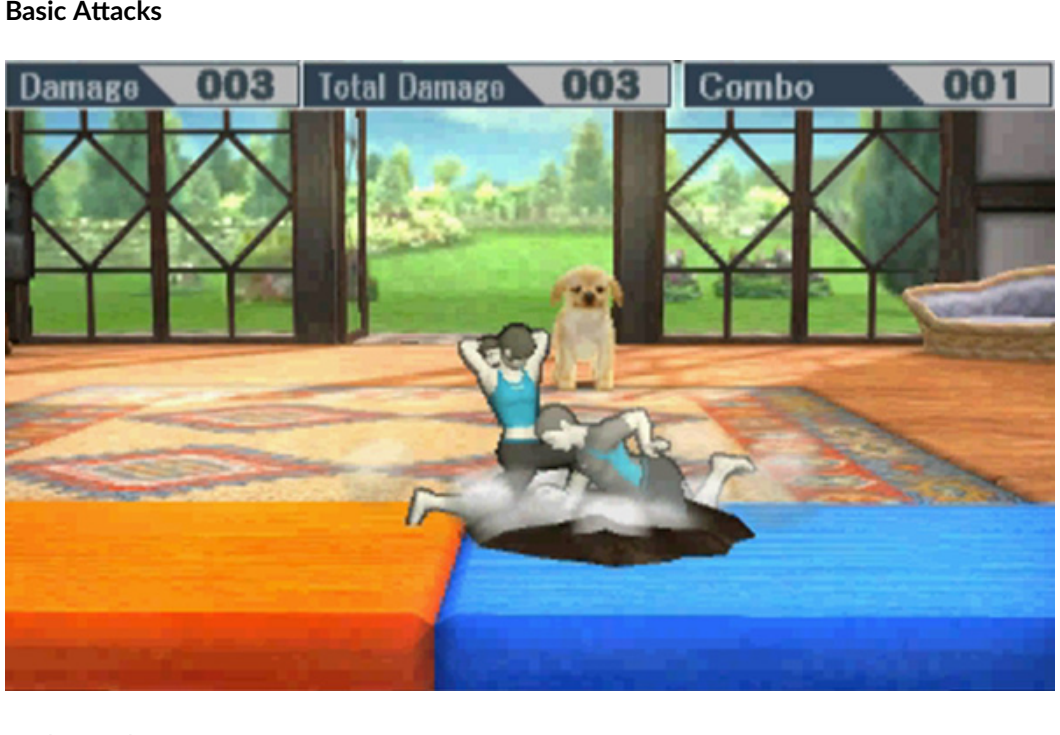
Wii Fit Trainer strikes with her fist and foot while doing the Arm & Leg Lift exercise.


Damage 018
Total Damage 018
Combo 001

UP SMASH

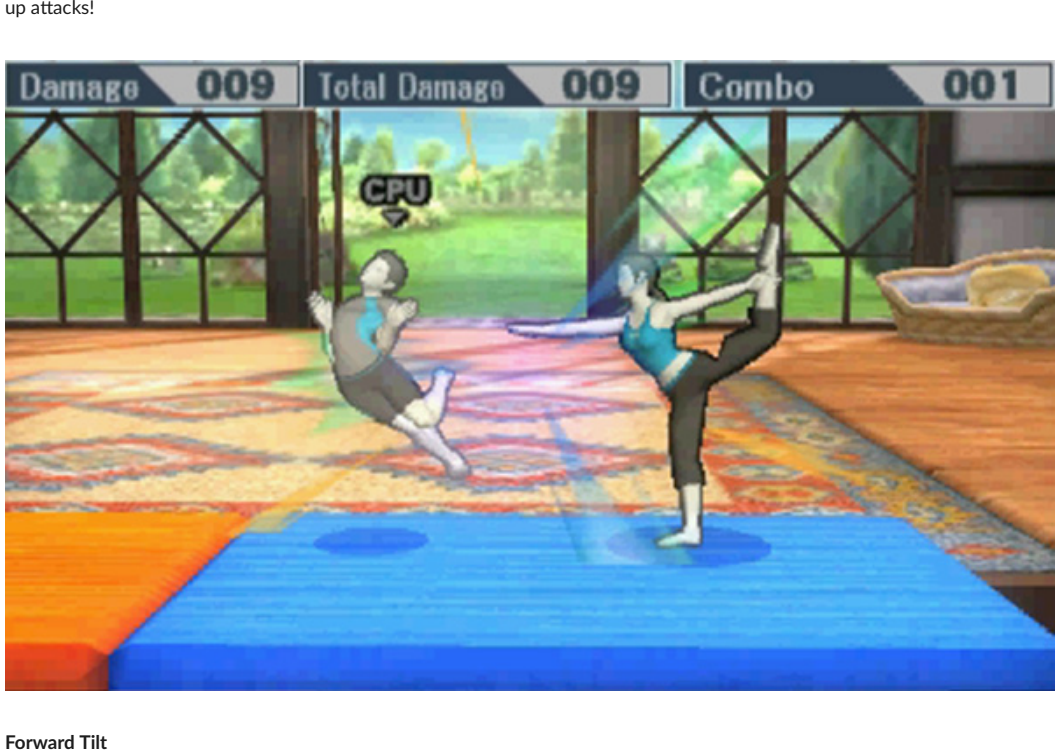
Reach up to attack the opponent with the Tree yoga pose.

Basic Attacks


Damage 003
Total Damage 003
Combo 001

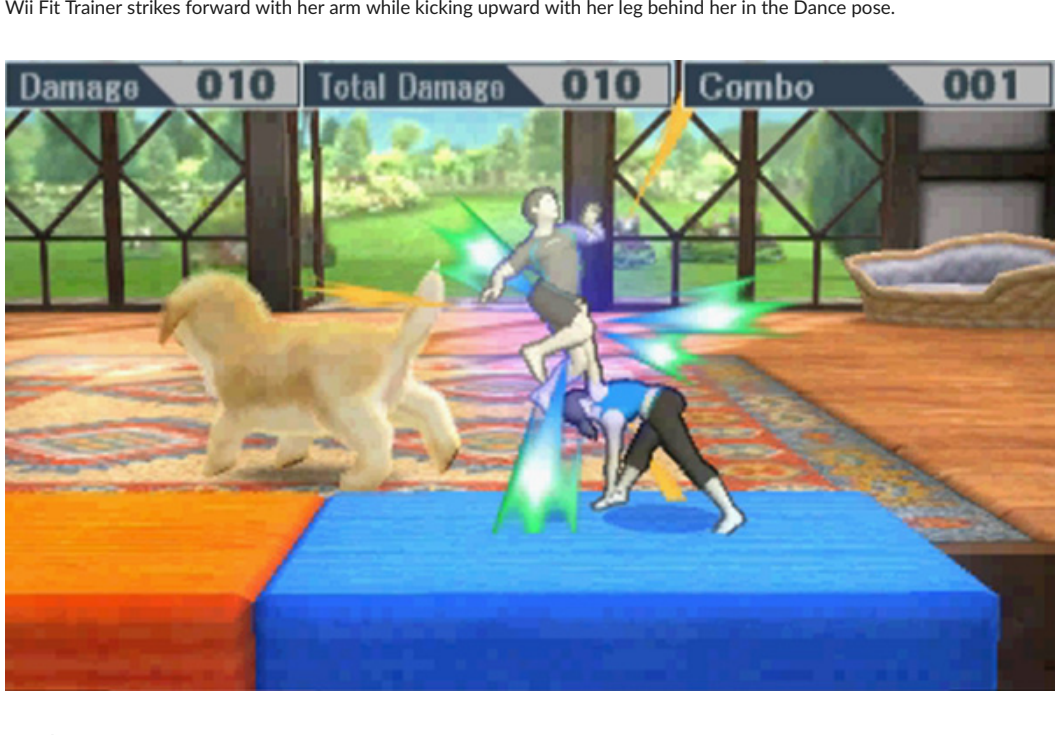
Standing Attack

This advancing attack leads into a three-hit string in which the third hit buries your opponent into the ground, allowing follow-up attacks!


Damage 009
Total Damage 009
Combo 001
CPU

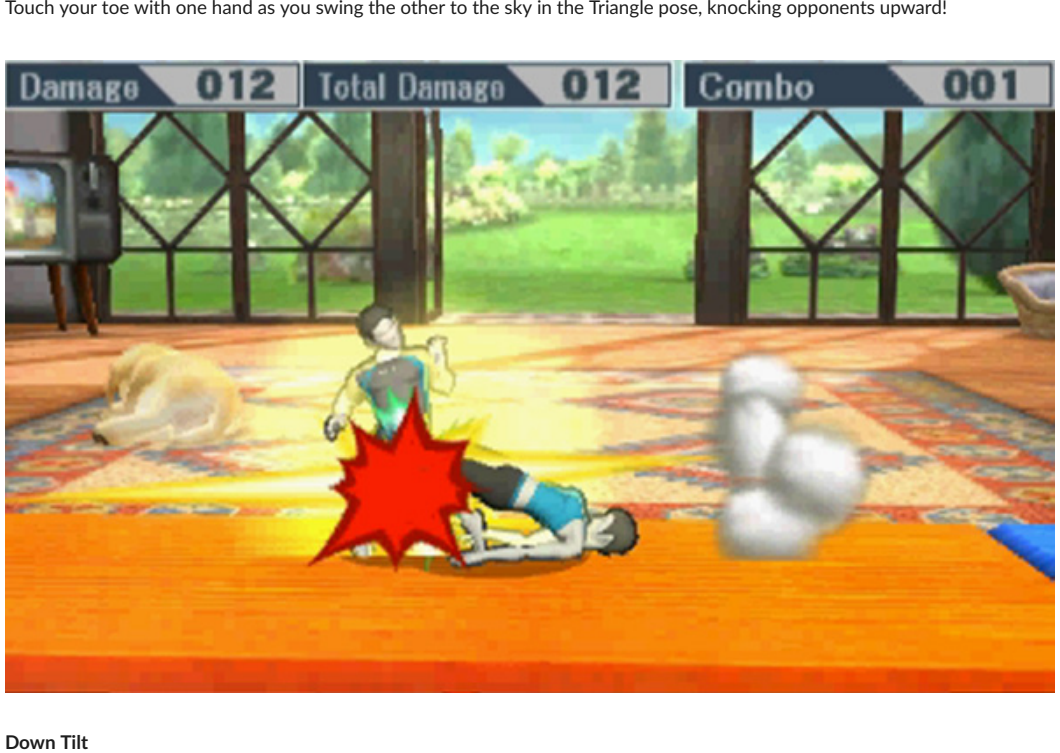
Forward Tilt

Wii Fit Trainer strikes forward with her arm while kicking upward with her leg behind her in the Dance pose.


Damage 010
Total Damage 010
Combo 001

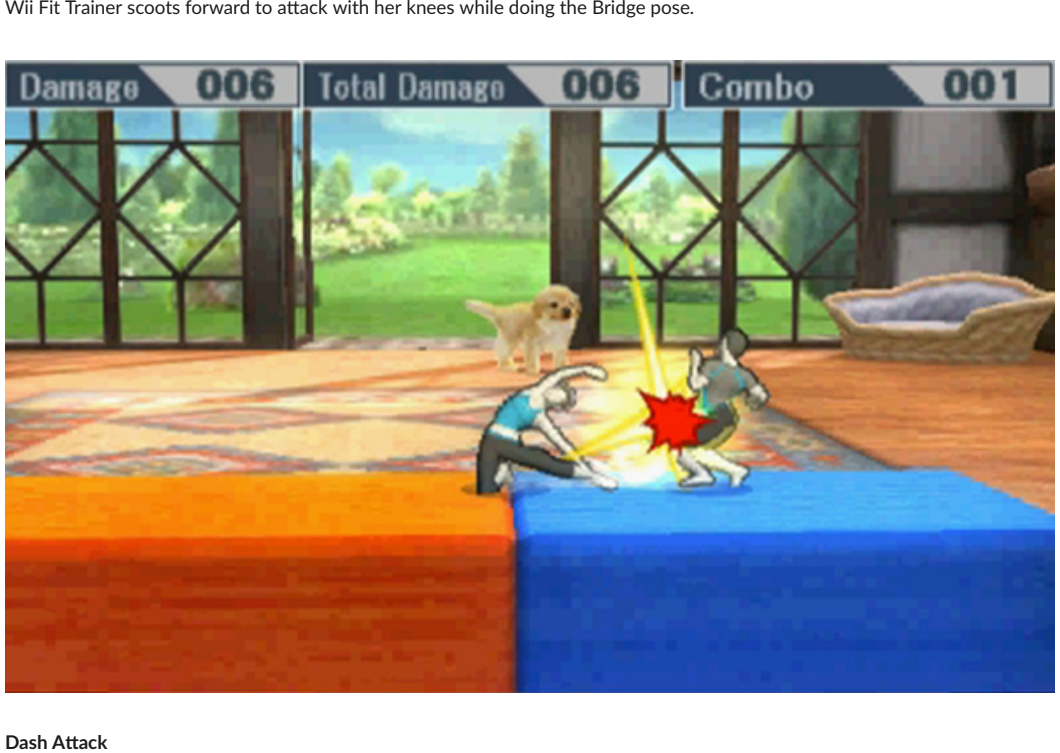
Up Tilt

Touch your toe with one hand as you swing the other to the sky in the Triangle pose, knocking opponents upward!


Damage 012
Total Damage 012
Combo 001

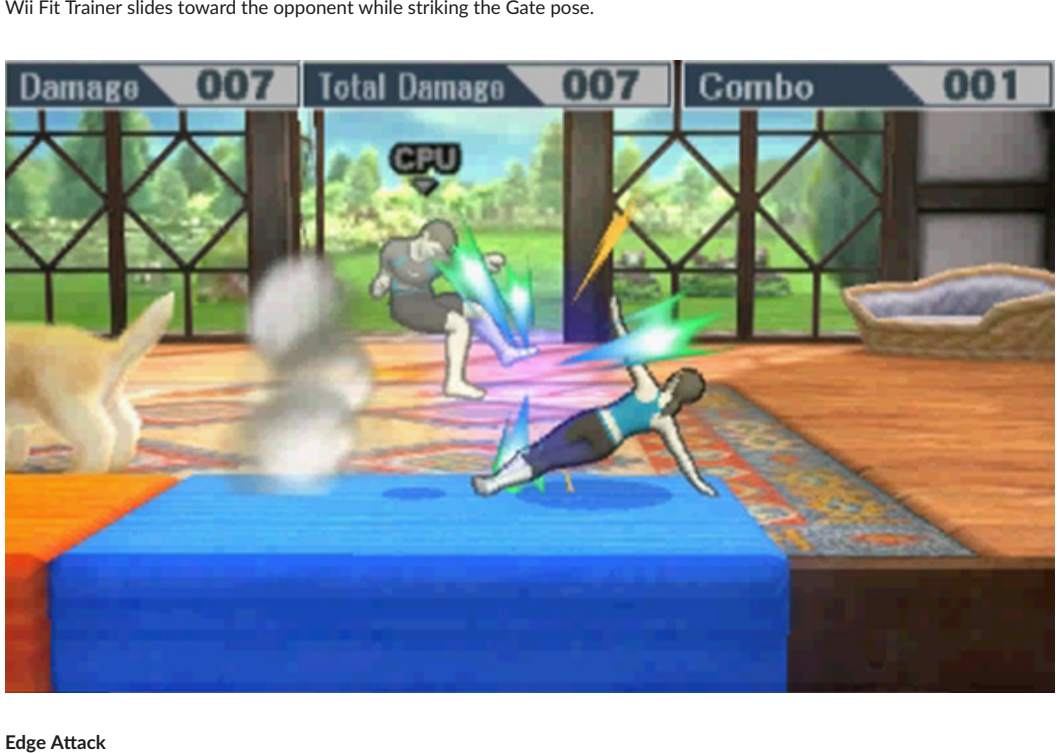
Down Tilt

Wii Fit Trainer scoots forward to attack with her knees while doing the Bridge pose.


Damage 006
Total Damage 006
Combo 001

Dash Attack

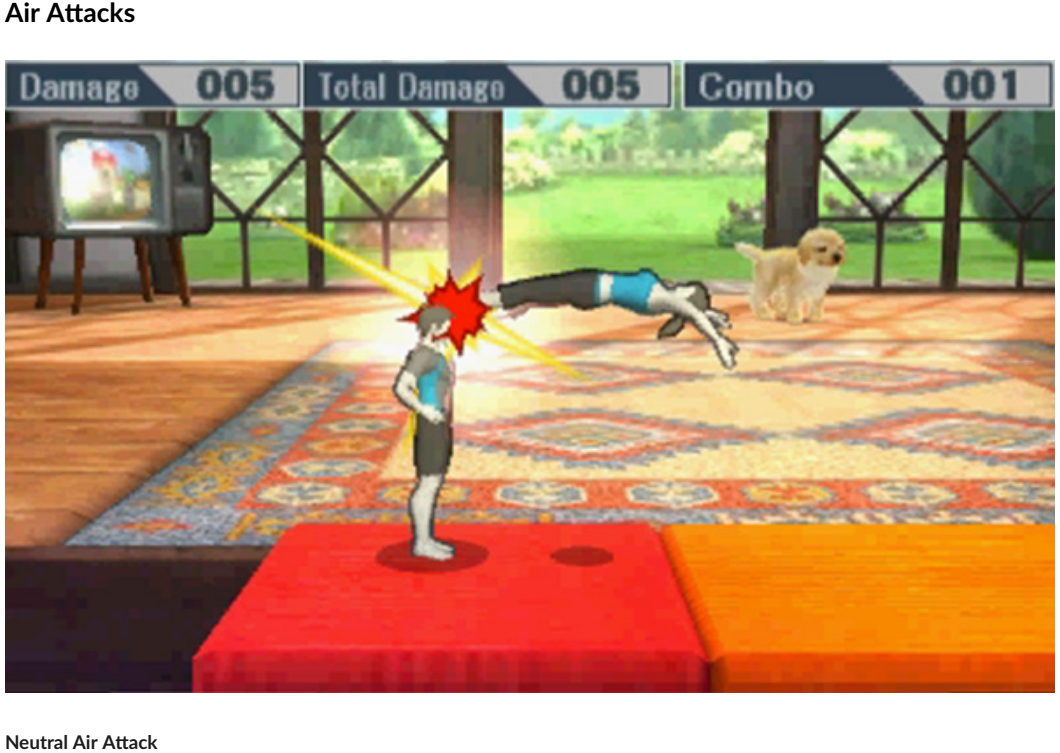
Wii Fit Trainer slides toward the opponent while striking the Gate pose.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

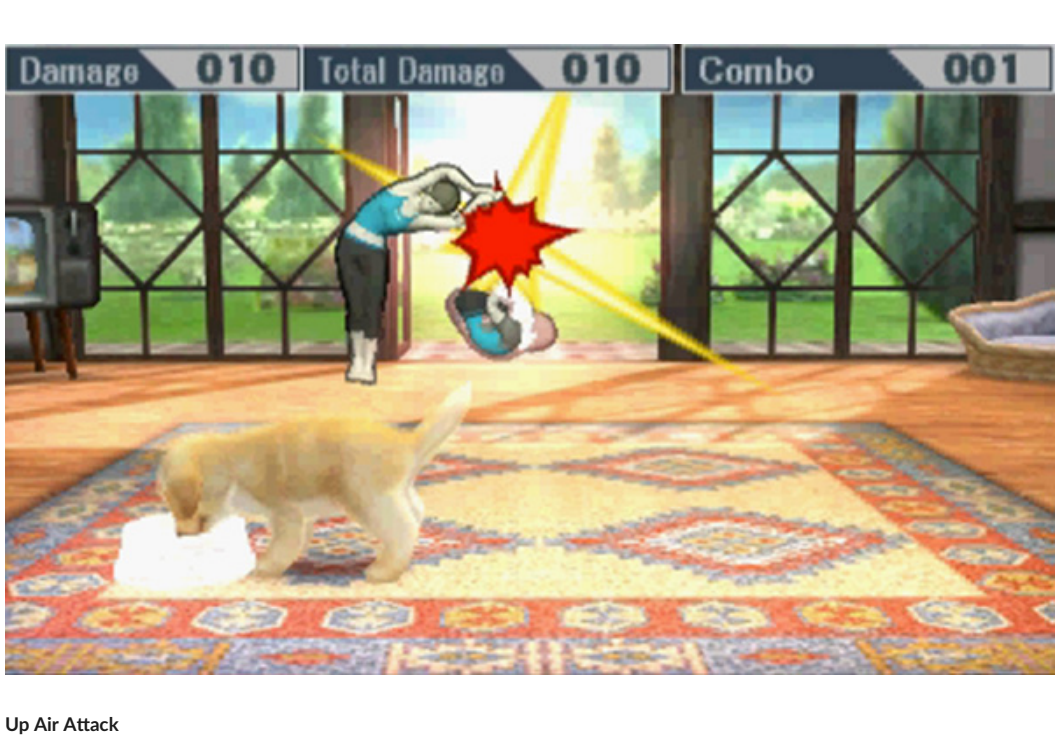
Wii Fit Trainer returns to the stage and kicks the opponent.

Air Attacks


Damage 005
Total Damage 005
Combo 001

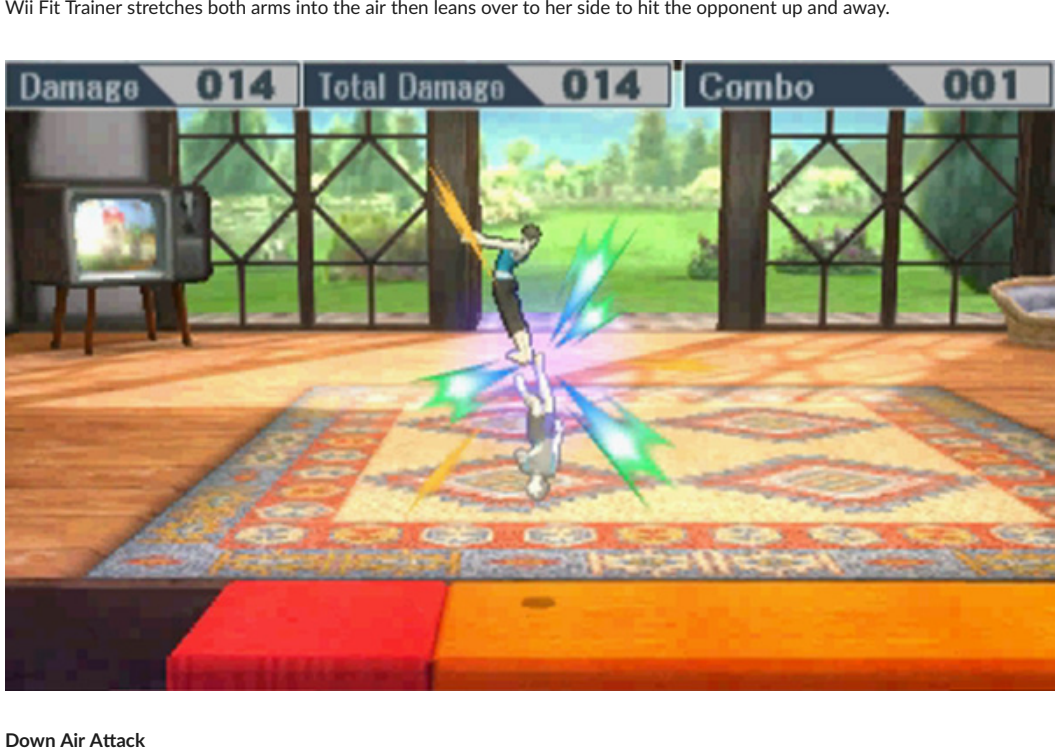
Neutral Air Attack

Wii Fit Trainer does the Jack Knife pose, hitting below herself then above herself with this two-hit combo.


Damage 010
Total Damage 010
Combo 001

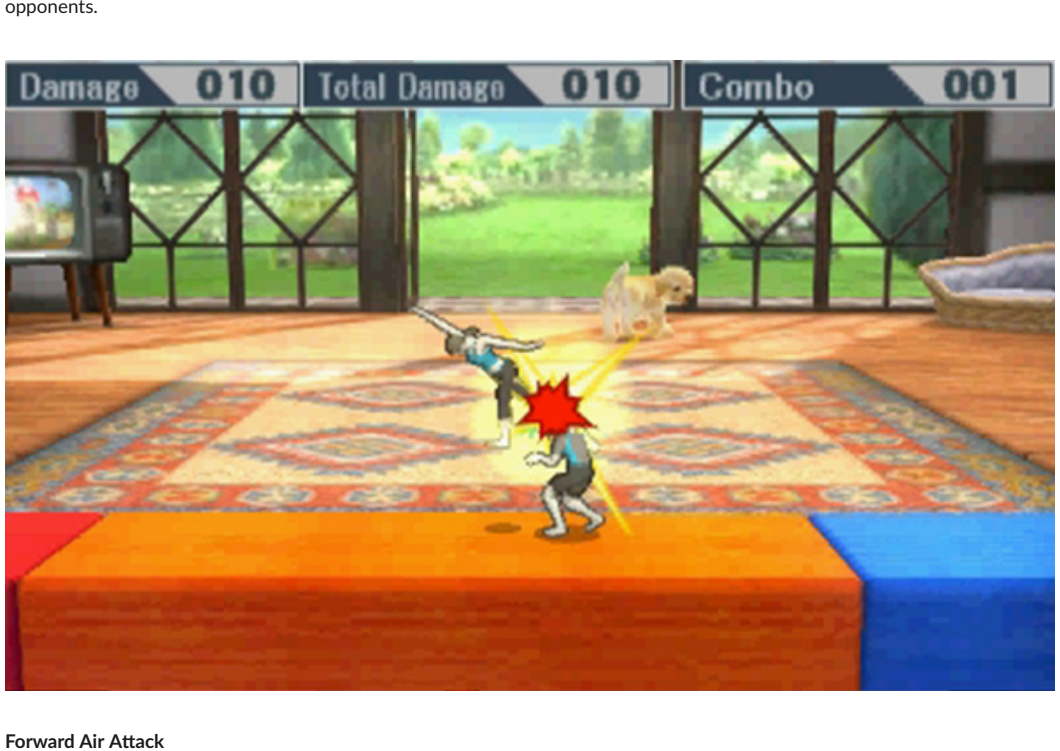
Up Air Attack

Wii Fit Trainer stretches both arms into the air then leans over to her side to hit the opponent up and away.


Damage 014
Total Damage 014
Combo 001

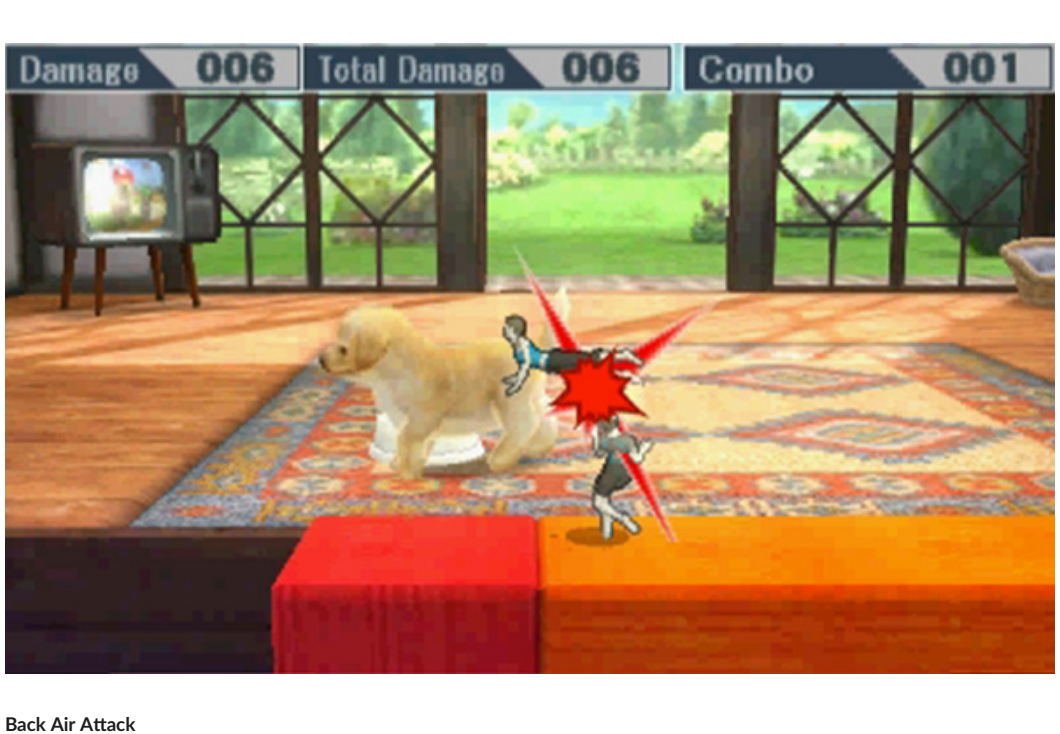
Down Air Attack

Wii Fit Trainer uses Mountain pose to stomp down on her opponent. This attack has a meteor effect against airborne opponents.


Damage 010
Total Damage 010
Combo 001

Forward Air Attack

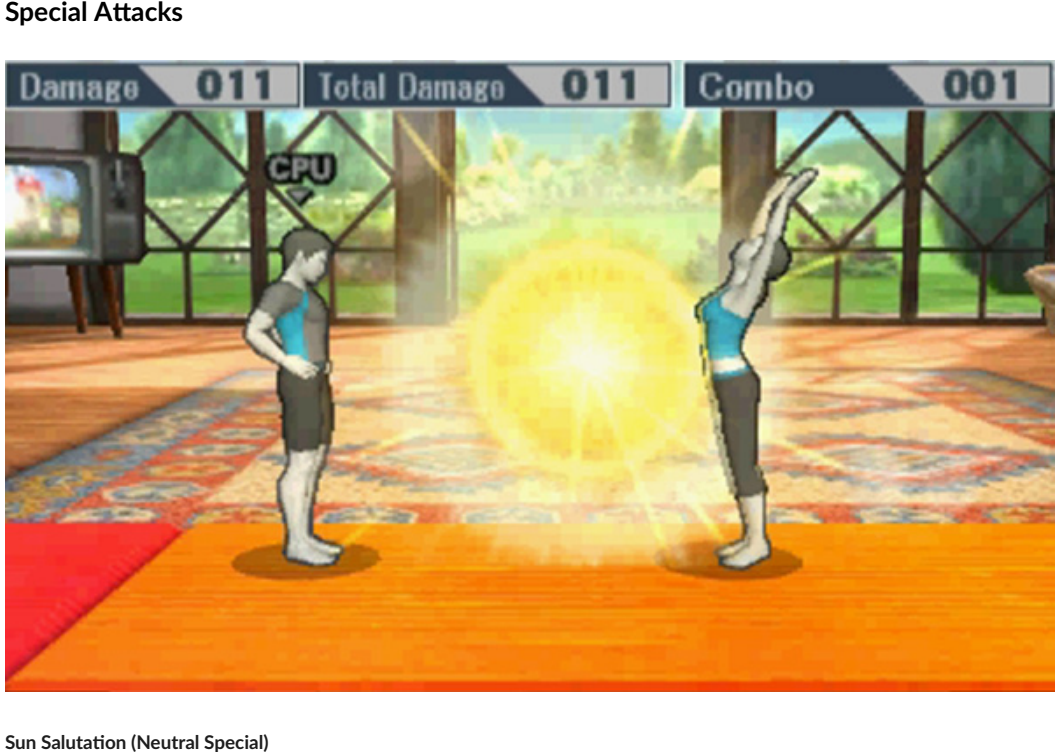
With the Single Leg Extension pose, Wii Fit Trainer attacks with one arm high in front of her and one leg out behind her.


Damage 006
Total Damage 006
Combo 001

Back Air Attack

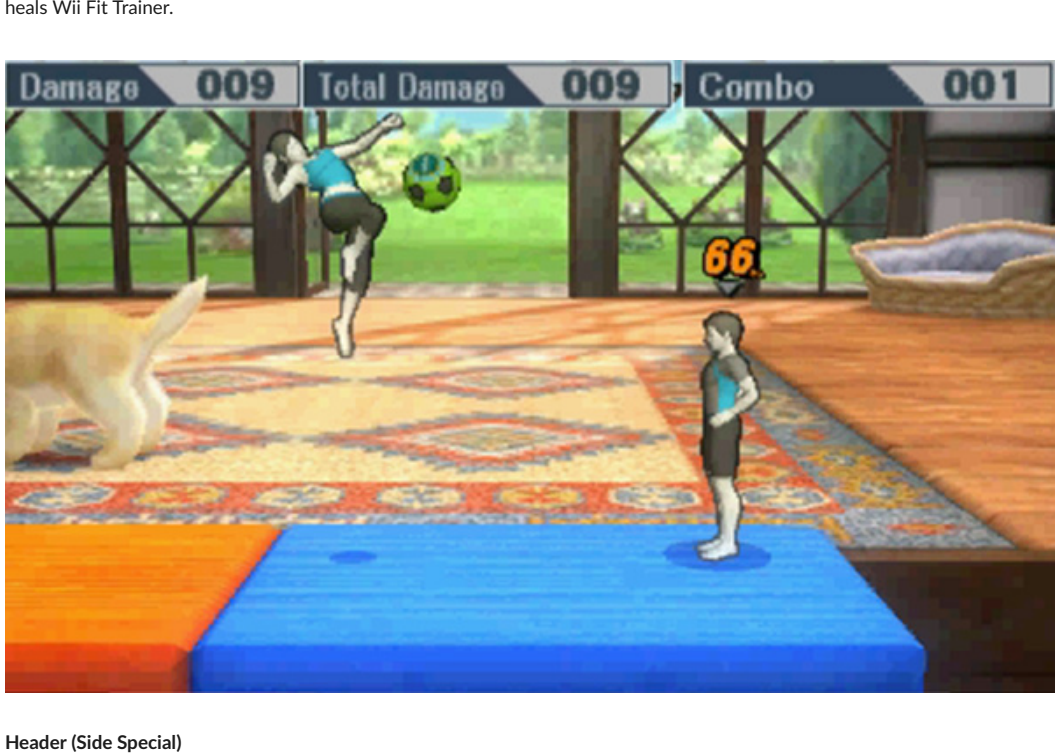
Wii Fit Trainer shows her agility and flexibility by doing Cobra pose in the air! This functions much like a dropkick, as both legs extending behind her kick the opponent away.

Special Attacks


Damage 011
Total Damage 011
Combo 001
CPU

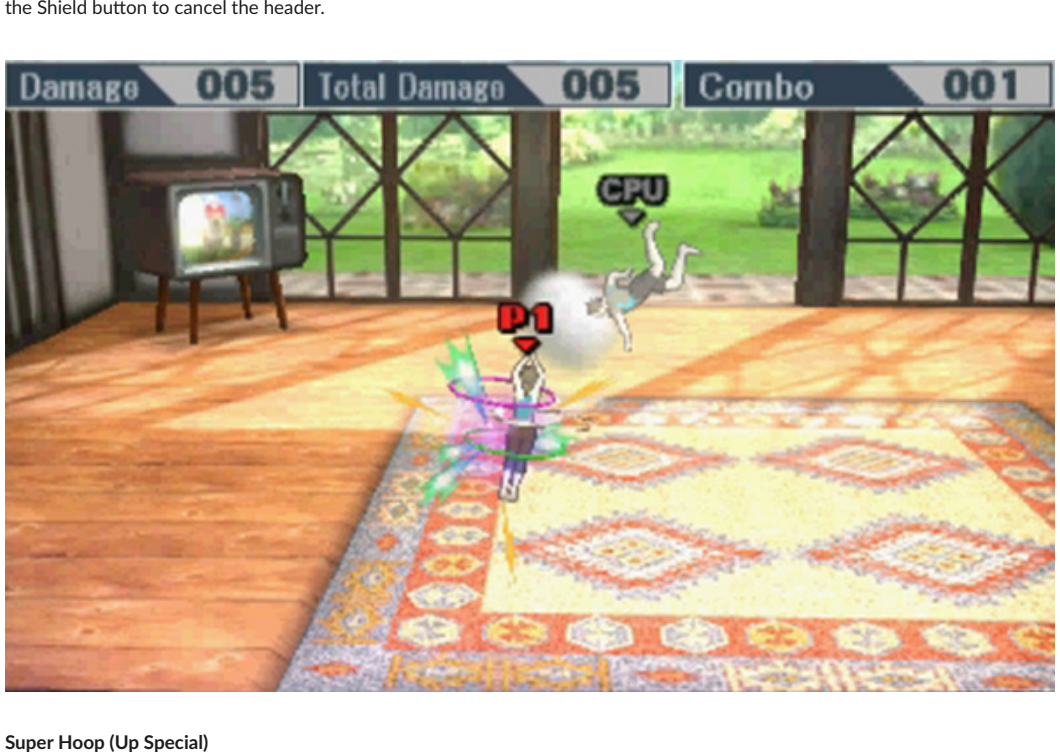
Sun Salutation (Neutral Special)

Charge up a ball of energy. Hit Left or Right to cancel into an evasive roll. If charged all the way, this deals more damage and heals Wii Fit Trainer.


Damage 009
Total Damage 009
Combo 001
66

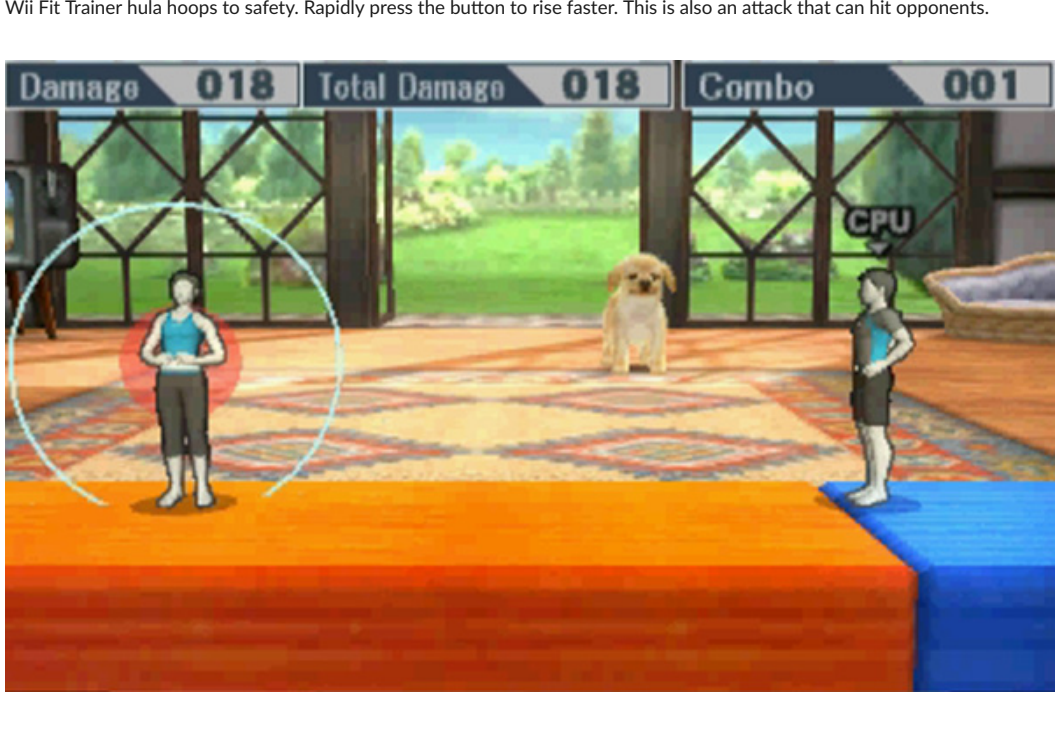
Header (Side Special)

Toss a soccer ball into the air before jumping up to head it at the opponent. Press the button again to head it earlier or press the Shield button to cancel the header.


Damage 005
Total Damage 005
Combo 001
CPU
P1

Super Hoop (Up Special)

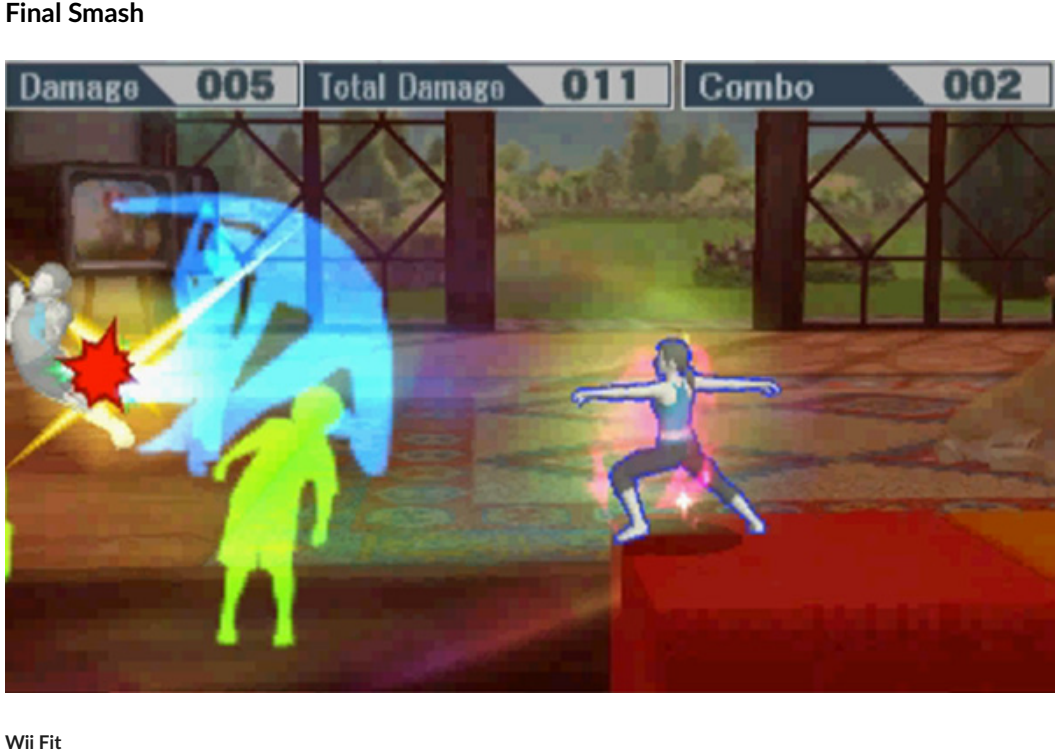
Wii Fit Trainer hula hoops to safety. Rapidly press the button to rise faster. This is also an attack that can hit opponents.


Damage 018
Total Damage 018
Combo 001
CPU

Deep Breathing (Down Special)

Wii Fit Trainer breathes in to relax. During this, an outer circle approaches an inner red circle. Hit the button when they meet to gain additional damage and launching power. If you don't time this right, you are left vulnerable.

Final Smash


Damage 005
Total Damage 011
Combo 002

Wii Fit

Wii Fit Trainer emits multicolored yoga pose silhouettes as attacks. These yoga poses expand as they move outward from Wii Fit Trainer, hitting anyone in their way. Each hit only does about 5% damage. While not dealing the most damage or knockback, this is very effective on both small and large stages because of its incredible range. Look for groups of opponents near the sides of stages, and try to hit them from as close as possible. The more yoga poses that hit, the farther the opponents will be pushed off the stage.

Strategy

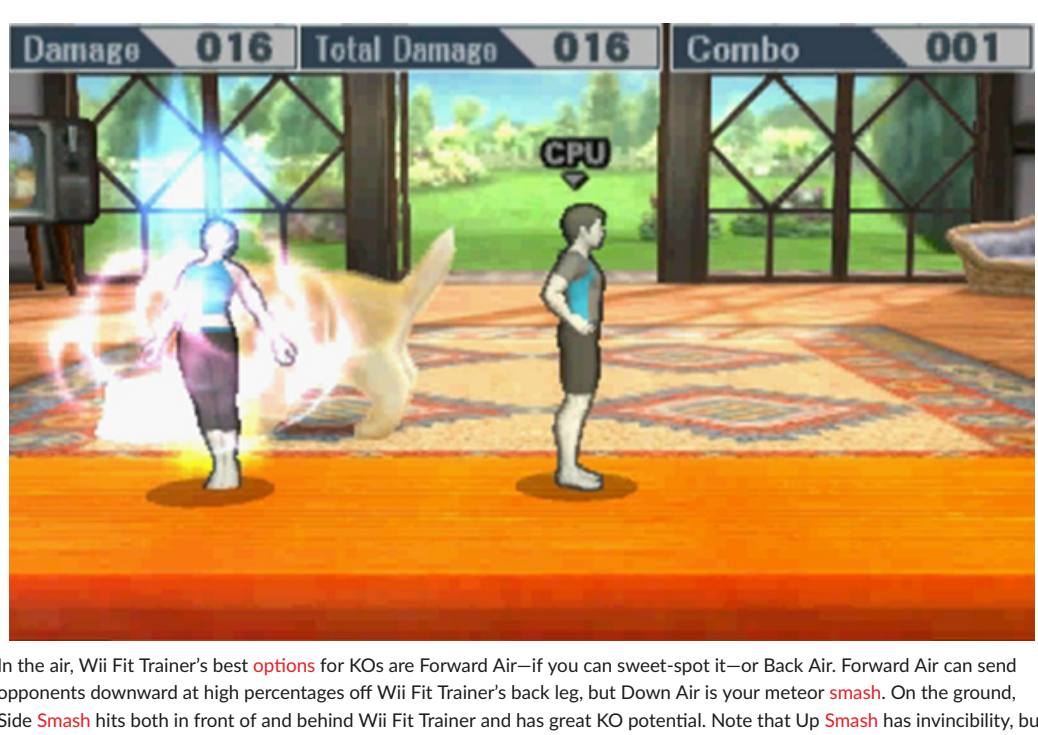
While being one of the more unexpected characters, Wii Fit Trainer is quite a capable fighter! Her yoga poses hit surprisingly hard, and she has a few attacks with special properties to increase their usability. Given that she is also able to increase her damage and launching power by using Deep Breathing, it's clear she doesn't have any issue in KOing opponents. Her weaknesses are her average weight and average mobility.

Damage 010
Total Damage 010
Combo 001

Damage 003
Total Damage 003
Combo 001

Wii Fit Trainer's Sun Salutation is a great projectile attack you can charge up over time. When charging, use Left, Right, or Shield to retain the charge and either evasive roll or shield. The projectile itself can be rather large, increasing its effectiveness. The larger it gets, the more damage it delivers, dealing up to 20% maximum. Header is a projectile attack in which Wii Fit Trainer headbutts a soccer ball at the opponent. It's strongest when you can get both Wii Fit Trainer's head and the ball to hit the opponent, but you can't control the angle the ball travels, so it isn't too effective. It deals good damage, however, and you have the option to fake it by hitting the Shield button. You can also use this is to slow your horizontal momentum when being knocked off-stage—it doesn't leave you in a fall state and makes you drop vertically. Deep Breathing's main use is to increase damage and knockback. While it can heal you, this is so minimal that the damage output is what you're actually trying to get. But every percent of lower health might mean the difference between surviving or being KO'd!

Damage 018
Total Damage 018
Combo 001

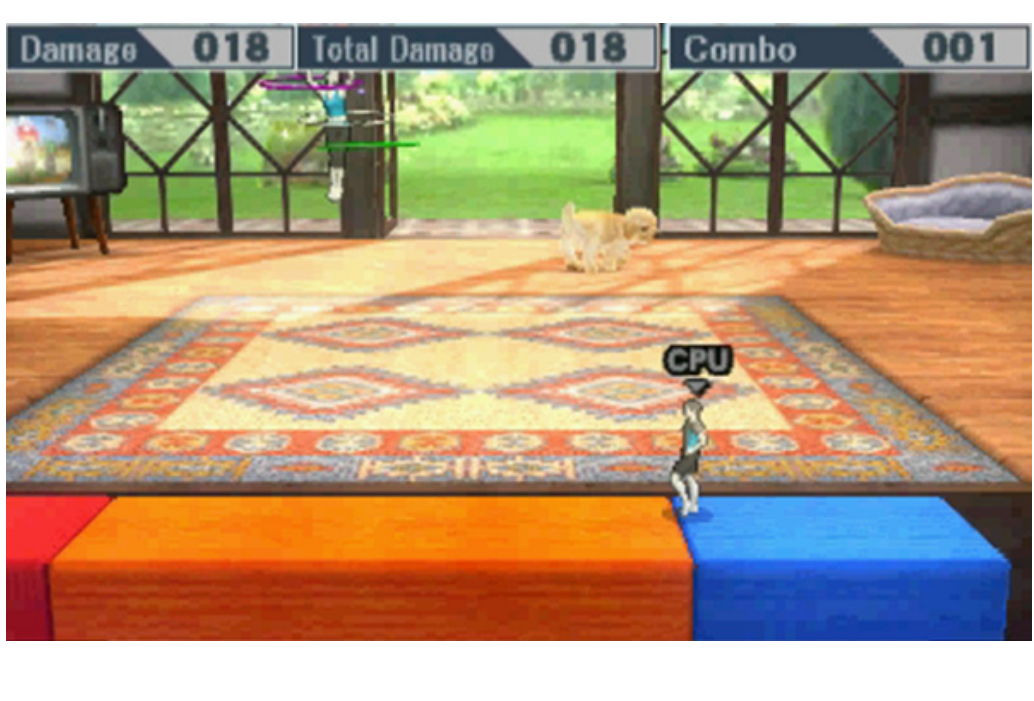

Damage 016
Total Damage 016
Combo 001
CPU

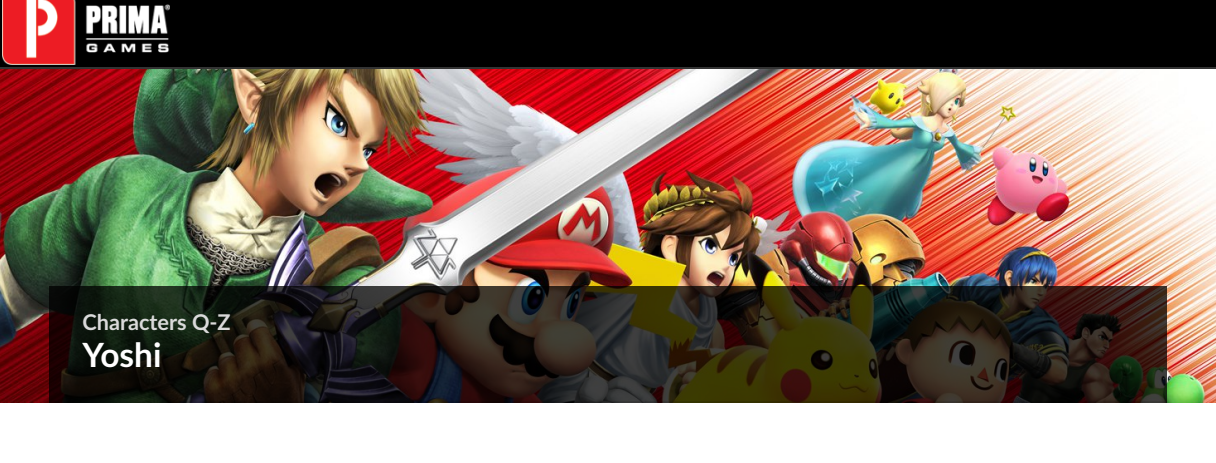
In the air, Wii Fit Trainer's best options for KOs are Forward Air—if you can sweet-spot it—or Back Air. Forward Air can send opponents downward at high percentages off Wii Fit Trainer's back leg, but Down Air is your meteor smash. On the ground, Side Smash hits both in front of and behind Wii Fit Trainer and has great KO potential. Note that Up Smash has invincibility, but it's very rare you will hit a grounded opponent with it, so focus your efforts against airborne characters. All of Wii Fit Trainer's tilt attacks are quick with minimal lag, so incorporate these into your poke game. After a dash attack, the knockback usually gives you enough time to charge up your Sun Salutation. For edge-guarding, use Sun Salutation, Header, Down Smash, and Back Air.

Recovery

Wii Fit Trainer's main recovery tool is her Super Hoop. This attack can raise Wii Fit Trainer higher if you rapidly press the button. It recovers more vertically than it does horizontally, but it certainly takes you far enough before leaving you in a falling state. Using Header can get you some extra lift while also attacking the opponent. If you cancel the Header by hitting the Shield button, you enter a fall state, but if you don't cancel it, you won't enter a fall state. Additionally, you can slow your fall by using Deep Breathing. This is generally a good idea, as it gives you better launching power if you time it correctly. If you don't time it right, though, it takes some extra time before you can use the Super Hoop.

Damage 018
Total Damage 018
Combo 001
CPU


Damage 018
Total Damage 018
Combo 001
CPU



Yoshi

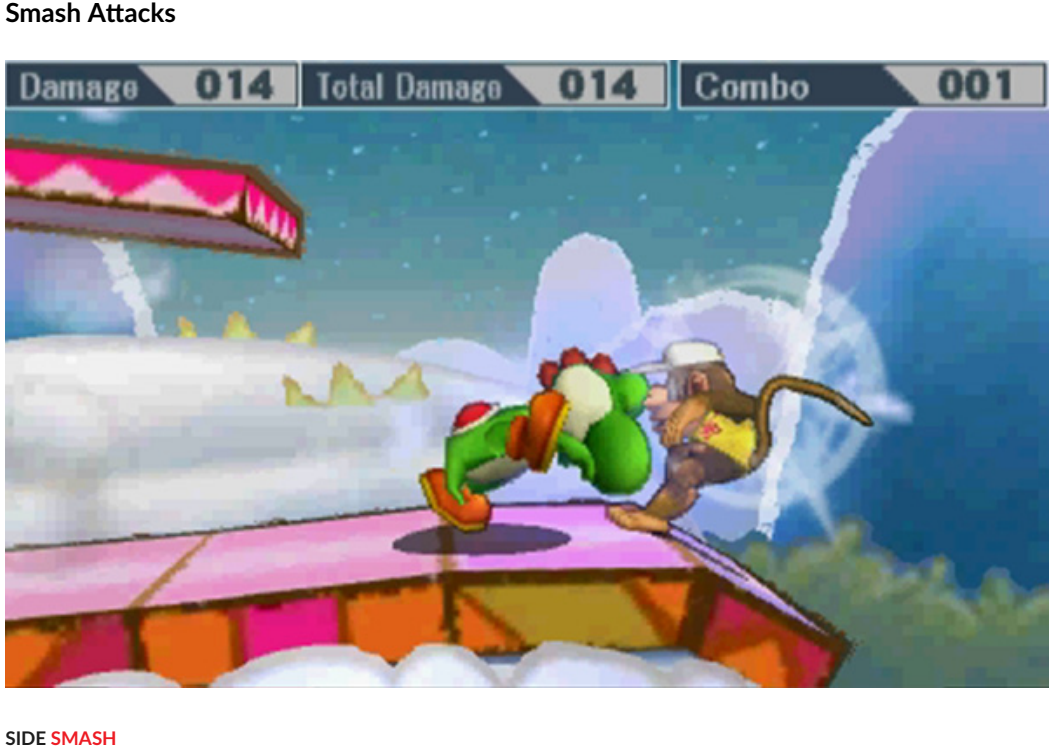
Trophy Description

As dependable a partner as one could hope for, Yoshi often aids Mario in his adventures. Yoshi can swallow just about anything and make an egg out of it instantly. He's got some serious airborne power, making launching opponents skyward and then following up with more attacks a wise choice.

Statistics

- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: Yes

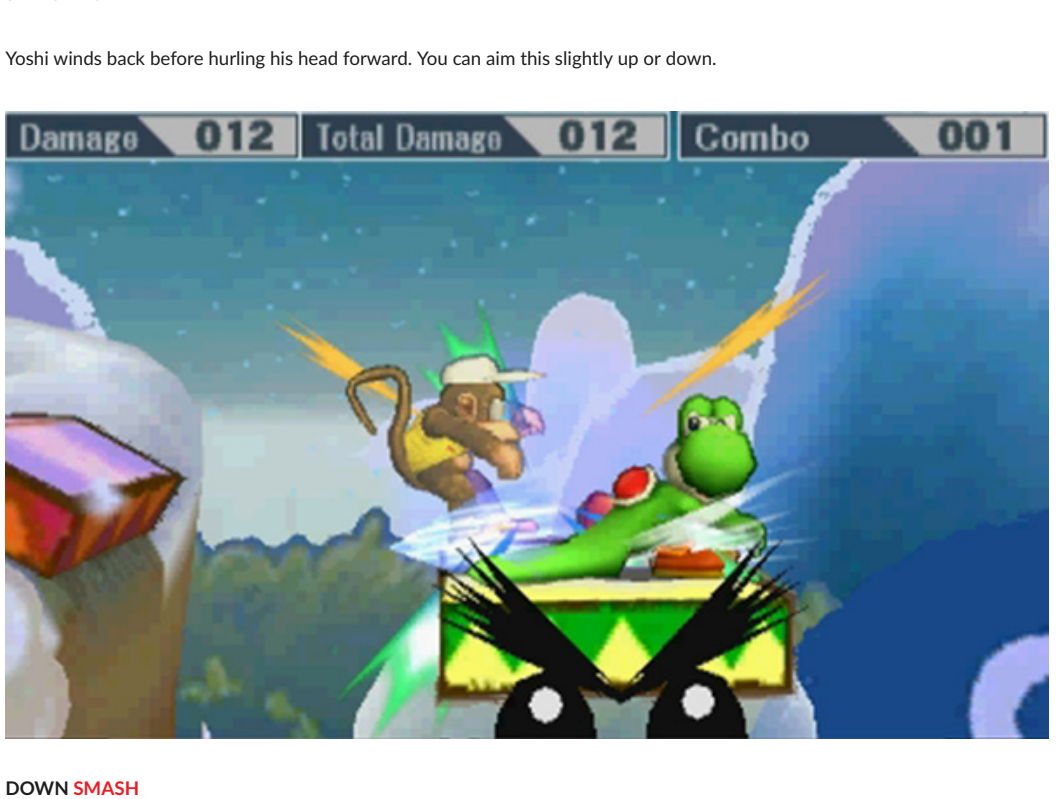
Smash Attacks



Damage 014
Total Damage 014
Combo 001

SIDE SMASH

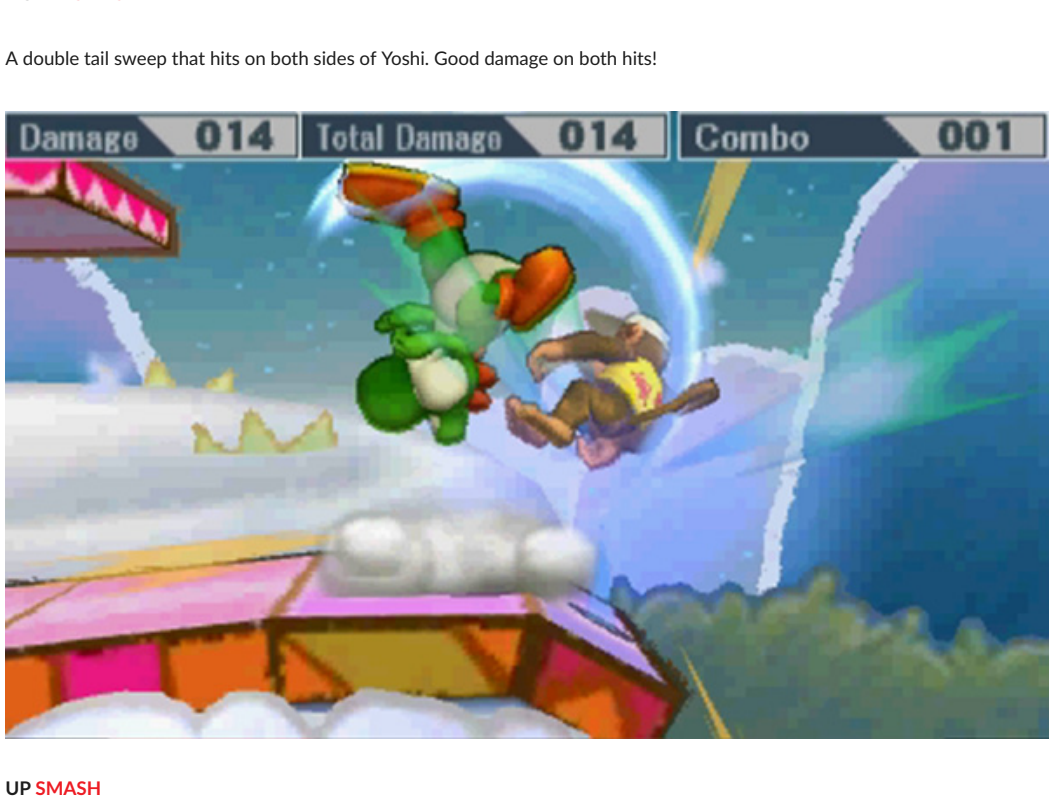
Yoshi winds back before hurling his head forward. You can aim this slightly up or down.



Damage 012
Total Damage 012
Combo 001

DOWN SMASH

A double tail sweep that hits on both sides of Yoshi. Good damage on both hits!

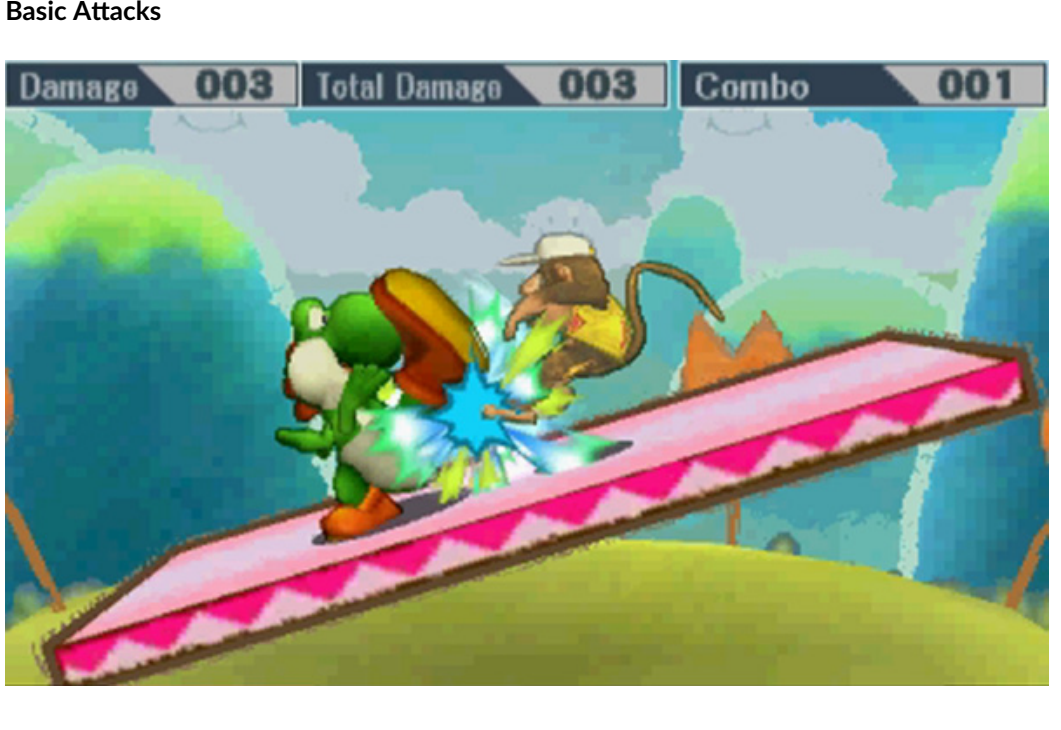


Damage 014
Total Damage 014
Combo 001

UP SMASH

Yoshi performs a standing flipkick, knocking your opponent upward.

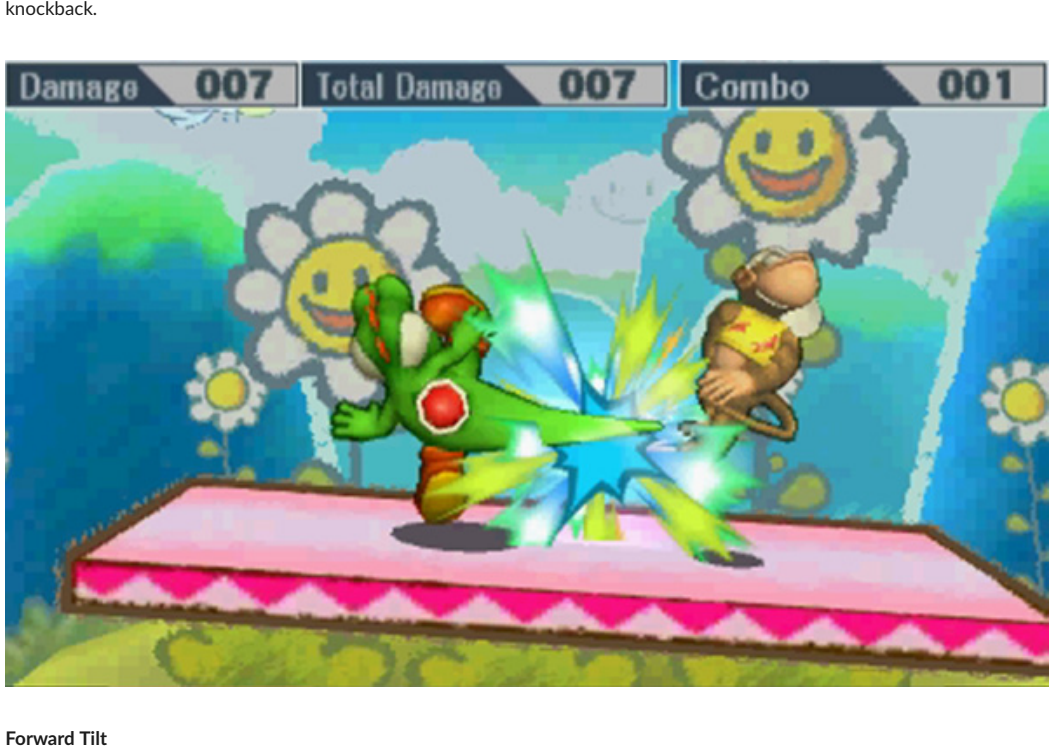
Basic Attacks



Damage 003
Total Damage 003
Combo 001

Standing Attack

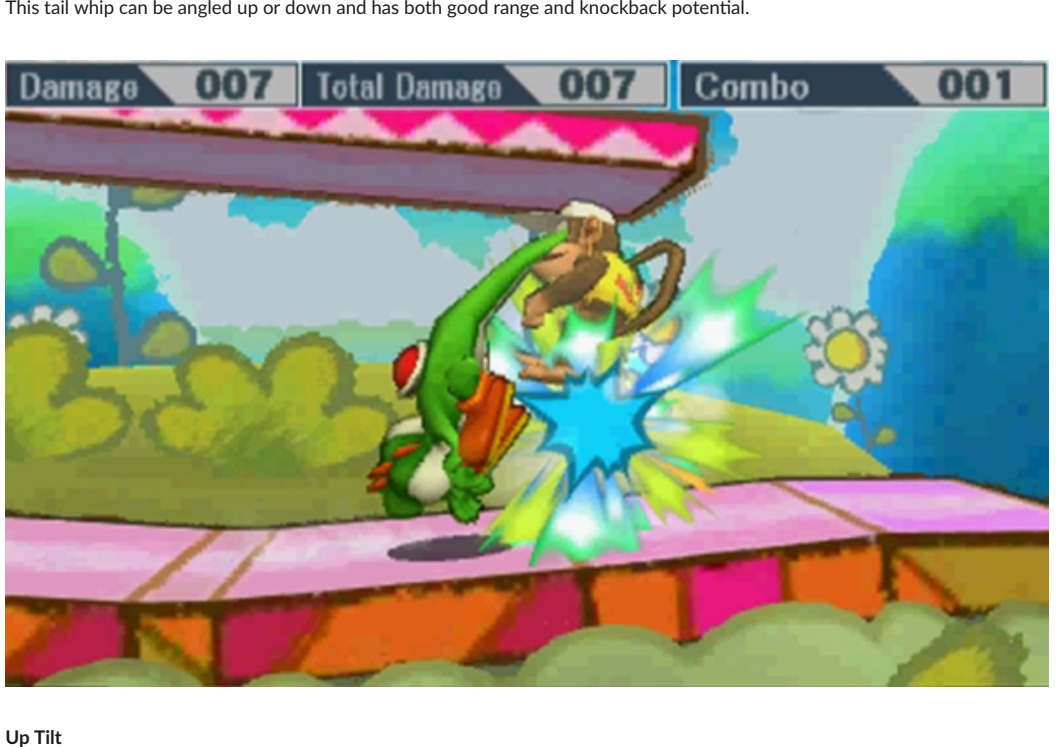
Yoshi's basic attack is a standing kick that hits nearly over his head. It combos into a short string for a little extra damage and knockback.



Damage 007
Total Damage 007
Combo 001

Forward Tilt

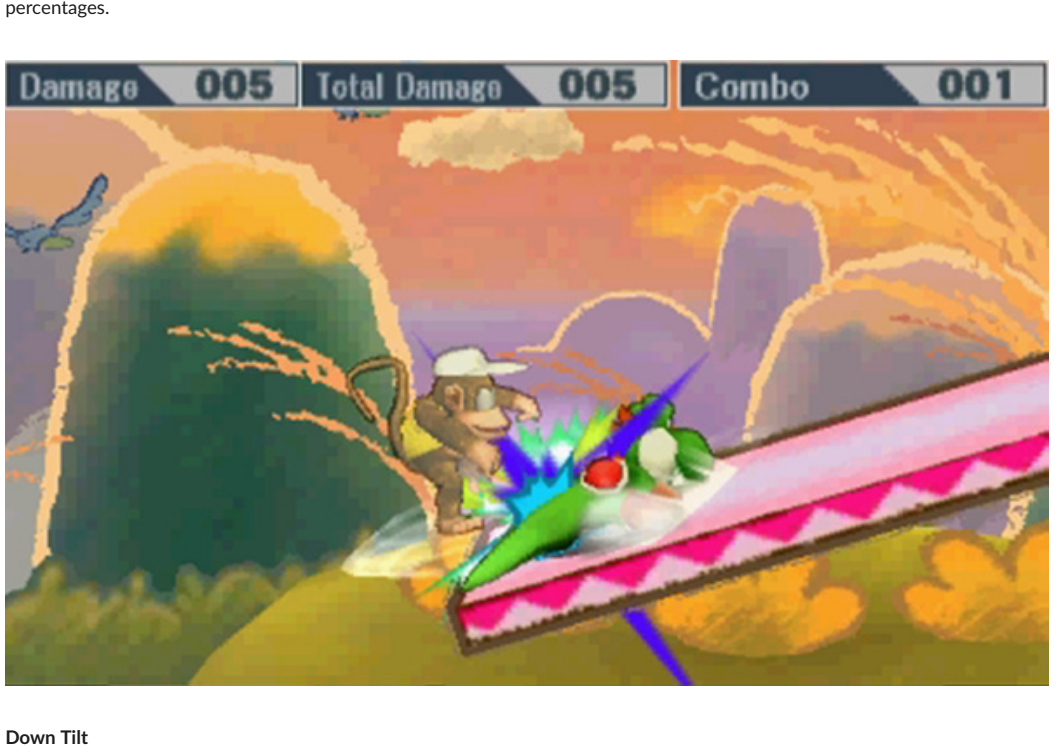
This tail whip can be angled up or down and has both good range and knockback potential.



Damage 007
Total Damage 007
Combo 001

Up Tilt

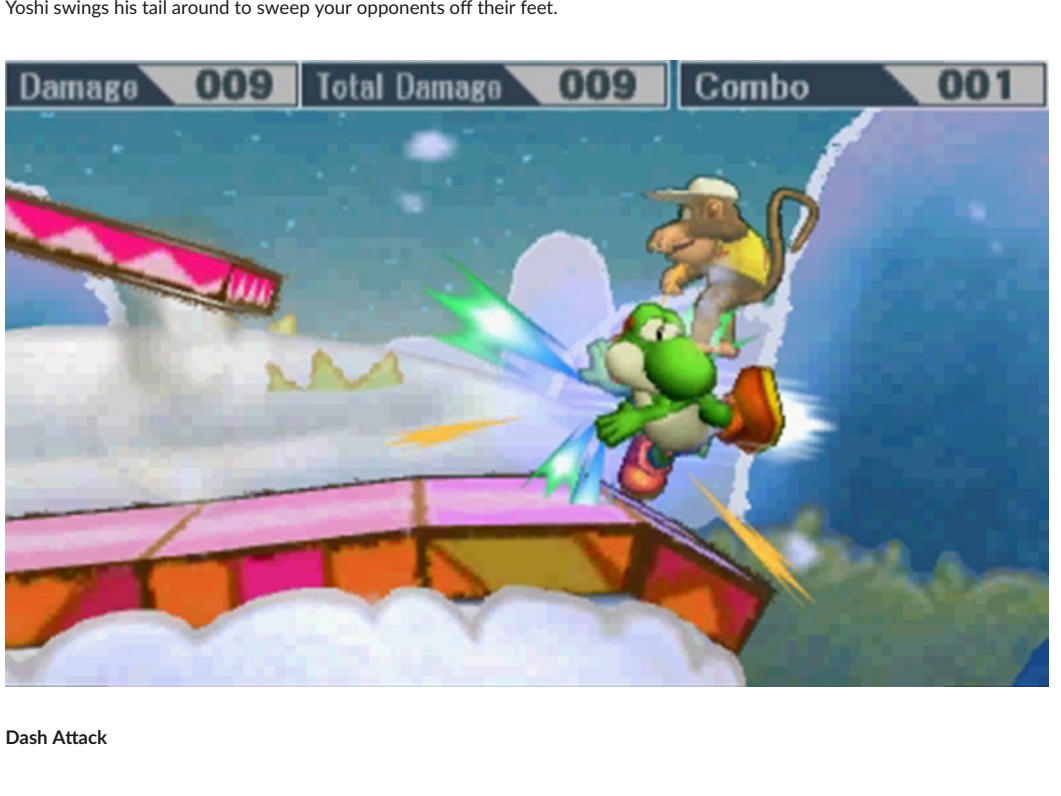
Yoshi whips his tail upward to launch your opponent up into the air. Can be followed up with an UP SMASH at lower percentages.



Damage 005
Total Damage 005
Combo 001

Down Tilt

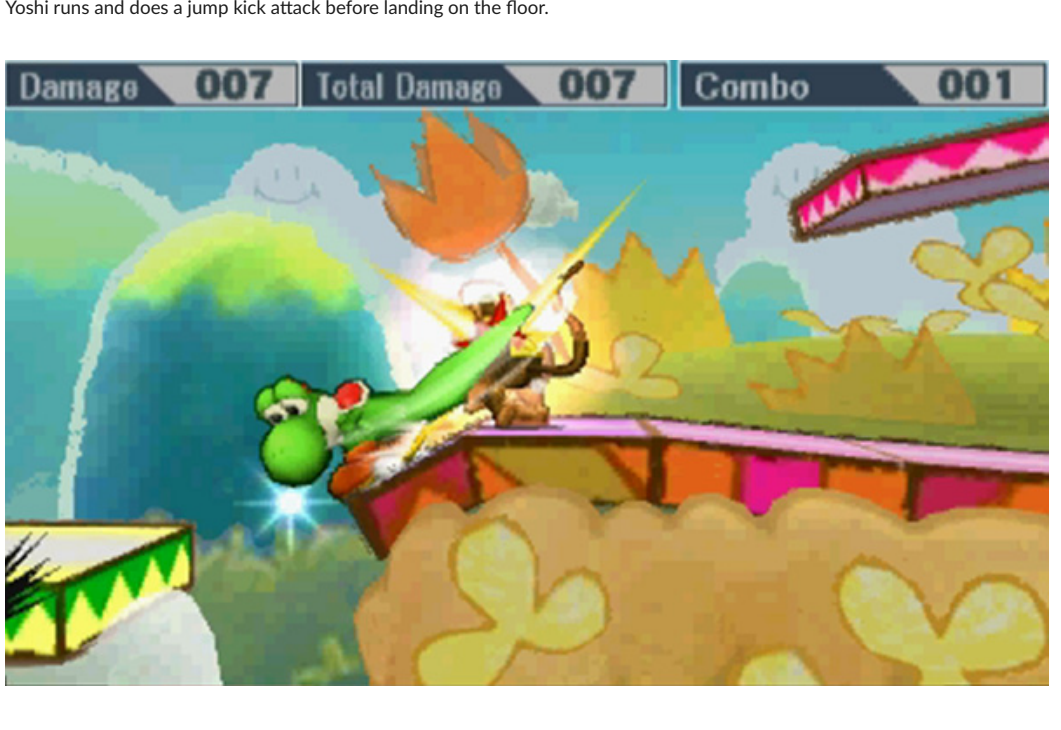
Yoshi swings his tail around to sweep your opponents off their feet.



Damage 009
Total Damage 009
Combo 001

Dash Attack

Yoshi runs and does a jump kick attack before landing on the floor.

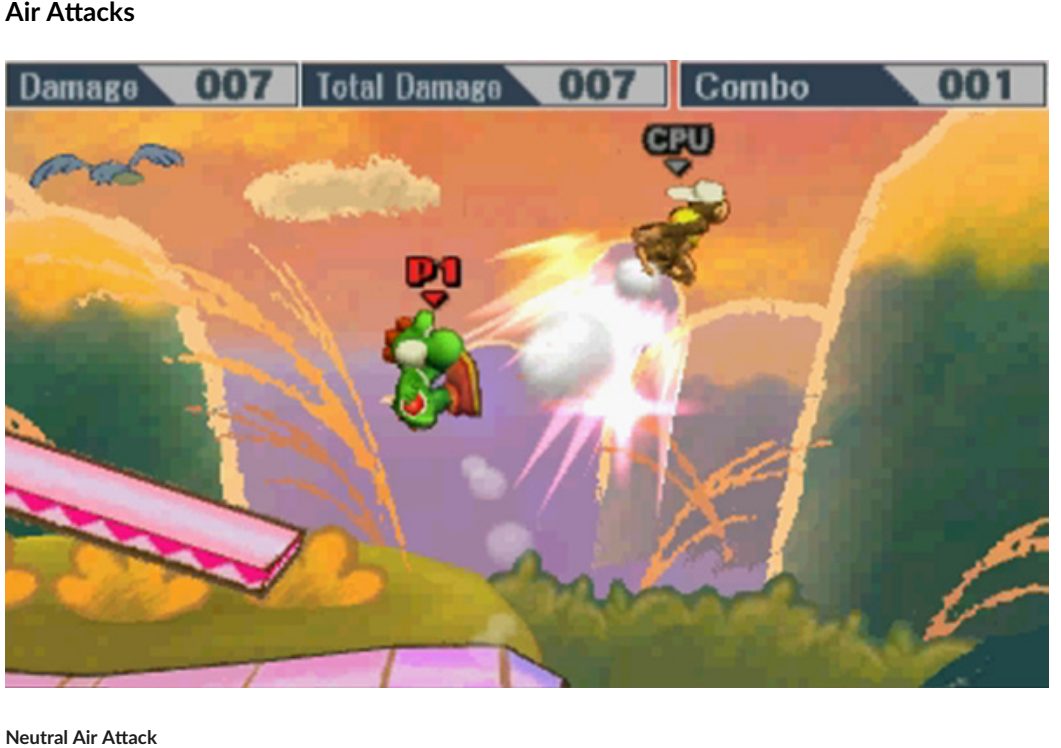


Damage 007
Total Damage 007
Combo 001

Edge Attack

Yoshi leaps onto the stage and strikes with his tail.

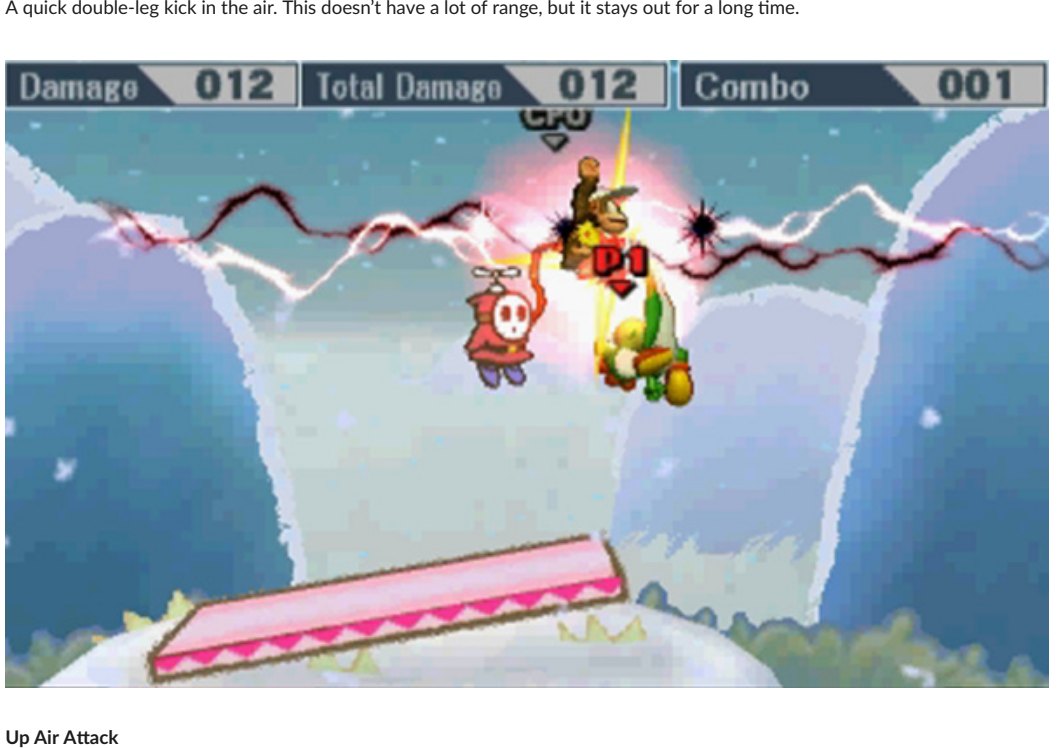
Air Attacks



Damage 007
Total Damage 007
Combo 001
CPU
P1

Neutral Air Attack

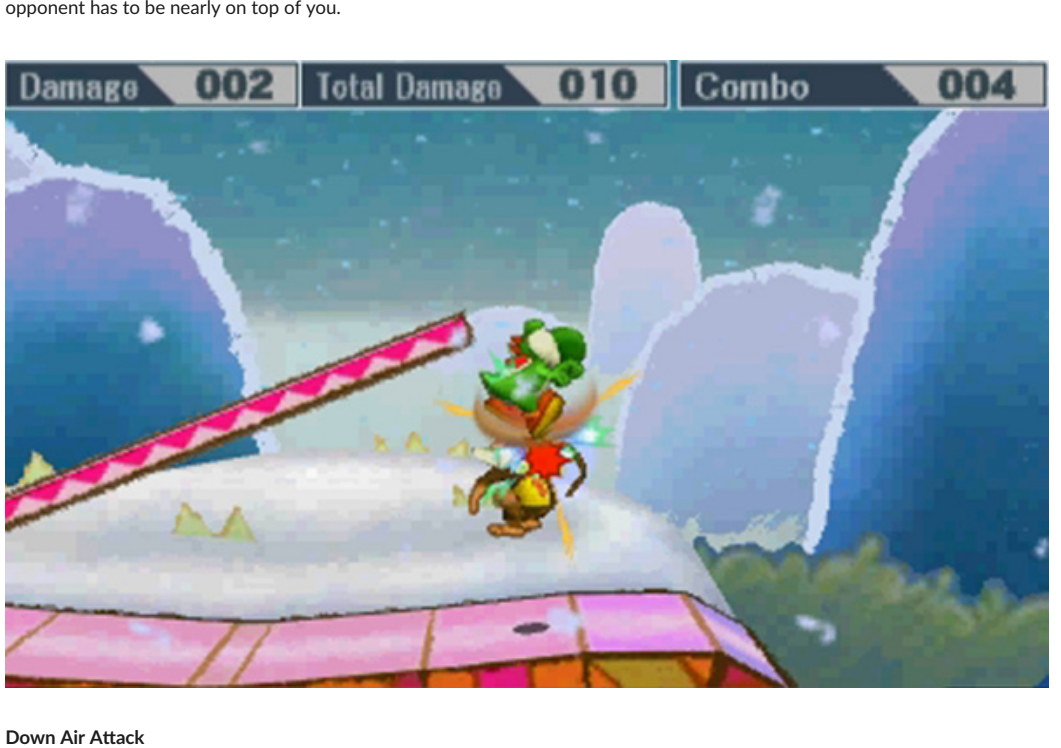
A quick double-leg kick in the air. This doesn't have a lot of range, but it stays out for a long time.



Damage 012
Total Damage 012
Combo 001
CPU
P1

Up Air Attack

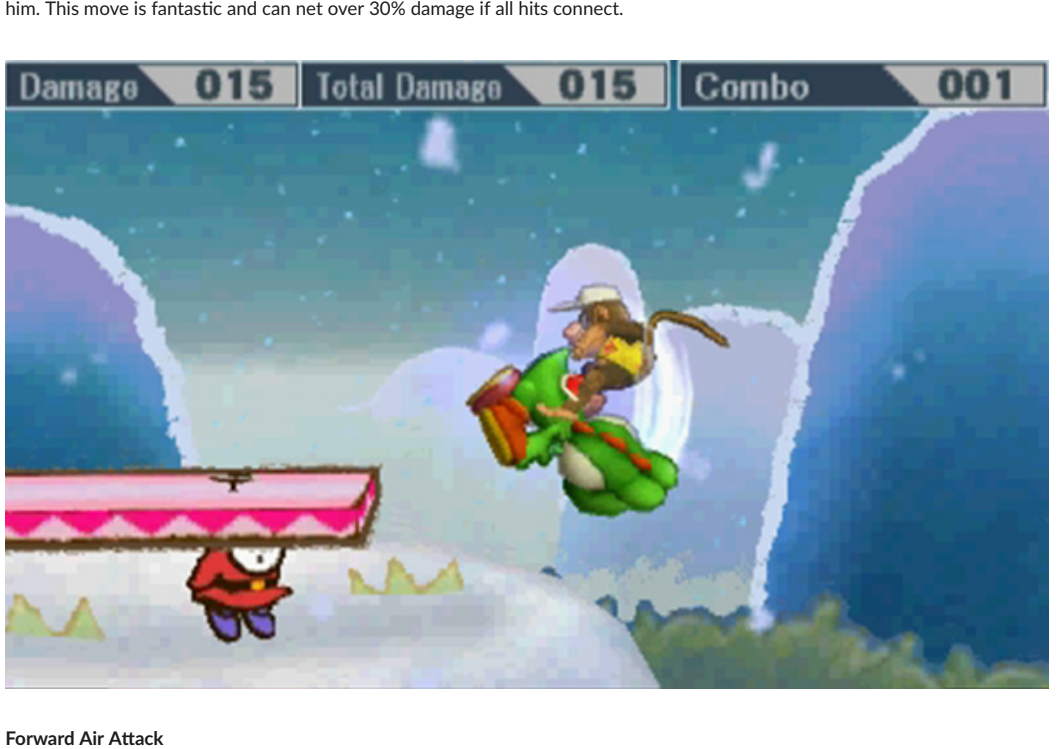
Yoshi strikes upward with his tail. Use this to knock opponents out of the tops of stages. Its forward range is minimal, so your opponent has to be nearly on top of you.



Damage 002
Total Damage 010
Combo 004

Down Air Attack

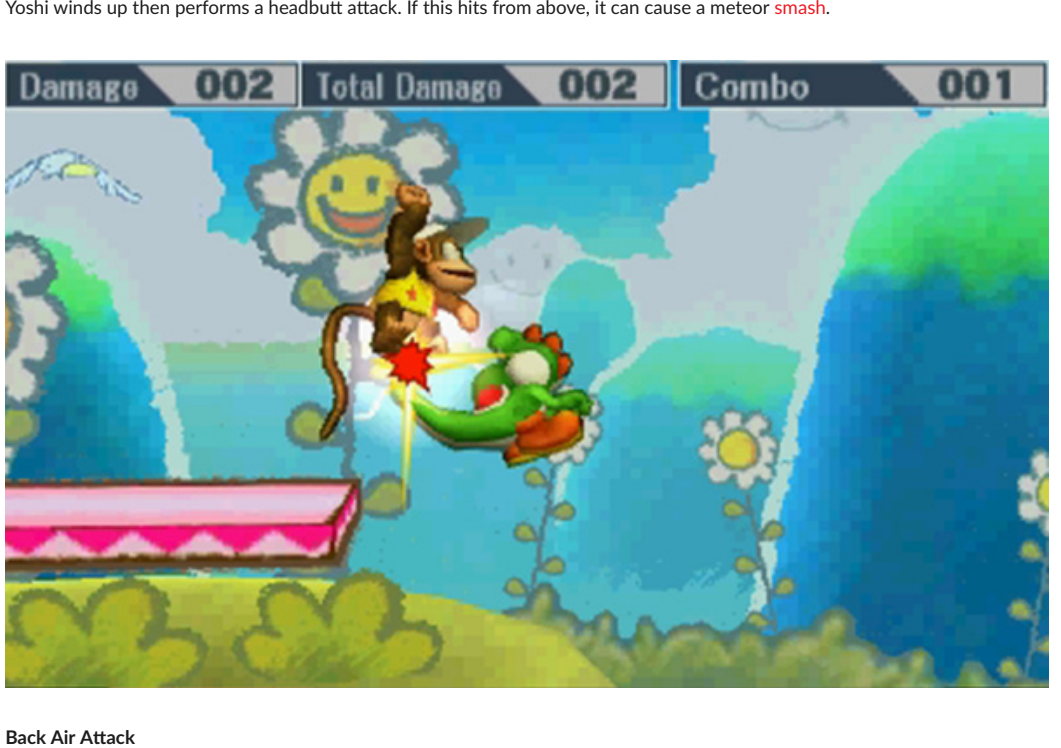
Yoshi goes into a run animation while in the air, stepping and kicking multiple times on anyone he comes in contact with below him. This move is fantastic and can net over 30% damage if all hits connect.



Damage 015
Total Damage 015
Combo 001

Forward Air Attack

Yoshi winds up then performs a headbutt attack. If this hits from above, it can cause a meteor smash.

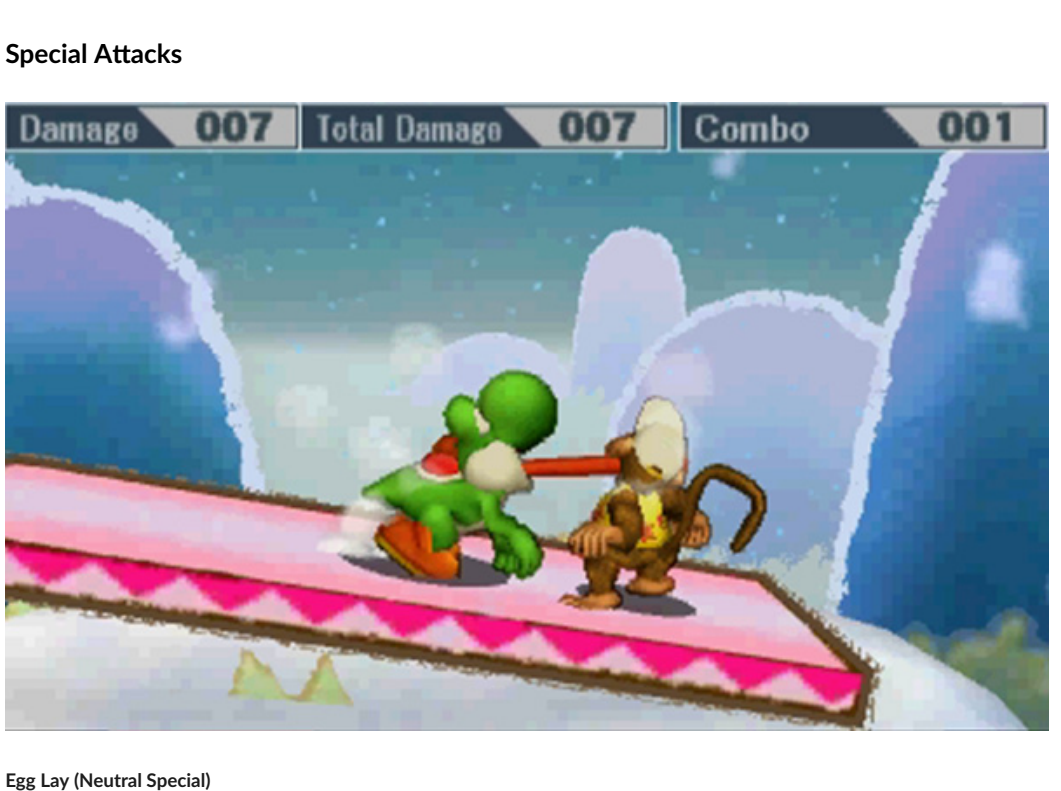


Damage 002
Total Damage 002
Combo 001

Back Air Attack

This multi-hit tail whip deals good damage and covers Yoshi's back well.

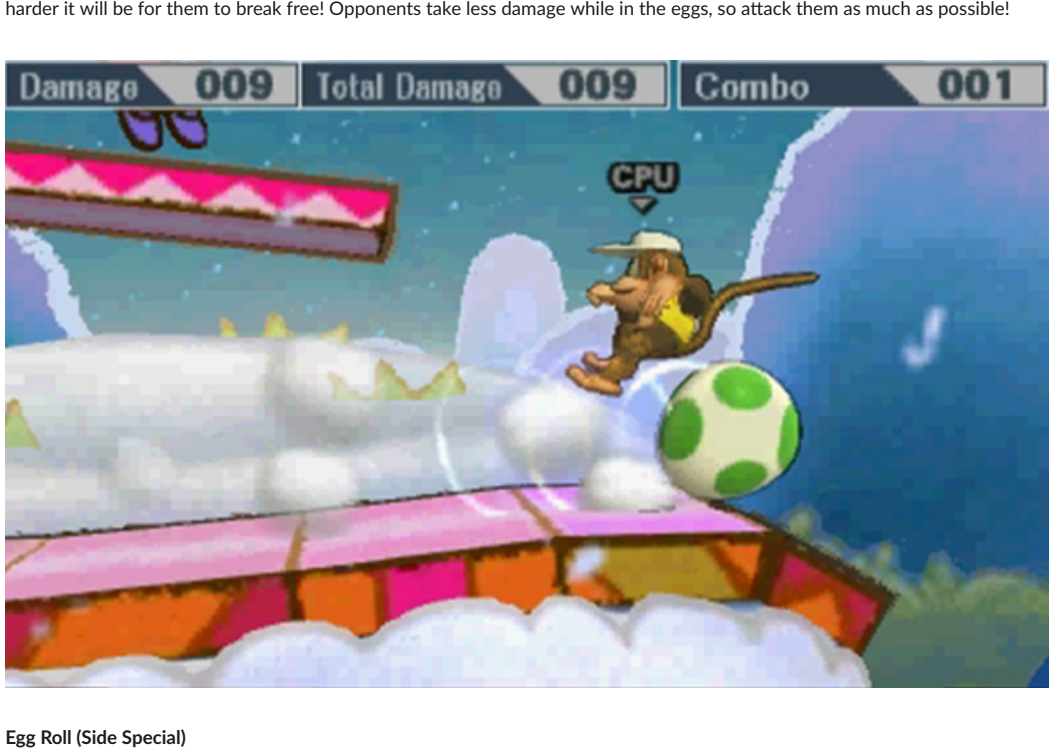
Special Attacks



Damage 007
Total Damage 007
Combo 001

Egg Lay (Neutral Special)

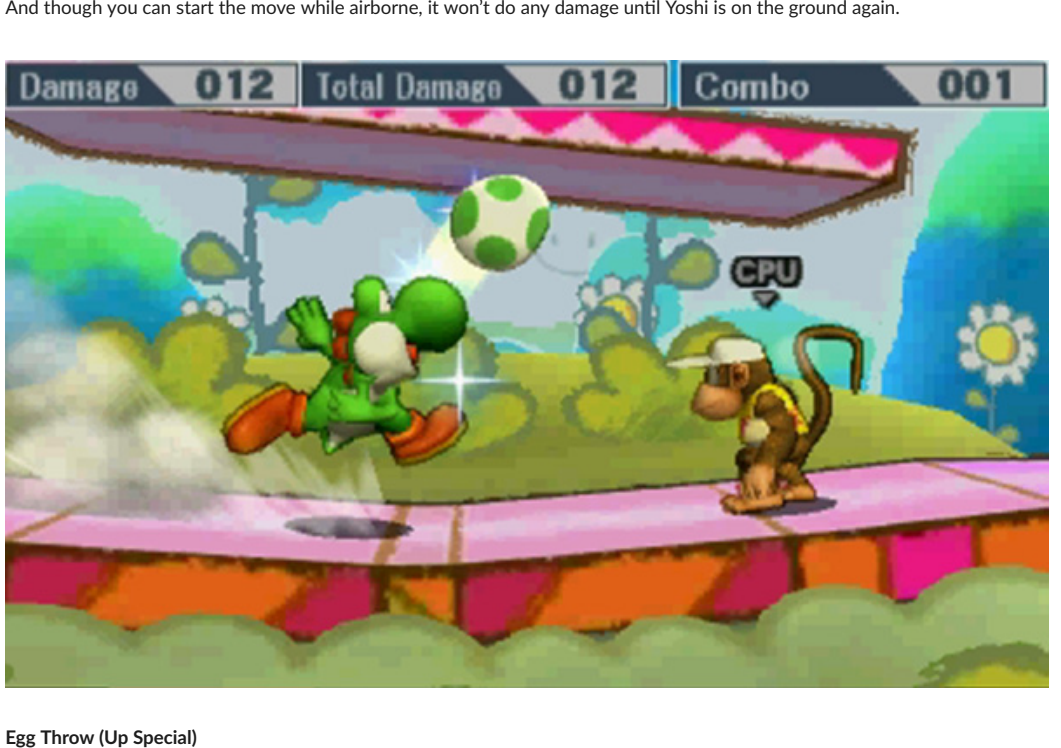
Yoshi sticks out his tongue to grab opponents, swallows them, and turns them into eggs. The higher percentage they have, the harder it will be for them to break free! Opponents take less damage while in the eggs, so attack them as much as possible!



Damage 009
Total Damage 009
Combo 001
CPU

Egg Roll (Side Special)

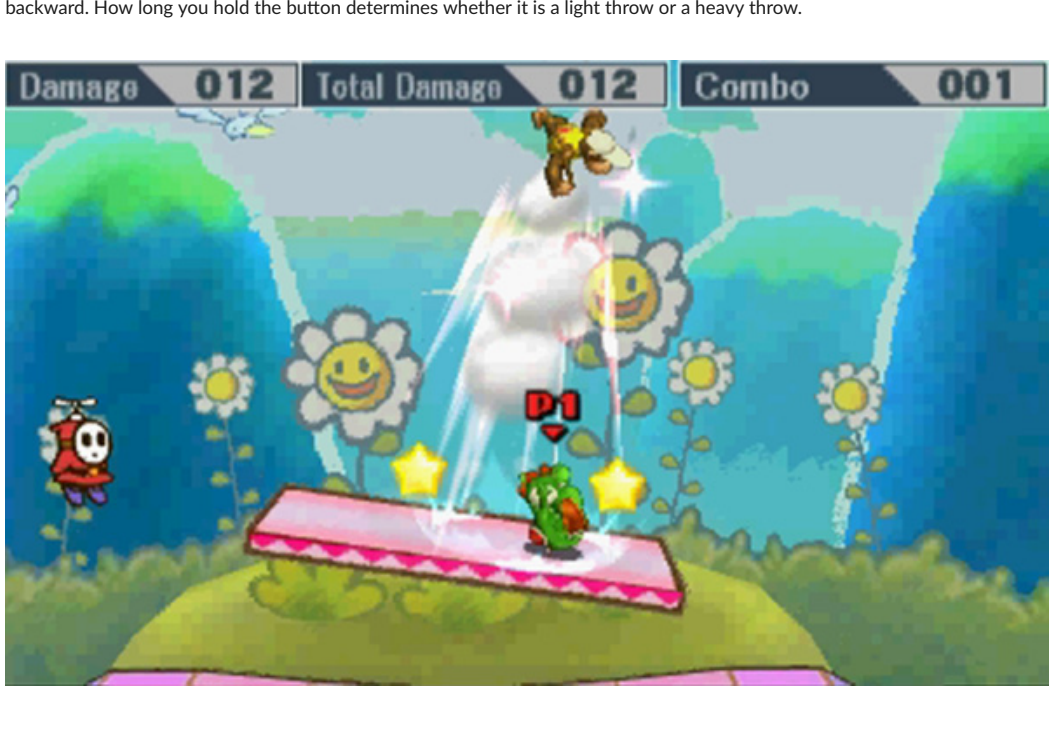
Yoshi turns into an egg and rolls into battle! The faster you roll, the more damage you do. While rolling, you can also jump once. And though you can start the move while airborne, it won't do any damage until Yoshi is on the ground again.



Damage 012
Total Damage 012
Combo 001
CPU

Egg Throw (Up Special)

Throw an exploding egg at your enemy! You can affect its trajectory with directional inputs. To throw the egg straight up, press backward. How long you hold the button determines whether it is a light throw or a heavy throw.

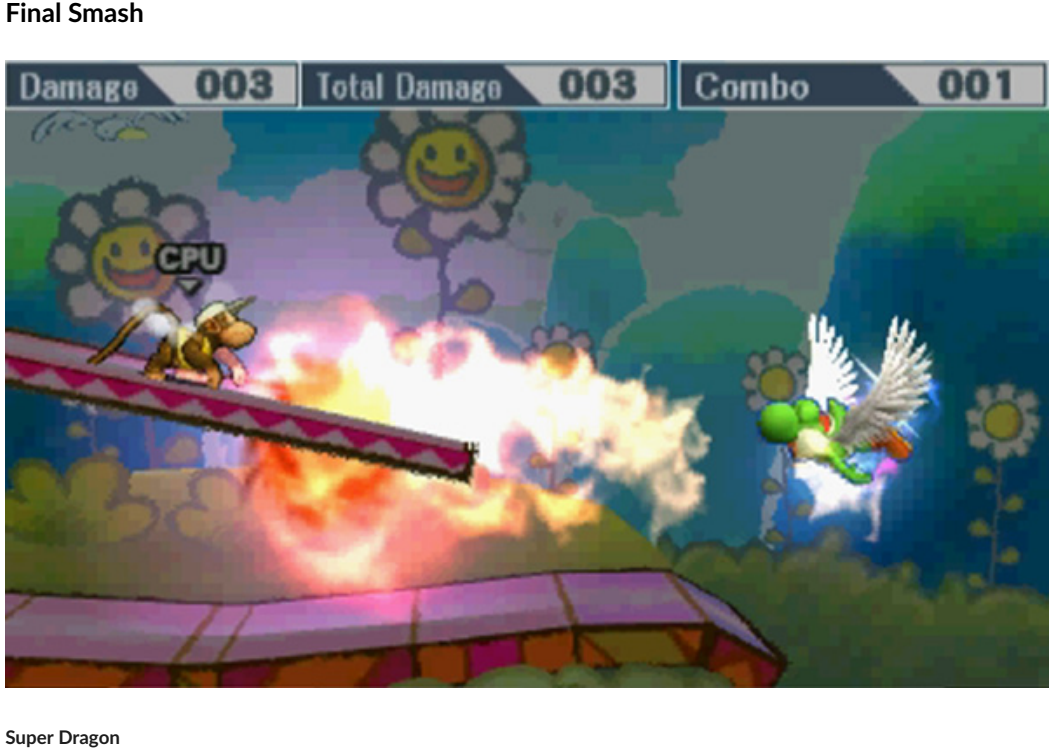


Damage 012
Total Damage 012
Combo 001
P1

Yoshi Bomb (Down Special)

Yoshi jumps before slamming himself down to the ground, emitting stars on both sides. This is more damaging when used from the ground, as it hits on the way up and on the way down. From the air it only does the second half of the attack.

Final Smash



Damage 003
Total Damage 003
Combo 001
CPU

Super Dragon

Yoshi sprouts wings and begins to shoot fireballs! You can fly around the stage by using the control stick. Line up as many opponents as possible for your fireball shots. Also, make sure you're back over the stage before Super Dragon runs out!

Strategy

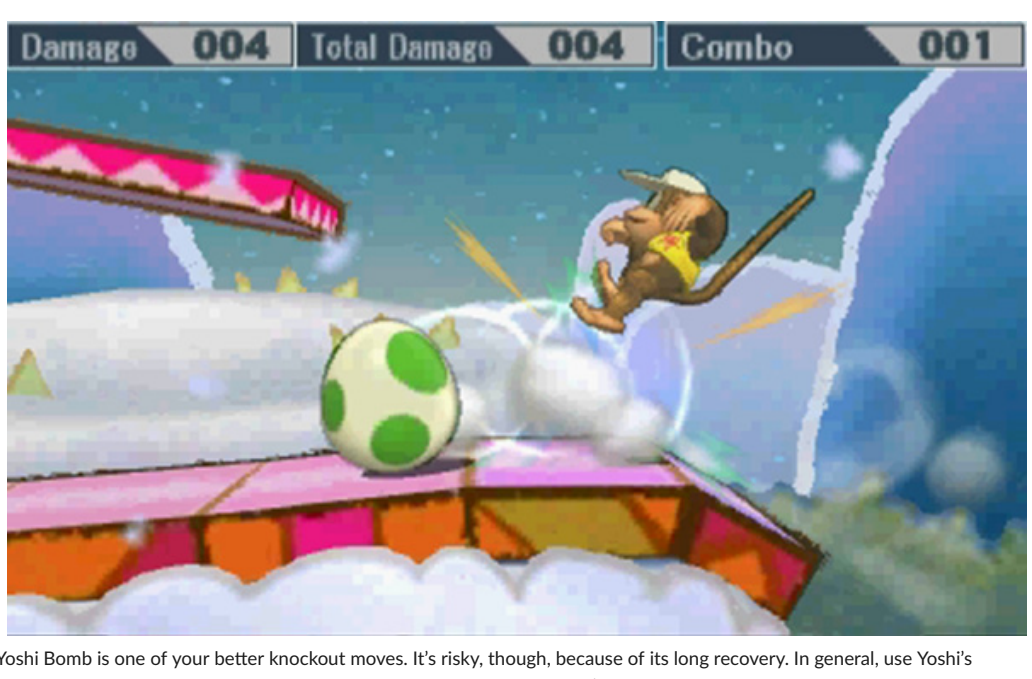
Everyone's favorite dinosaur is back, and he's adjusted his posture a bit! Yoshi now stands up taller but is just as fast as (if not faster than) he used to be! While this makes him more like the rest of the cast, one key difference is that Yoshi's Egg serves as his shield. This lets him be more defensive than everyone else! Yoshi's strengths are his speed, zoning, throws, combo abilities, and above average weight. Yoshi does have some super armor on his Egg Lay and on his double jump but not a significant amount. So, use his speed and Egg Roll to stay away from your opponents so you can harass them with Egg Throw. Yoshi can now move horizontally while performing Egg Throw, so you can use this to close distance on hit or to keep away and harass even more effectively. Try a quick upward Egg Throw while moving horizontally away from your opponent. When your opponent gets close, don't be afraid to shield—now that Yoshi can jump out of shield, you can try to punish with his Down Air attack for lots of damage. Additionally, you can keep opponents from advancing on you by using his Forward Tilt. If opponents jump in at you, keep them out with Yoshi's Up Tilt, UP SMASH, Neutral Air, or Up Air.

Damage 002
Total Damage 024
Combo 009

Damage 005
Total Damage 010
Combo 003

Another strength for Yoshi is his throw game. Egg Lay acts as a throw and drops opponents quickly. If you can catch opponents while your back is to the edge, they may not have time to break free before the egg drops them to their doom! This can be a very tricky tactic, especially on stages with slight declines near the edges, like Yoshi's Island. Of course, once an opponent is trapped in an egg, you need to deal as much damage as possible, so be sure to chase and combo afterward! Separately, Yoshi's regular throw has quicker recovery now, while his pivot throw has more recovery but longer range.

Damage 012
Total Damage 012
Combo 001
CPU

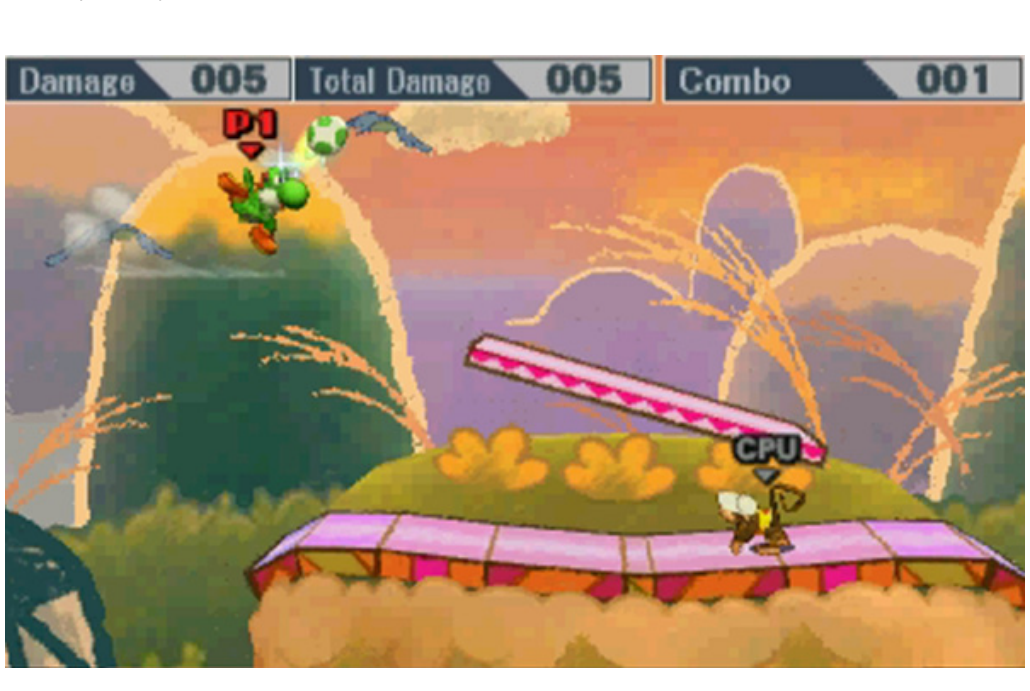


Damage 004
Total Damage 004
Combo 001

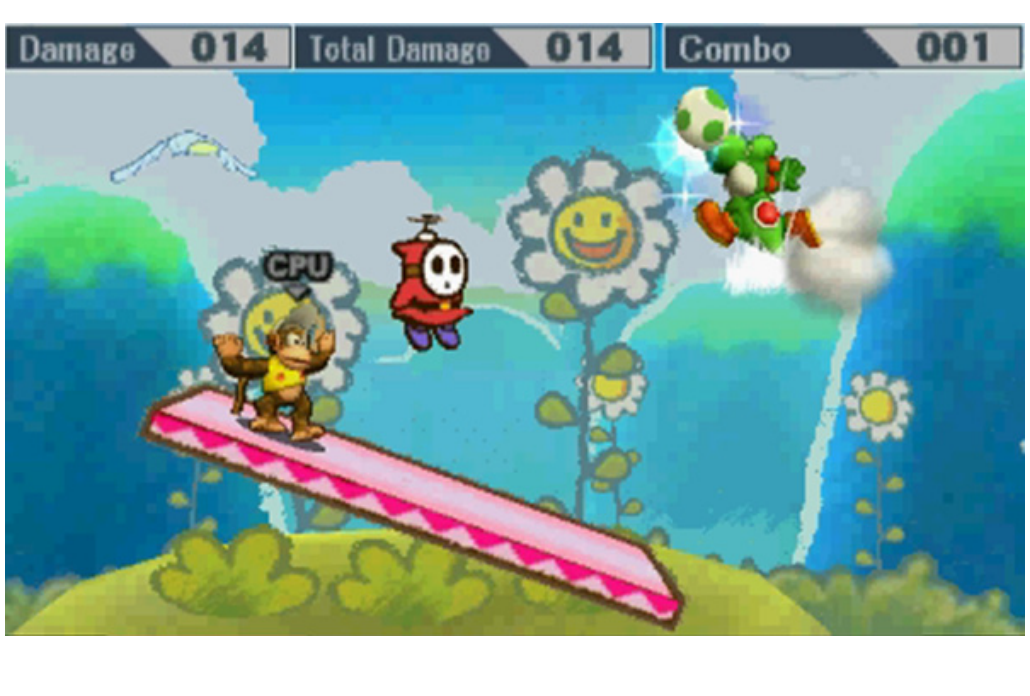
Yoshi Bomb is one of your better knockout moves. It's risky, though, because of its long recovery. In general, use Yoshi's charged SMASH attacks, Back Air, and Up Air attacks for knockouts. Don't forget that his Forward Air can also meteor smash your opponent. When edge guarding, be sure to use his Egg Roll, Egg Throw, Forward Air, Down Tilt, and DOWN SMASH. Additionally, you can cancel his double jump into any special attack, so keep this option in the back of your mind at all times.

Recovery

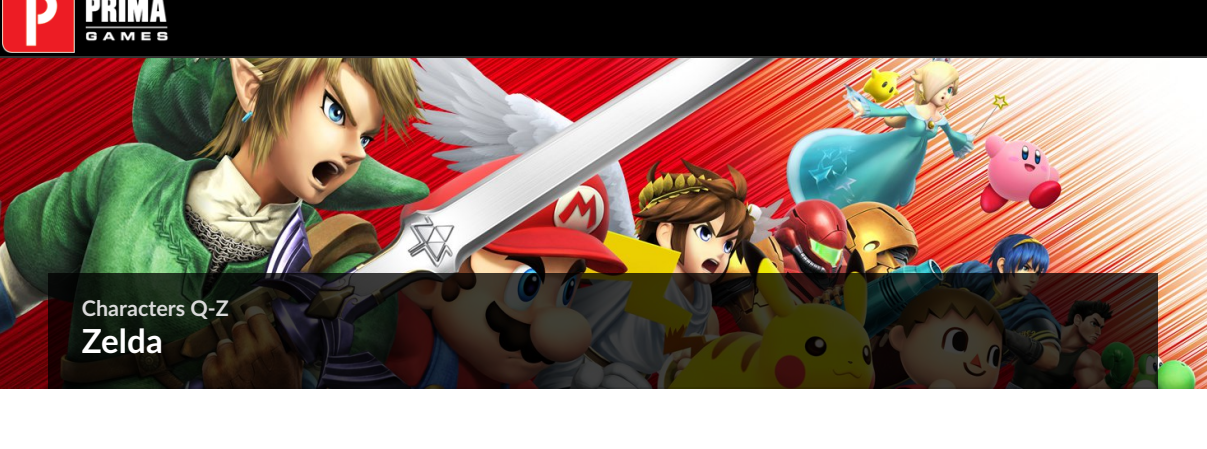
Compared to how other characters recover, Yoshi may seem like he is lacking in this regard. While most characters' Up Special gives them some kind of vertical recovery, Yoshi's Egg Throw only gives him a little bit of extra height. And while other characters' Side Special helps them recover horizontally, using Yoshi's Egg Roll off stage is basically knocking yourself out of the battle! New to this game, however, is the opportunity for Yoshi to attempt to recover if he flies off the stage while using his Egg Roll; he will no longer be in free-fall after this move. Because those primary options don't work well for Yoshi, his double jump is significantly higher than that of other characters. This makes double jump his main recovery, and it comes with super armor to help Yoshi avoid flinching from attacks. This isn't foolproof, though, so you can't rely on it all the time. Additionally, your first Egg Throw gains some height, while subsequent Egg Throws gain less and less vertical height, so be sure to use it, too. In addition to getting some height, you can also move horizontally with Egg Throw and potentially hit your opponent with it! Egg Throw can also be useful when hanging from an edge to attack opponents and regrab the edge. The only other attack useful for recovery is Yoshi's Yoshi Bomb when returning to the stage from high above. Yoshi Bomb snaps to the edge as long as you are lined up correctly.



Damage 005
Total Damage 005
Combo 001
P1
CPU



Damage 014
Total Damage 014
Combo 001
CPU



Zelda

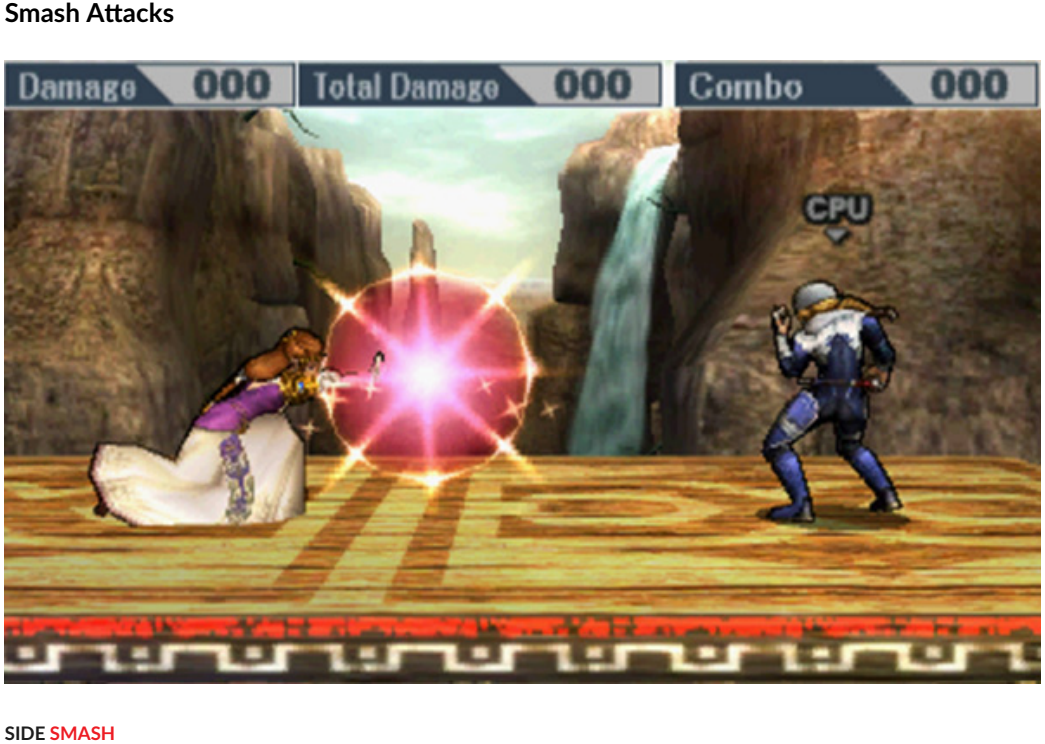
Trophy Description

This is the namesake of the *Legend of Zelda* games. Her appearance may change, but she always plays an important role. In *Smash Bros.*, she's quick on the draw when it comes to magic, though a bit slow when moving. She has a new move that summons a Phantom to her aid.

Statistics

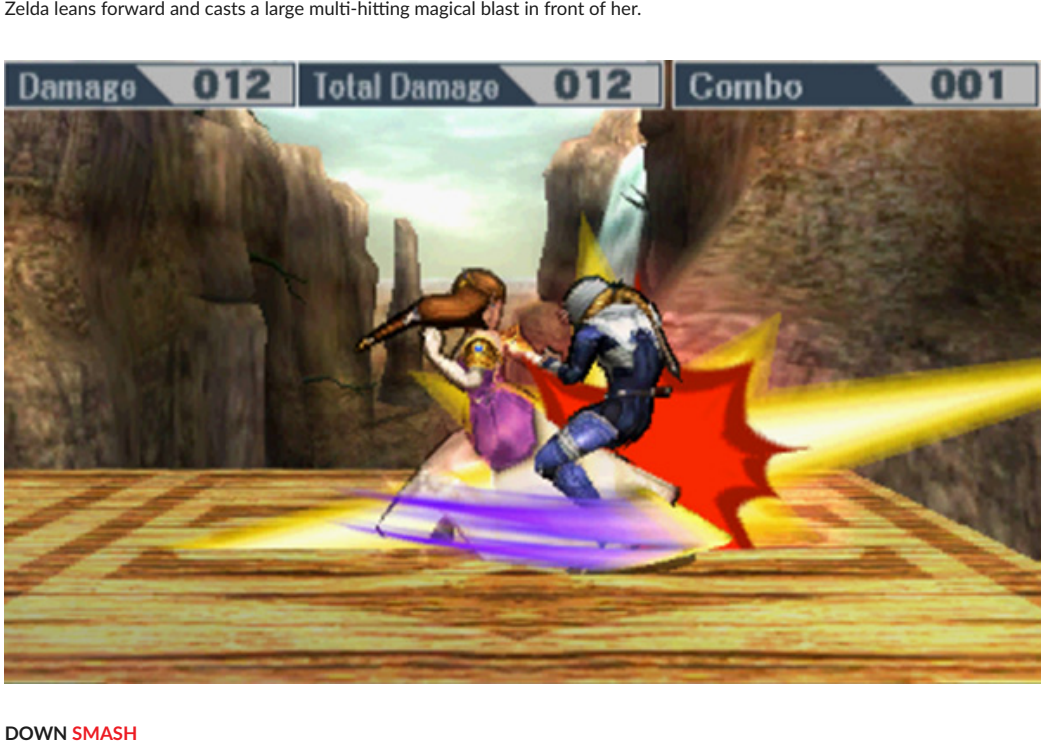
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 000
Total Damage 000
Combo 000
CPU

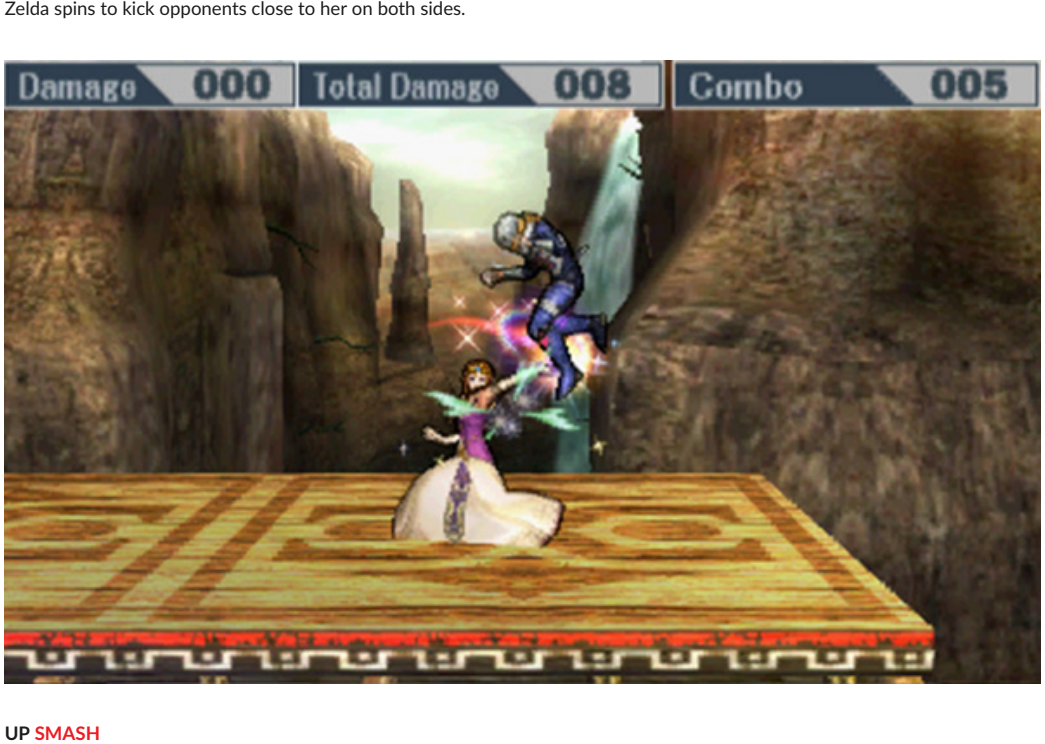
SIDE SMASH

Zelda leans forward and casts a large multi-hitting magical blast in front of her.


Damage 012
Total Damage 012
Combo 001

DOWN SMASH

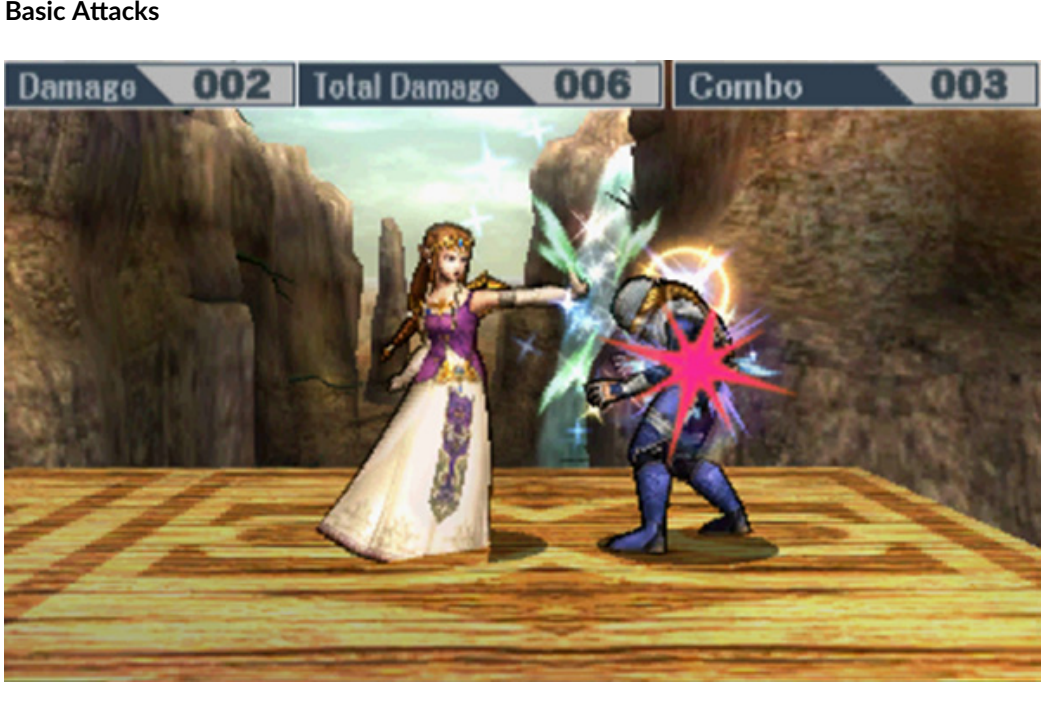
Zelda spins to kick opponents close to her on both sides.


Damage 000
Total Damage 008
Combo 005

UP SMASH

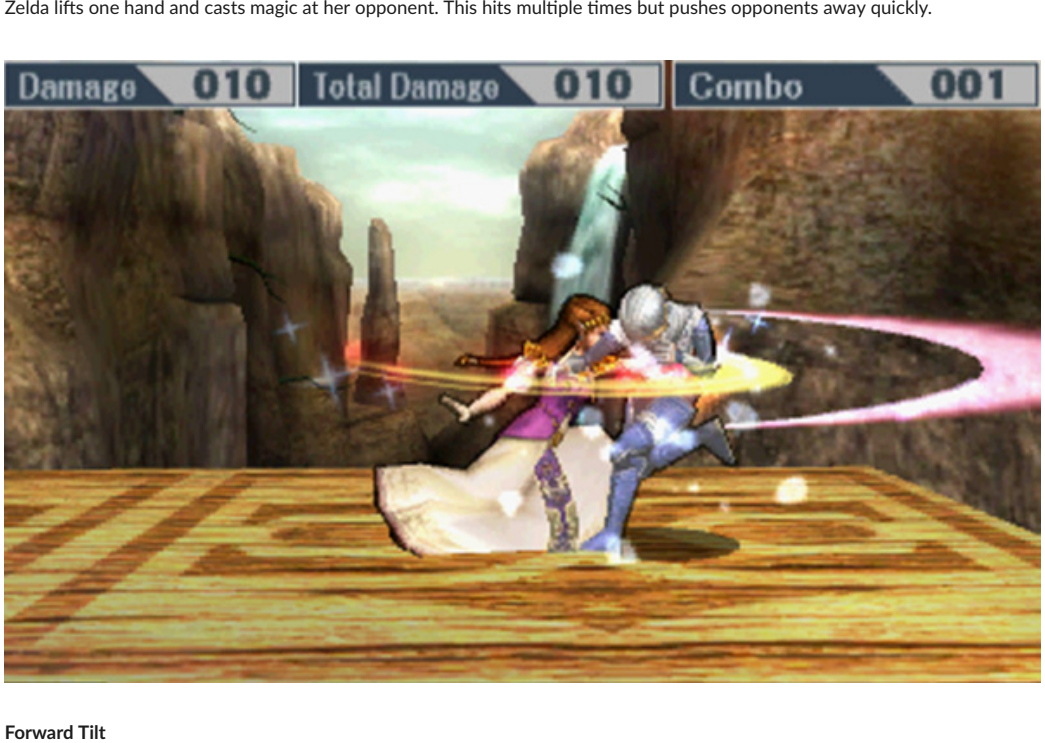
Zelda waves her hand back and forth above her head. Anyone caught by this will be hit multiple times and knocked upward.

Basic Attacks


Damage 002
Total Damage 006
Combo 003

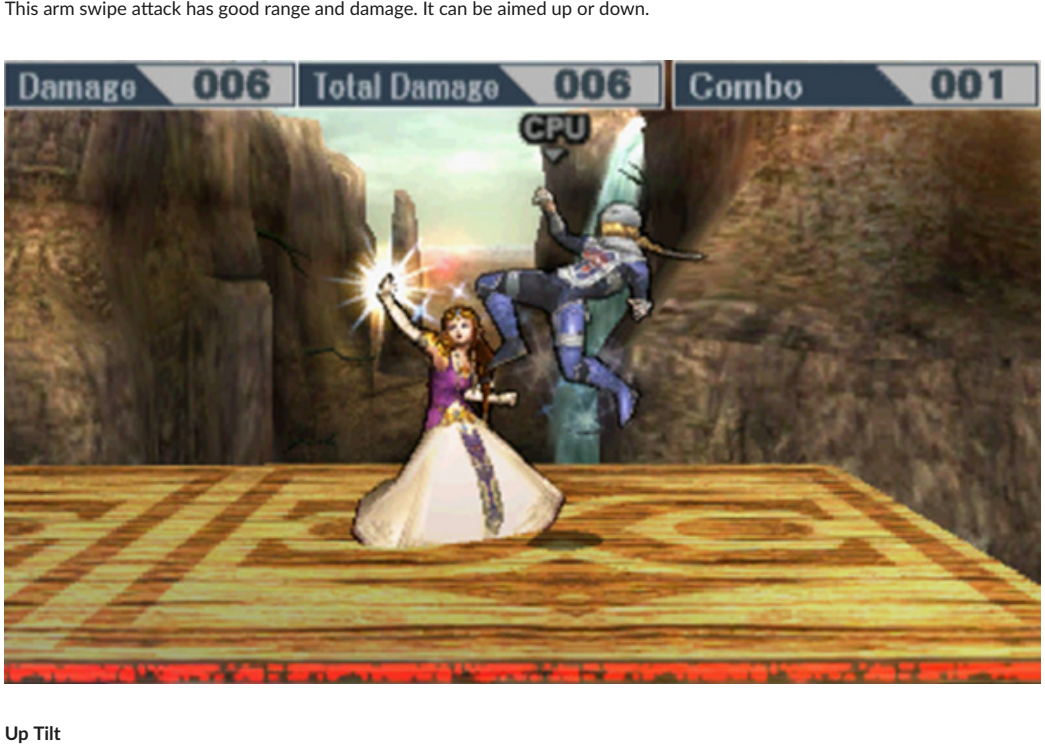
Standing Attack

Zelda lifts one hand and casts magic at her opponent. This hits multiple times but pushes opponents away quickly.


Damage 010
Total Damage 010
Combo 001

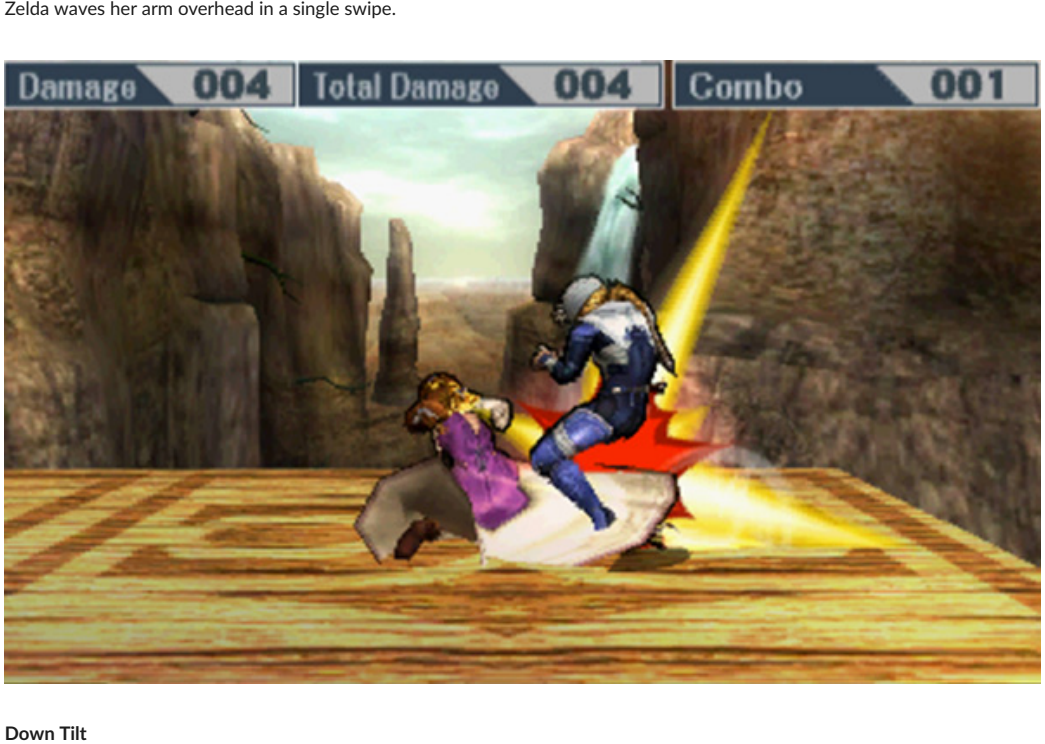
Forward Tilt

This arm swipe attack has good range and damage. It can be aimed up or down.


Damage 006
Total Damage 006
Combo 001
CPU

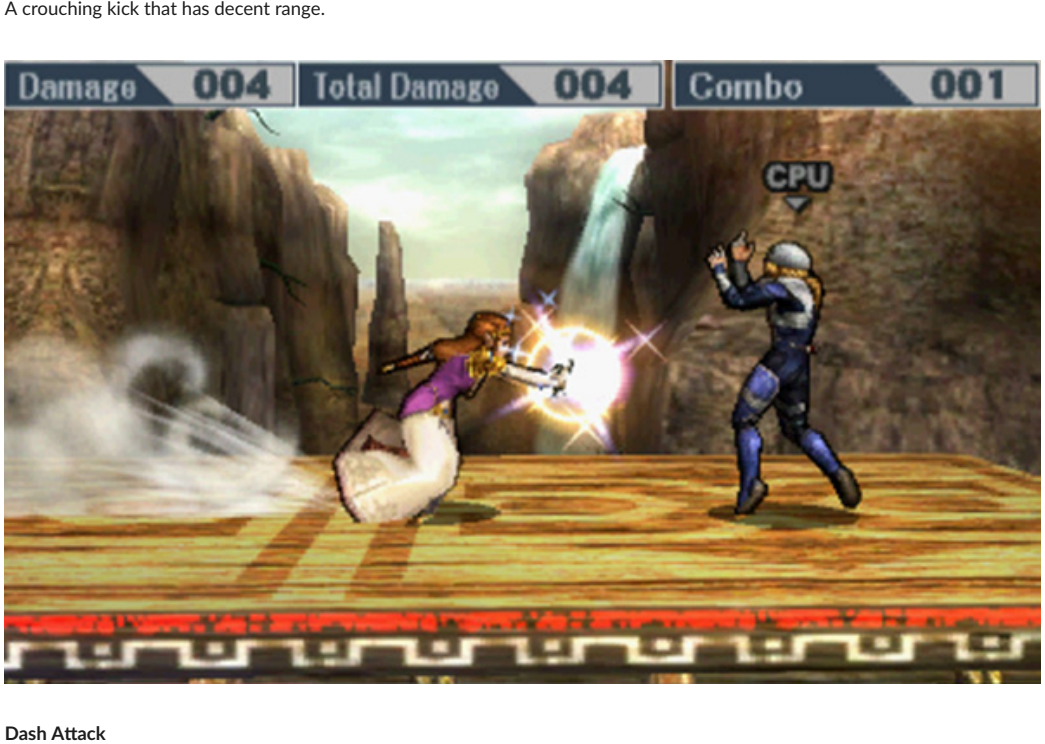
Up Tilt

Zelda waves her arm overhead in a single swipe.


Damage 004
Total Damage 004
Combo 001

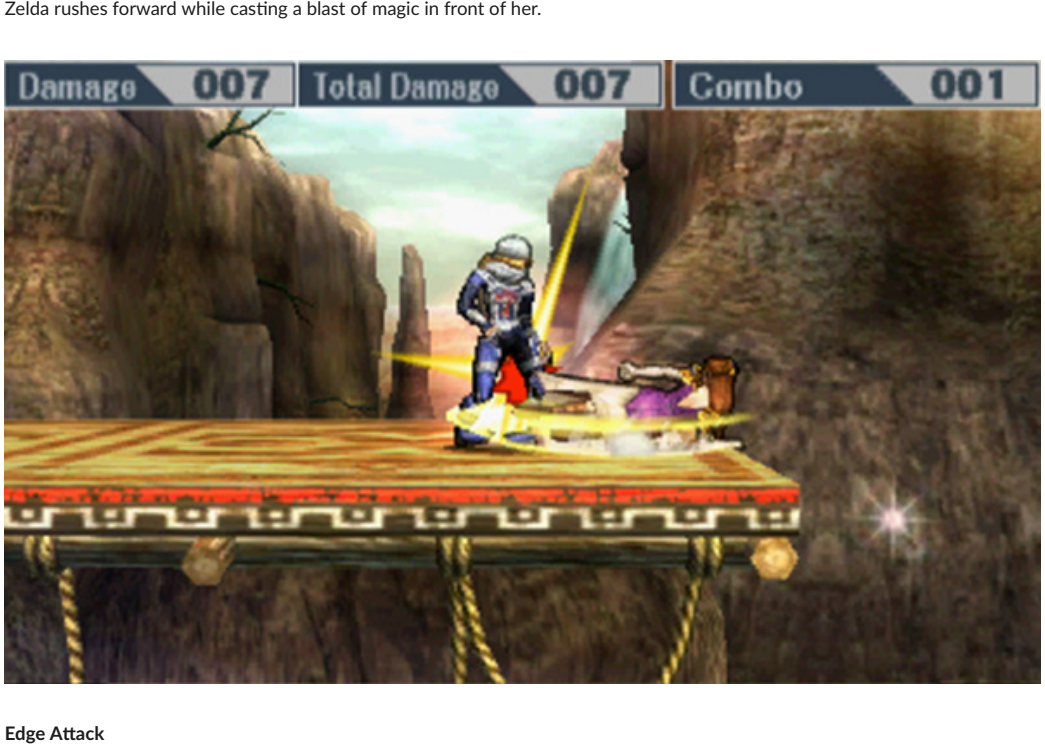
Down Tilt

A crouching kick that has decent range.


Damage 004
Total Damage 004
Combo 001
CPU

Dash Attack

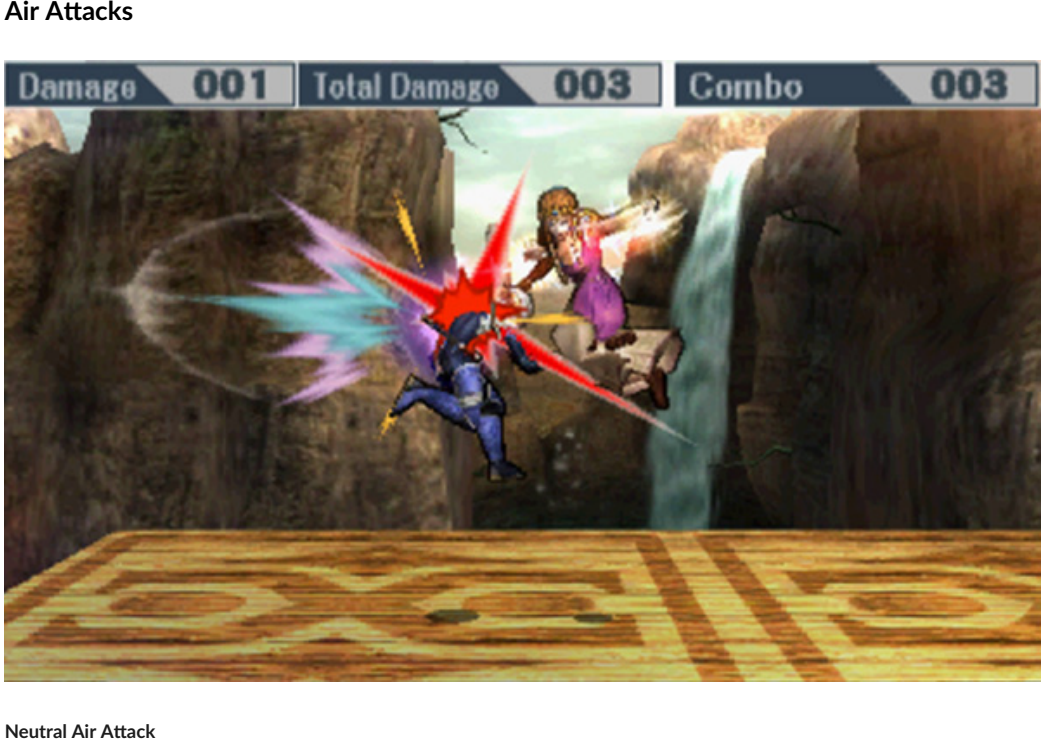
Zelda rushes forward while casting a blast of magic in front of her.


Damage 007
Total Damage 007
Combo 001

Edge Attack

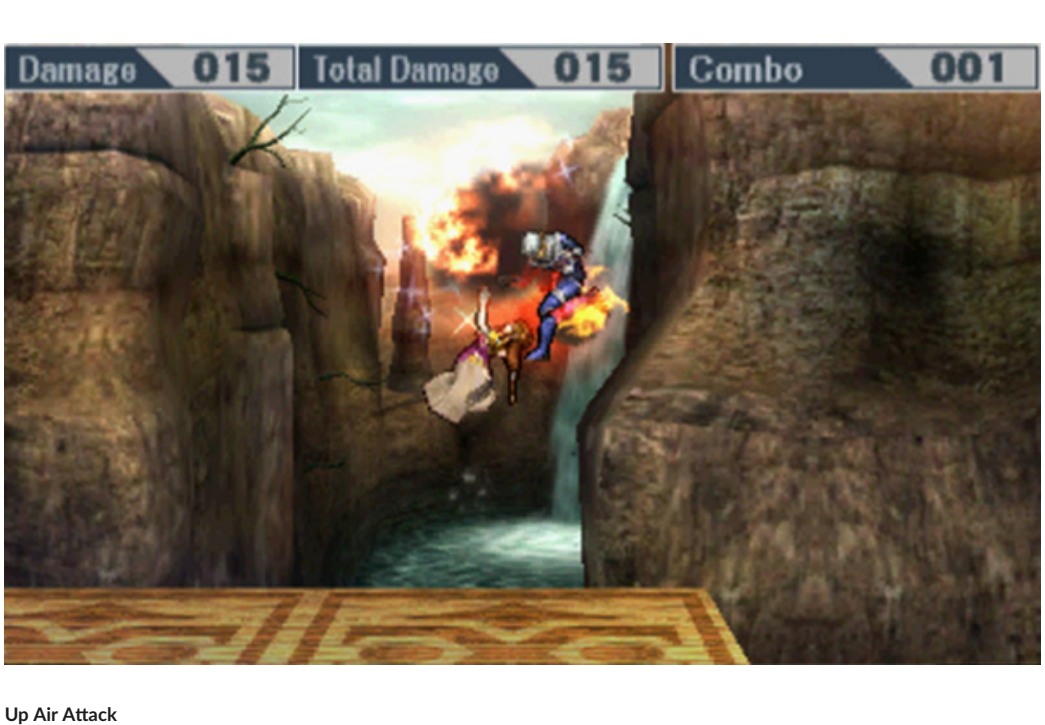
Zelda swoops back on stage with a double leg sweep.

Air Attacks


Damage 001
Total Damage 003
Combo 003

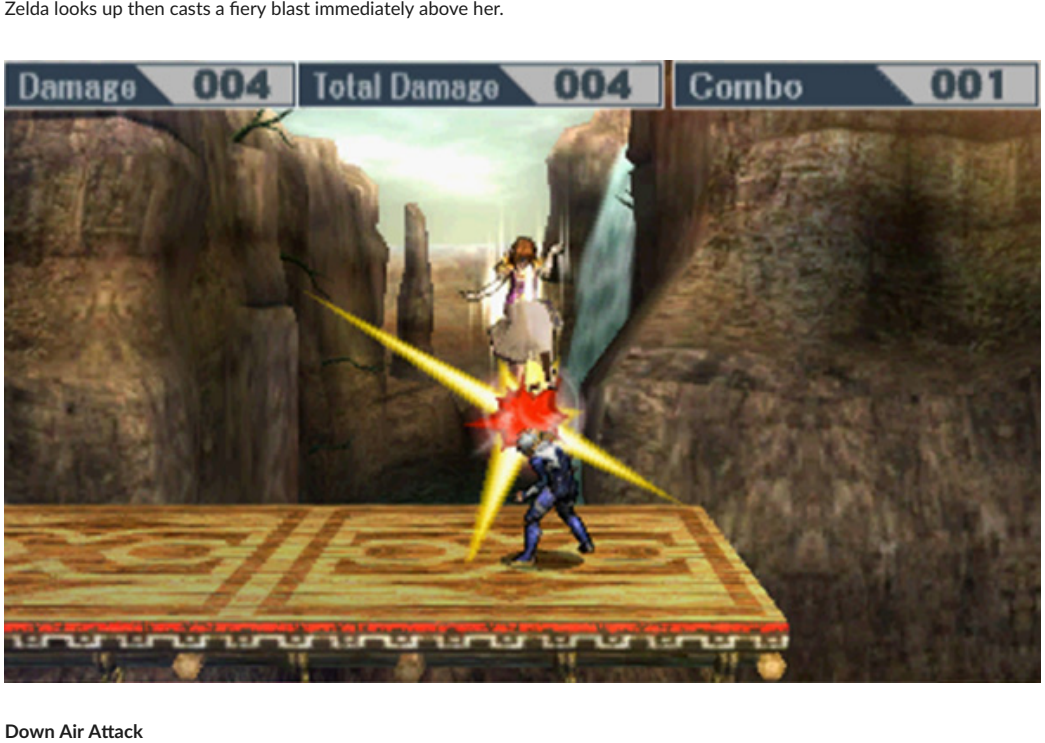
Neutral Air Attack

Zelda spins twice in the air with her arms outstretched while casting magic from her hands. Can hit multiple times before knocking opponents away.


Damage 015
Total Damage 015
Combo 001

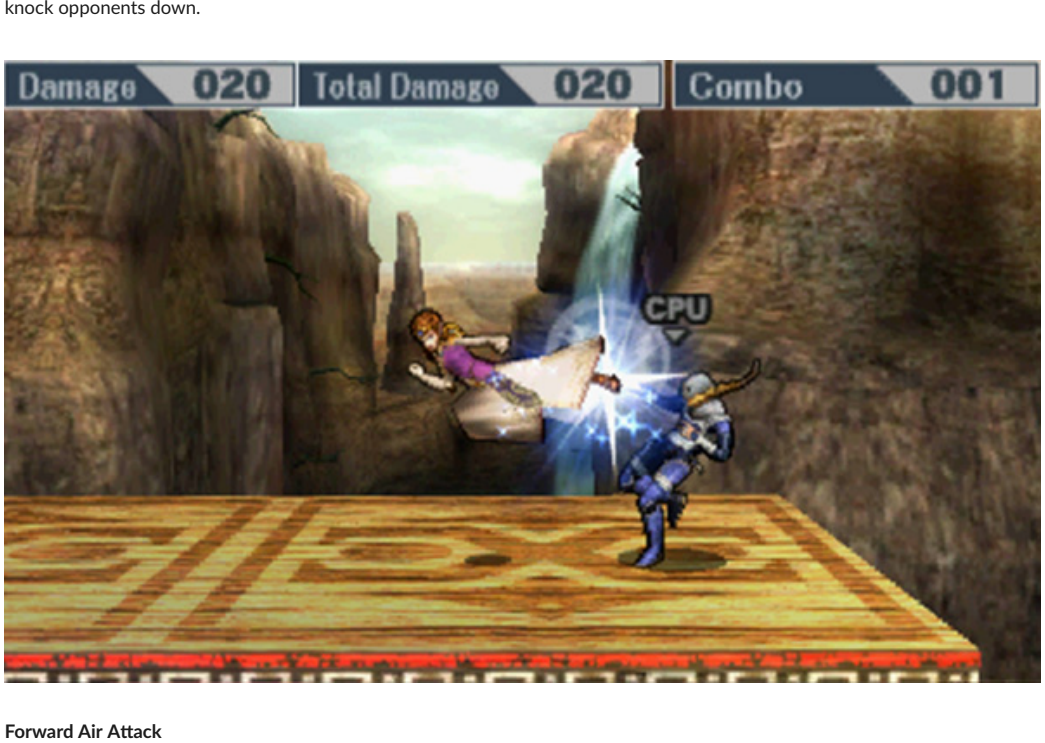
Up Air Attack

Zelda looks up then casts a fiery blast immediately above her.


Damage 004
Total Damage 004
Combo 001

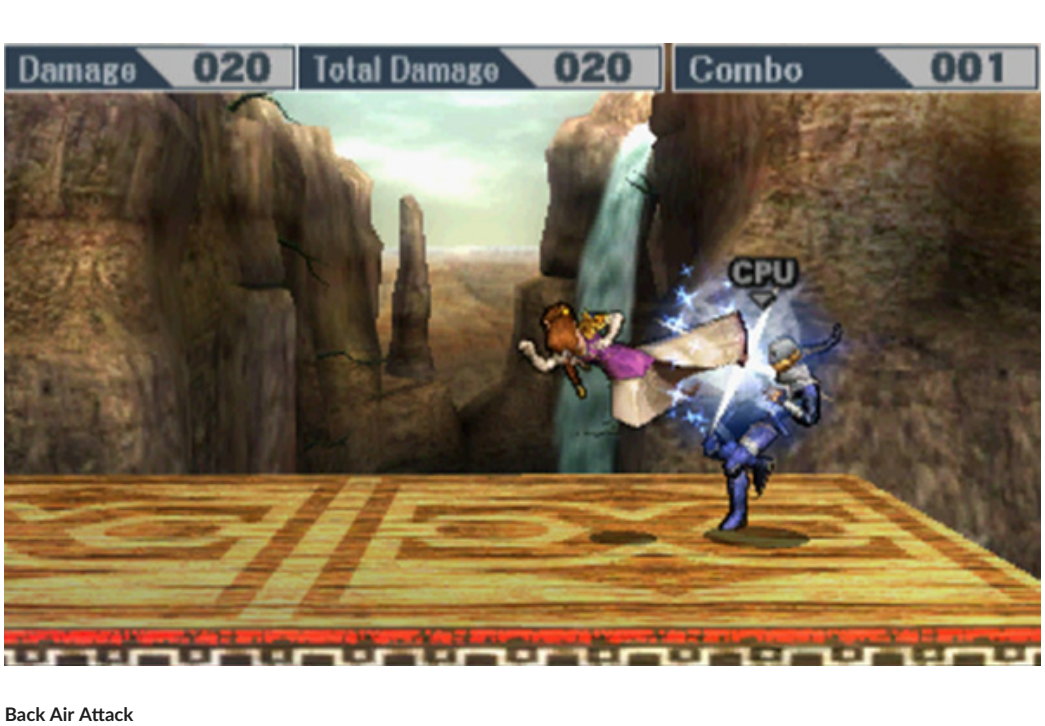
Down Air Attack

Zelda stomps downward with one foot, sending a small blast below her. The blast does minimal damage, but hitting deep will knock opponents down.


Damage 020
Total Damage 020
Combo 001
CPU

Forward Air Attack

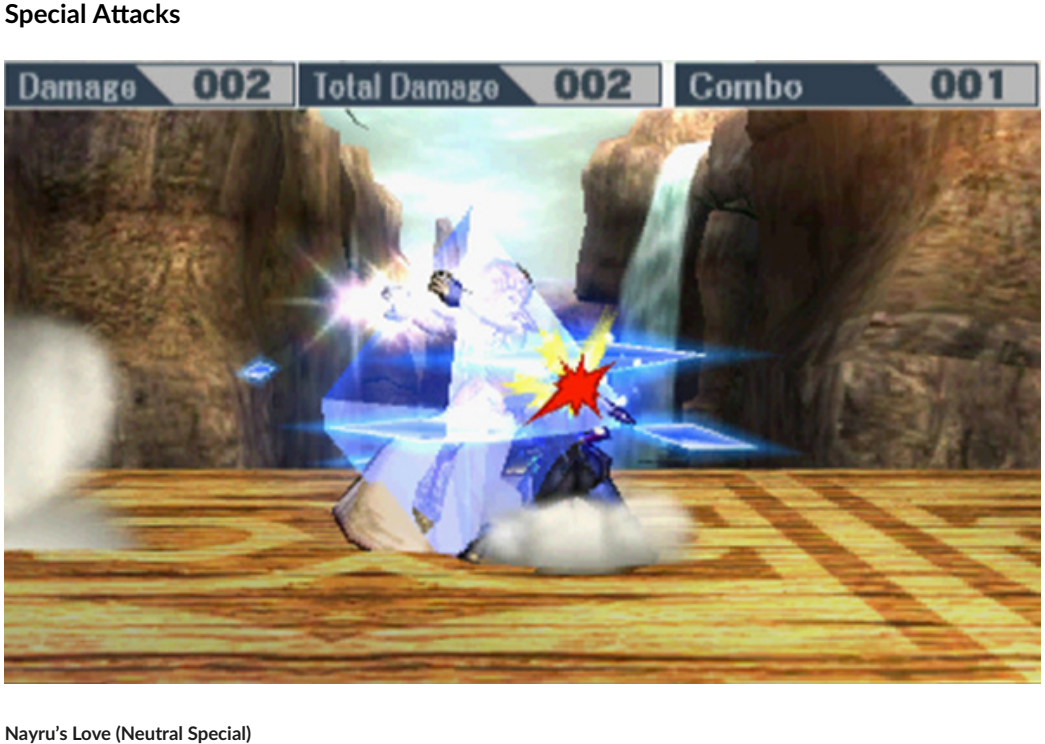
Zelda lunges forward with a far-reaching jump kick attack that deals big damage.


Damage 020
Total Damage 020
Combo 001
CPU

Back Air Attack

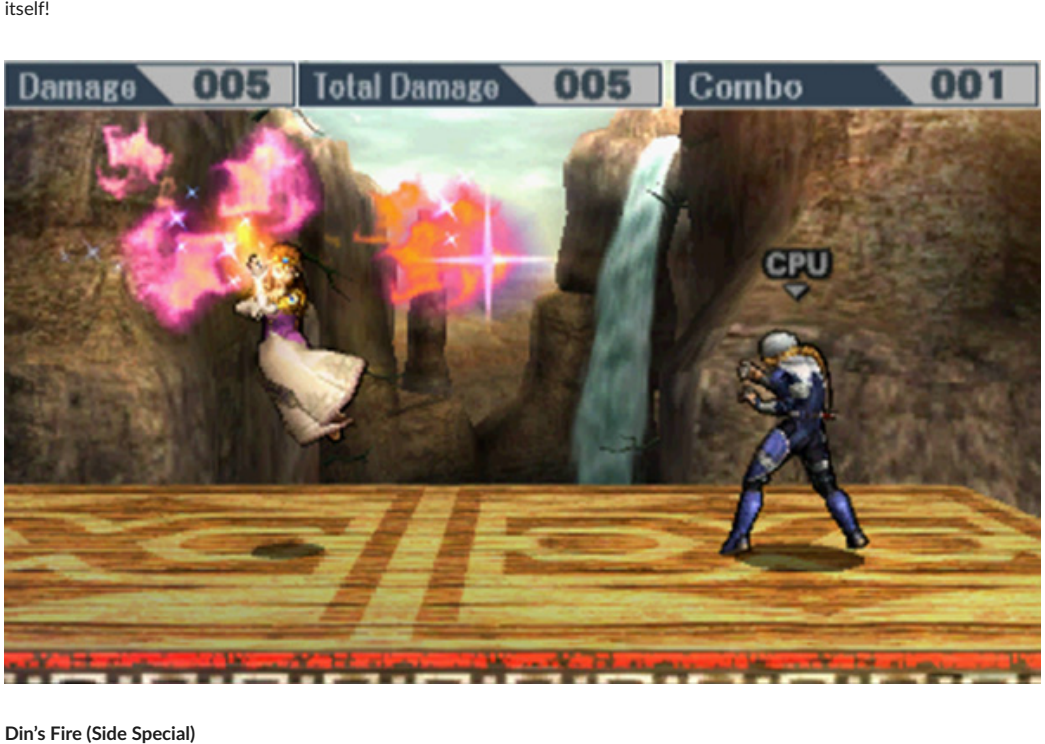
Zelda goes horizontal and kicks directly behind her. There is a sweet spot just above the tip of her feet, so if you can connect with this properly, the results are shocking!

Special Attacks


Damage 002
Total Damage 002
Combo 001

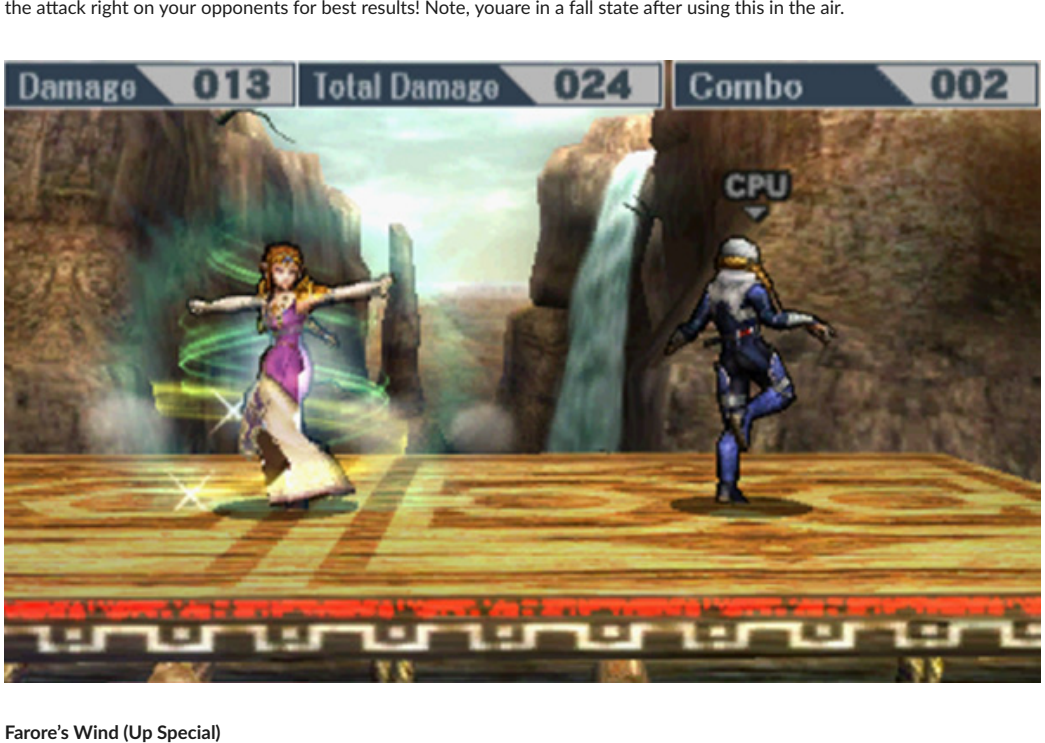
Nayru's Love (Neutral Special)

Zelda summons a crystal barrier that can reflect projectiles. Unlike most Specials that reflect, this can also do damage by itself!


Damage 005
Total Damage 005
Combo 001
CPU

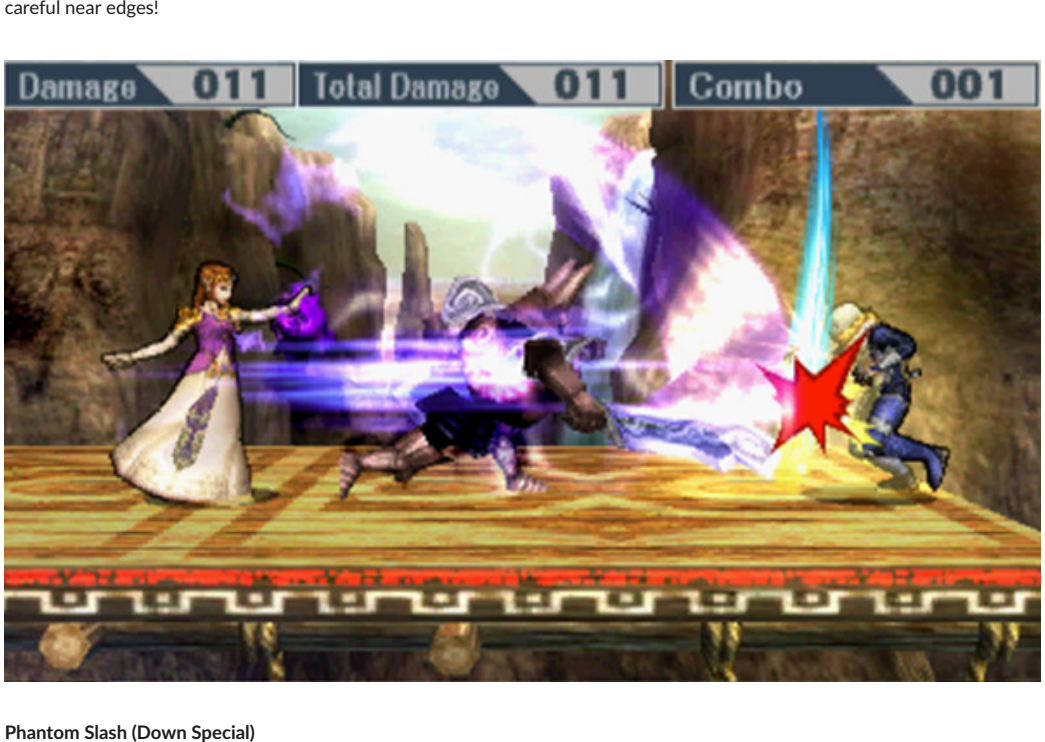
Din's Fire (Side Special)

This fireball attack is an extension of Zelda. Although it has limited range, Zelda can direct it toward her opponents with directional input while holding the Special button and also control when it explodes by releasing the Special button. Release the attack right on your opponents for best results! Note, youare in a fall state after using this in the air.


Damage 013
Total Damage 024
Combo 002
CPU

Farore's Wind (Up Special)

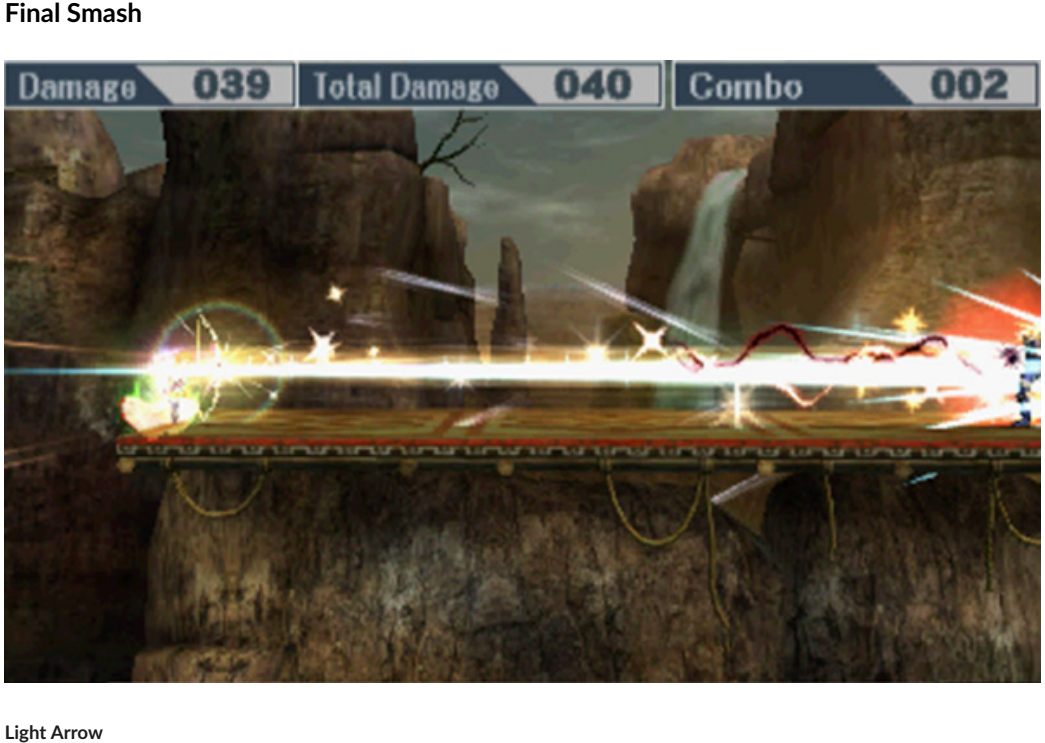
Teleport Zelda in any direction by hitting a second directional input after the Up Special. She deals damage to nearby opponents both when she disappears and when she reappears. When reappearing in the air, Zelda isleft in a fall state, so be careful near edges!


Damage 011
Total Damage 011
Combo 001

Phantom Slash (Down Special)

Zelda summons a phantom to attack in front of her. Charging the attack affects both the type of attack the phantom does and how far it travels. If the phantom takes too much damage, Zelda won't be able to summon it for a while.

Final Smash

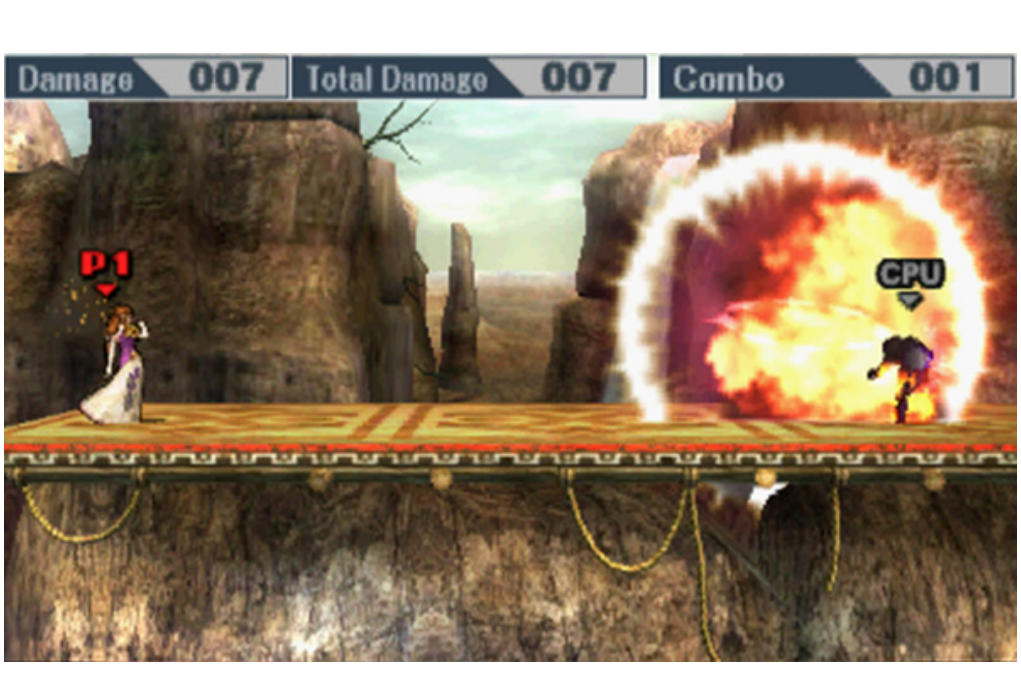

Damage 039
Total Damage 040
Combo 002

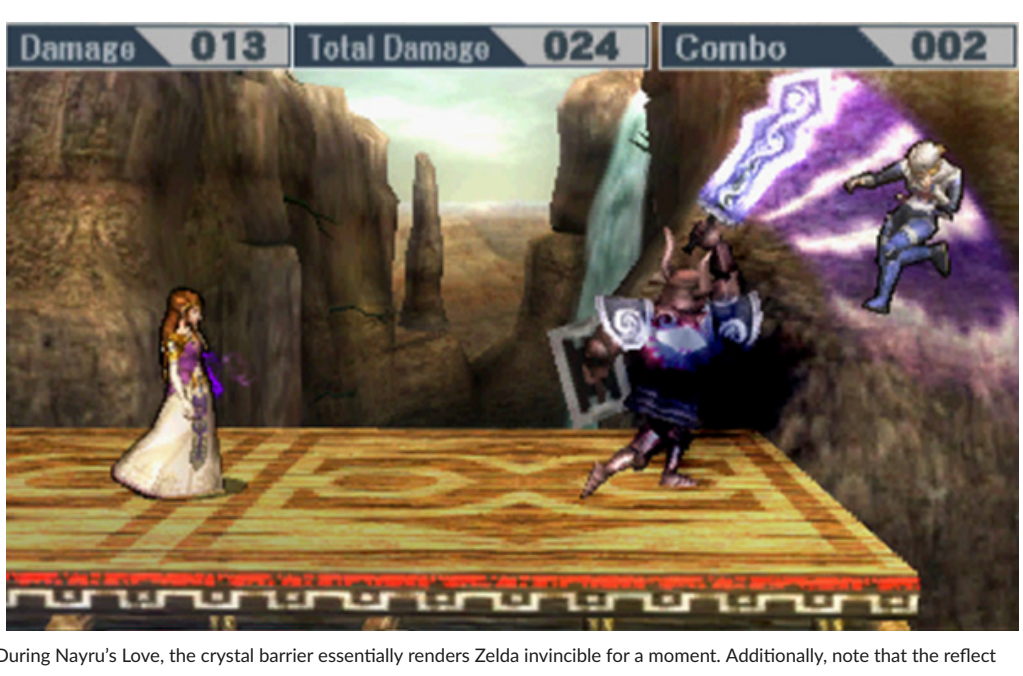
Light Arrow

Zelda pulls out a large bow and fires an arrow across the stage. It hits all targets in its path, but the damage and knockback decrease per target. The first opponent receives 40% damage, the second receives 30%, and the third receives 22%. The range is incredible, reaching across Gerudo Valley. The knockback of this Final Smash knocks opponents up at a 45-degree angle at its peak but lower angles for successive targets.

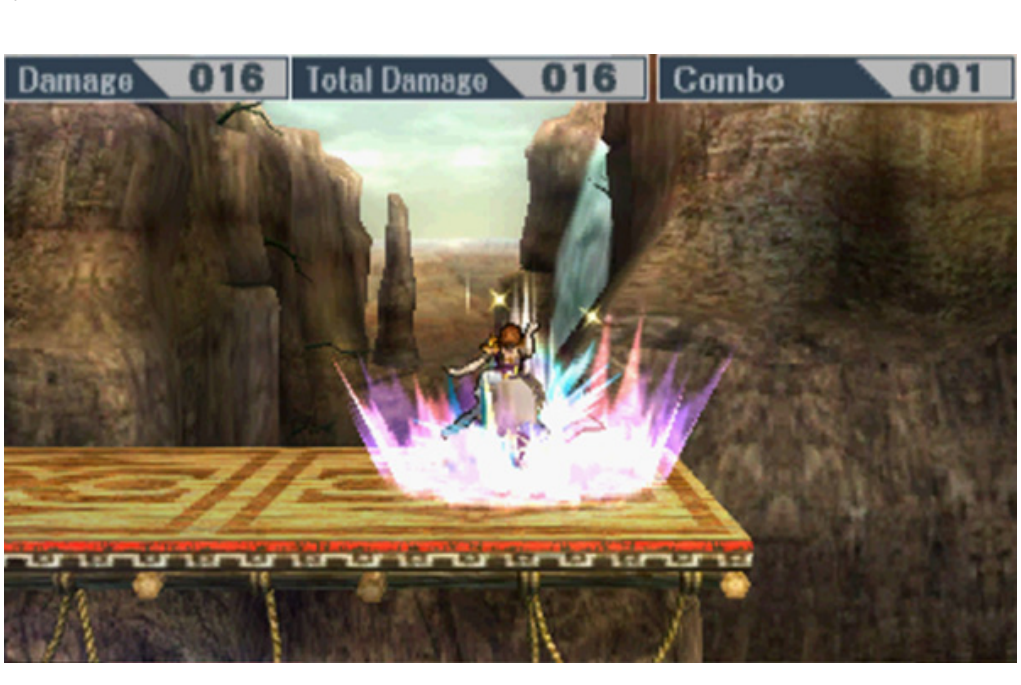
Strategy

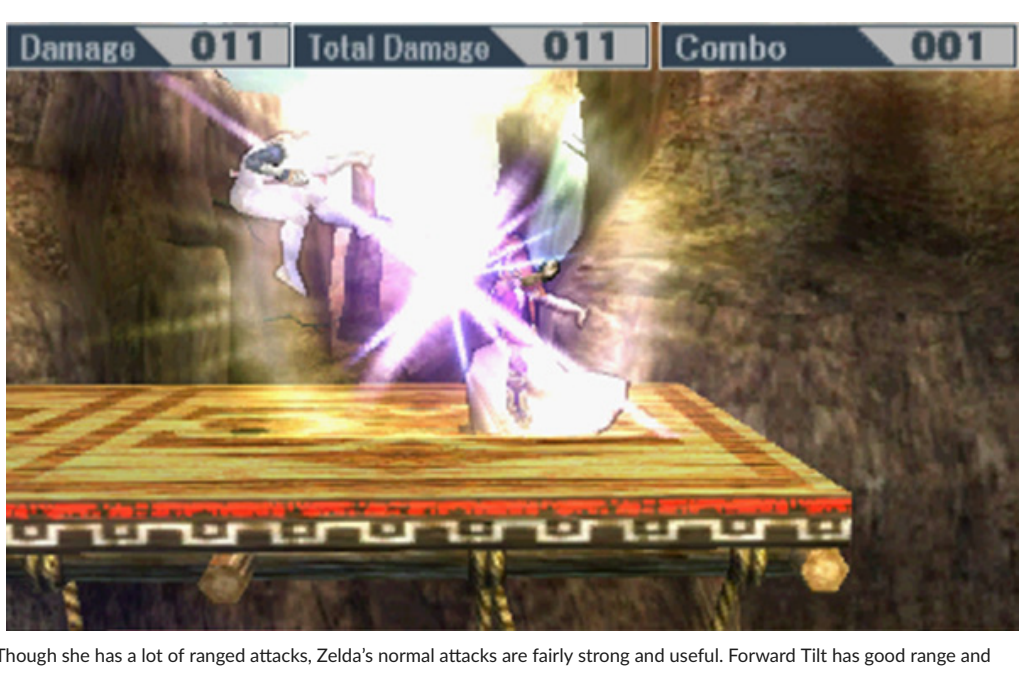
Zelda's toolset suggests she should be played in a zoner, campy style, but she actually has some strong attacks up close as well. She has a projectile she can control, a phantom to attack out in front of her, a teleport to attack or run away with, and a reflect tool to return projectiles and attack opponents. Combine this with her being one of the lightest characters in the game who has below-average mobility, and it becomes clear why she has so many tools to keep opponents away. Her Din's Fire, however, can be spot-dodged, so you will need to be ready to fight up close as well. Fortunately, Zelda has some strong attacks up close with multiple hitting Smash Attacks and a strong Throw game. Note that she has above-average throw damage, too, so use throws when possible! You can approach opponents with her Dash Attack or surprise them with her Farore's Wind. Follow either of these up with her basic attacks or short aerial attacks to stack up damage!


Damage 007
Total Damage 007
Combo 001
P1
CPU


Damage 013
Total Damage 024
Combo 002

During Nayru's Love, the crystal barrier essentially renders Zelda invincible for a moment. Additionally, note that the reflect duration is longer than the attack duration of this move, and any projectiles reflected will be faster and will deal more damage! Yet Din's Fire is still your main ranged attack. Though the blast grows larger the longer you control it, remember you can detonate it early by letting go of the button. You can also try to crash it into parts of the stage to trigger the explosion. Phantom Slash has three different attacks, depending on how long you're able to charge it. The quickest charge causes the phantom to appear immediately in front of you with a quick diagonal upward swing of its sword. At the next level, the phantom comes out quickly and swings downward diagonally with his sword. The longest charge causes the phantom to dash forward before stabbing horizontally, then swinging the sword up for a two-hit combo. The higher-level phantom's attacks have more recovery, so opponents will be able to attack it to get rid of it, but the phantom can also serve as a shield in front of Zelda. Try to protect the phantom by sending out Din's Fire. Coincidentally, after a successful Din's Fire is usually a good time to charge up a phantom! If opponents work their way around your Din's Fire or Phantom Slash, you can try Farore's Wind to escape in an unpredictable direction.

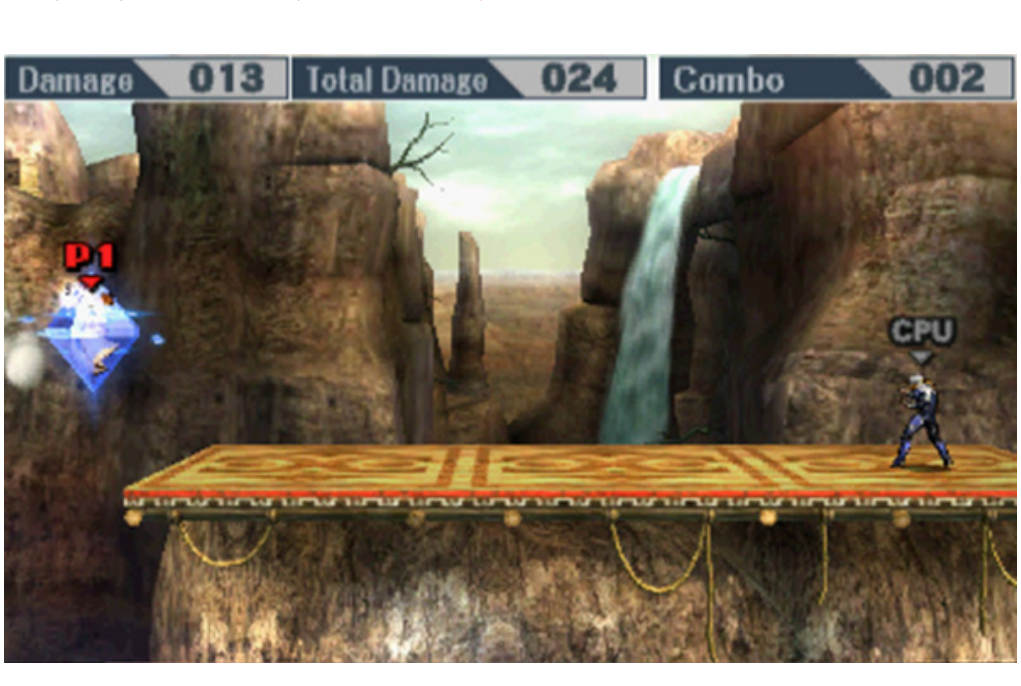

Damage 016
Total Damage 016
Combo 001

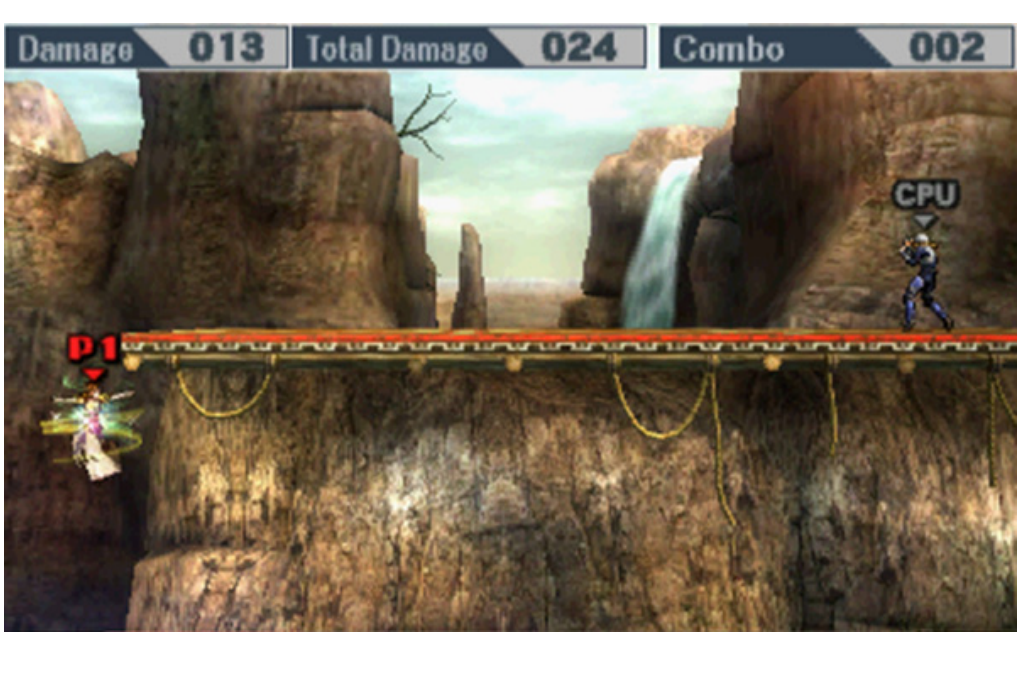

Damage 011
Total Damage 011
Combo 001

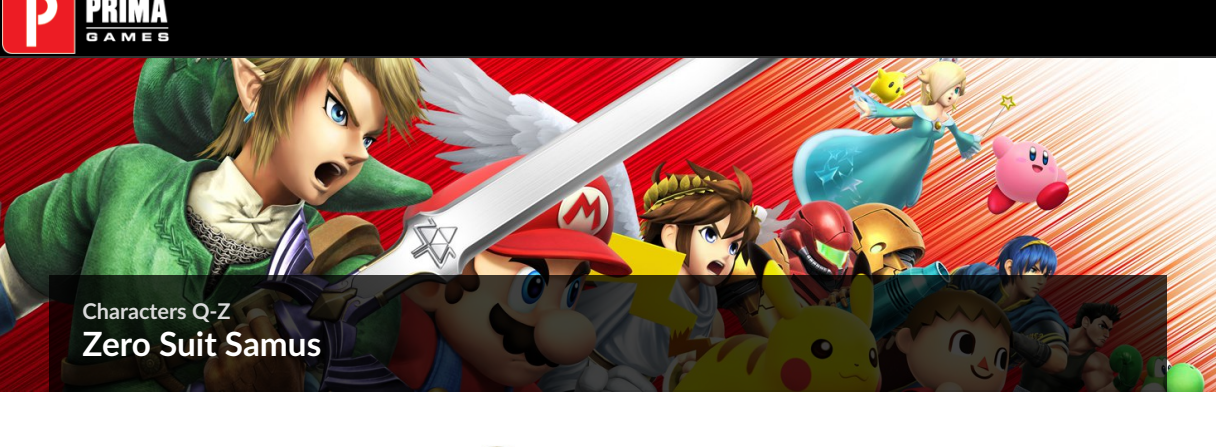
Though she has a lot of ranged attacks, Zelda's normal attacks are fairly strong and useful. Forward Tilt has good range and damage, and you can aim it up or down as well. Her Up Smash hits multiple times for a good chunk of damage to protect her from airborne opponents. While her Up Tilt attack doesn't deal much damage, it can be useful during combos. Because Side Smash and Up Smash hit multiple times before launching, opponents have time to use directional influence to their advantage to potentially prevent a KO. For this reason, Down Smash might be a better option when you have a free Smash opportunity to knock someone out. In the air, Zelda has good single-hit attacks that can deal a ton of damage with her Forward and Back Air attacks. These moves have a wide range of damage, however, depending on where you hit them, so spacing is important. Neutral Air is a good move to keep opponents off of you, and Down Air has a meteor effect to keep in mind.

Recovery

While Zelda's main recovery tool is her Farore's Wind teleport, she also has some interesting ways to stall or protect herself while recovering. Farore's Wind can be used as both a horizontal and vertical recovery tool. It takes some time to master this, though, as it requires very precise placement. For stalling, you can use Nayru's Love—it pauses Zelda's descent while it reflects projectiles. Because it's also an attack, it can be useful to zone out opponents trying to meet you air to air. For much less stalling, Zelda has Phantom Slash, which stalls her as she sends the phantom out to attack and doesn't leave her in a fall state. This can turn a battle by clearing opponents away from using their own edge-guard strategies. So, in one jump, you could potentially use Nayru's Love, Phantom Slash, and Farore's Wind! While this may not be the most effective strategy for recovery, it's important to remember you have all of these options available.


Damage 013
Total Damage 024
Combo 002
P1
CPU


Damage 013
Total Damage 024
Combo 002
CPU
P1



Characters Q-Z

Zero Suit Samus

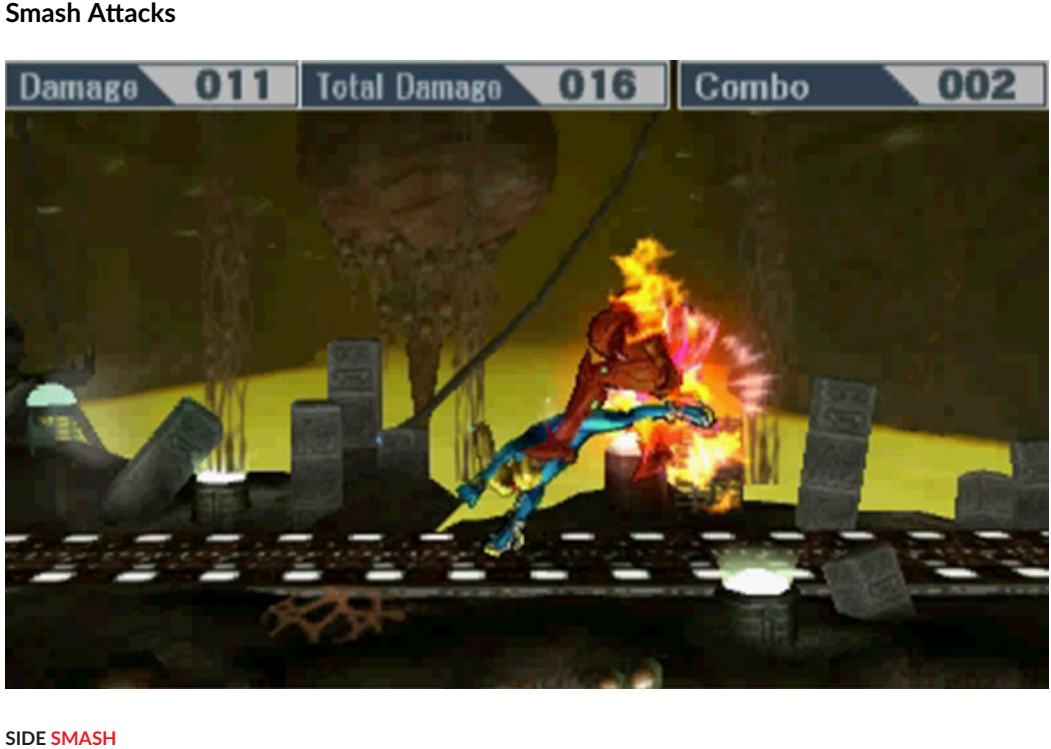
Trophy Description

Samus is far from helpless when her Power Suit is deactivated. Sure, she loses a lot of the moves and weapons she had access to before, but her Jet Boots pick up the slack! She also has the Paralyzer, a versatile weapon that can shock her rivals or change into a Plasma Whip to grab edges and enemies.

Statistics

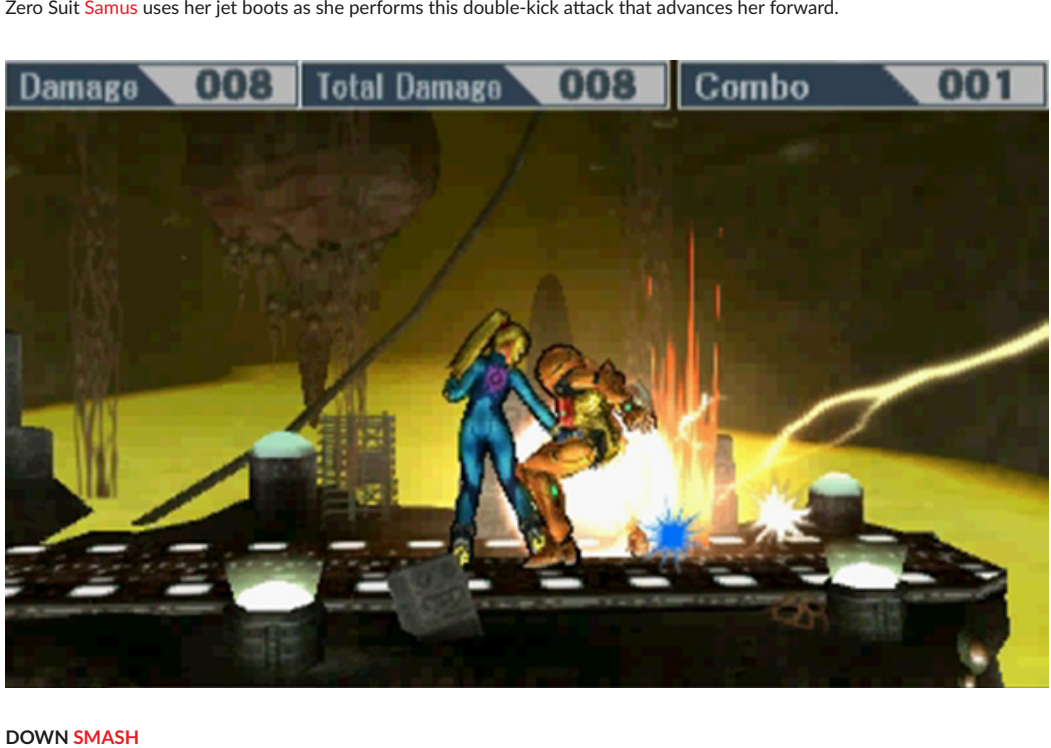
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Smash Attacks


Damage 011
Total Damage 016
Combo 002

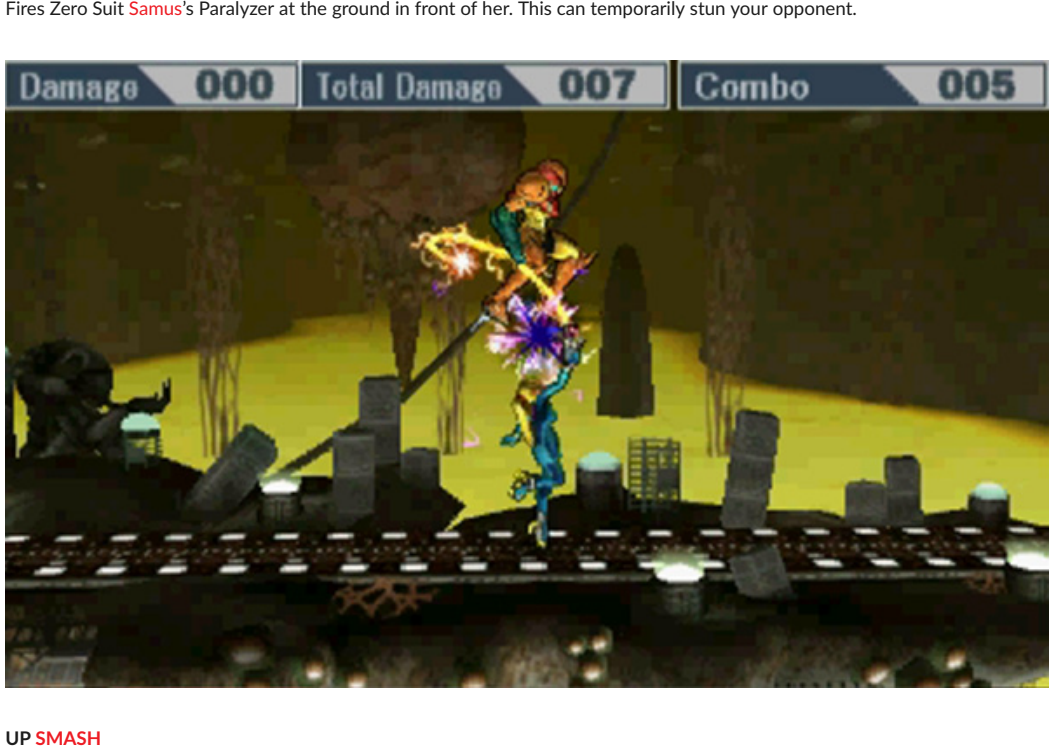
SIDE SMASH

Zero Suit Samus uses her jet boots as she performs this double-kick attack that advances her forward.


Damage 008
Total Damage 008
Combo 001

DOWN SMASH

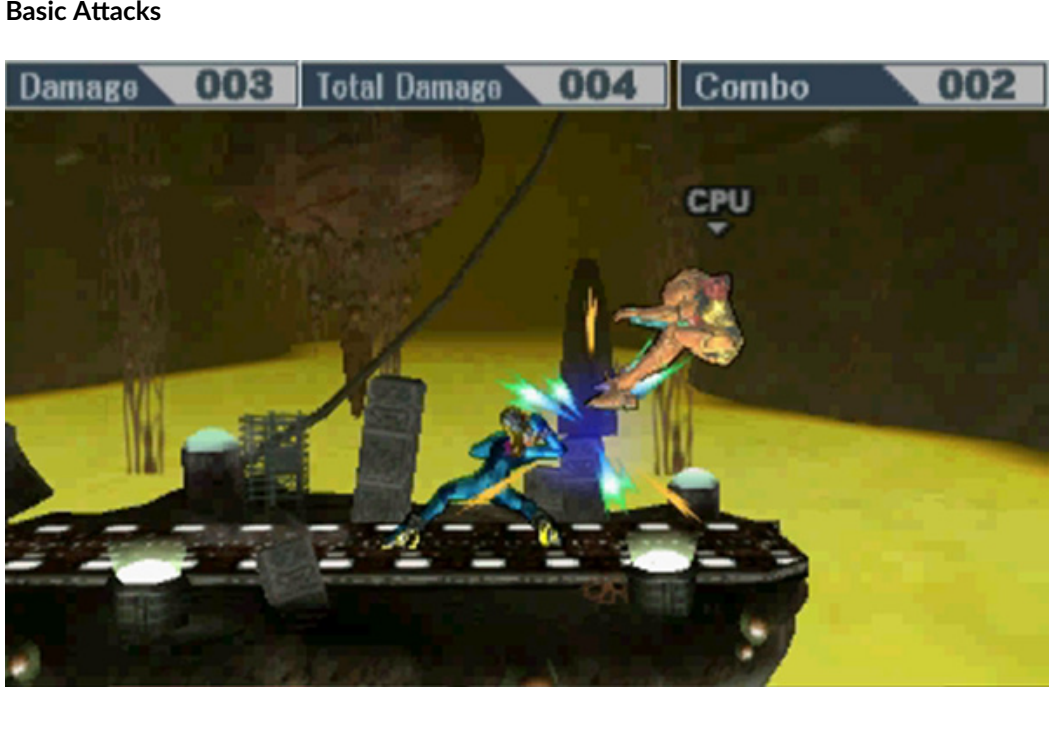
Fires Zero Suit Samus's Paralyzer at the ground in front of her. This can temporarily stun your opponent.


Damage 000
Total Damage 007
Combo 005

UP SMASH

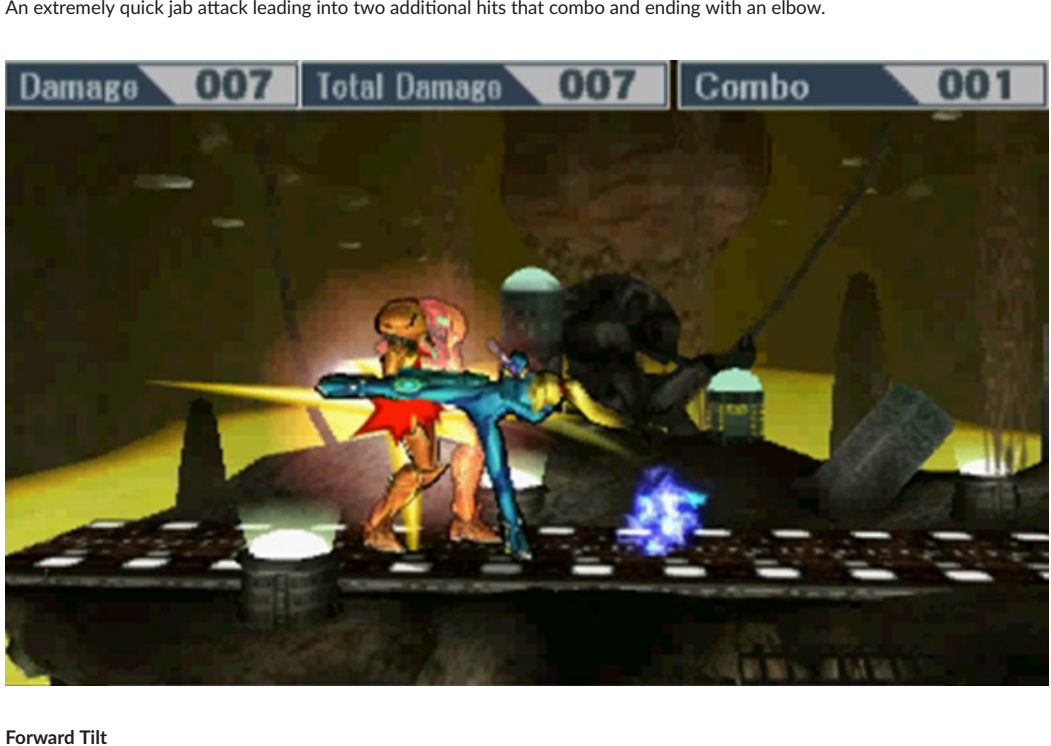
Zero Suit Samus spins her whip above her head, hitting multiple times. While this move is great for hitting opponents above Zero Suit Samus, it can also be used against grounded opponents.

Basic Attacks


Damage 003
Total Damage 004
Combo 002
CPU

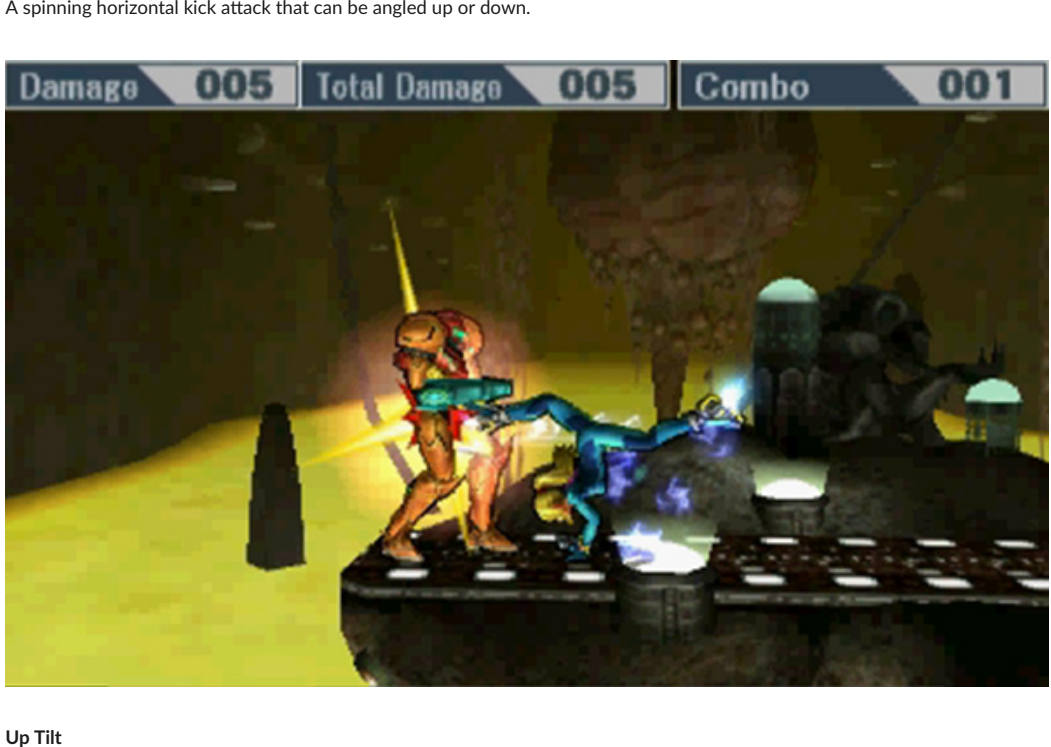
Standing Attack

An extremely quick jab attack leading into two additional hits that combo and ending with an elbow.


Damage 007
Total Damage 007
Combo 001

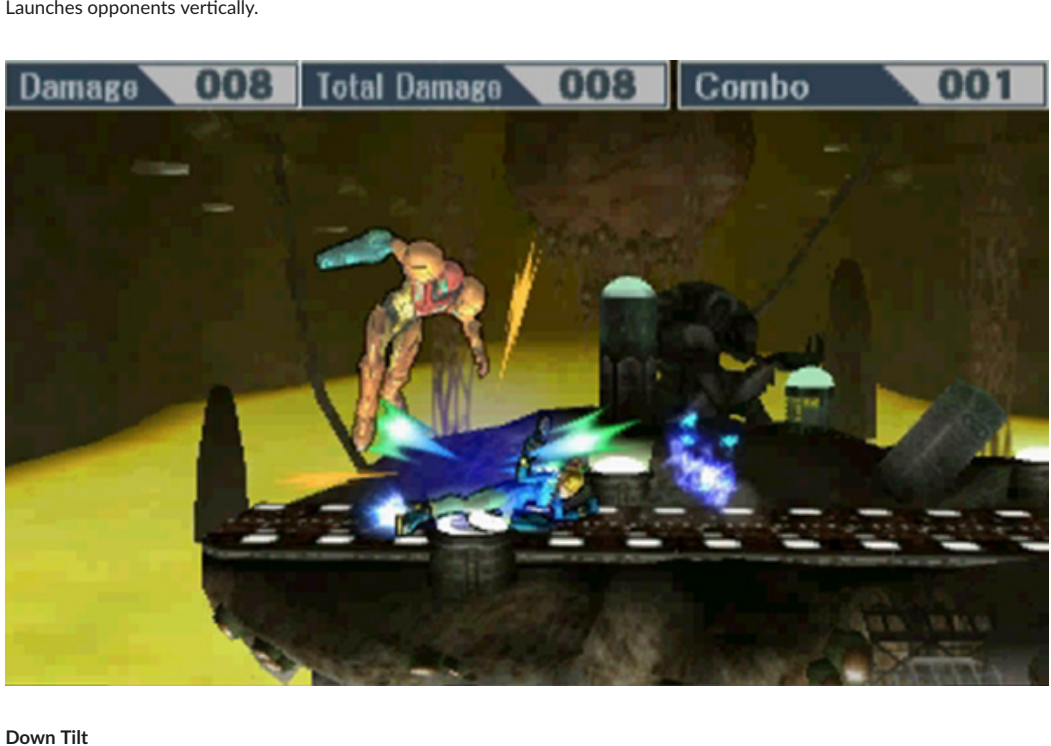
Forward Tilt

A spinning horizontal kick attack that can be angled up or down.


Damage 005
Total Damage 005
Combo 001

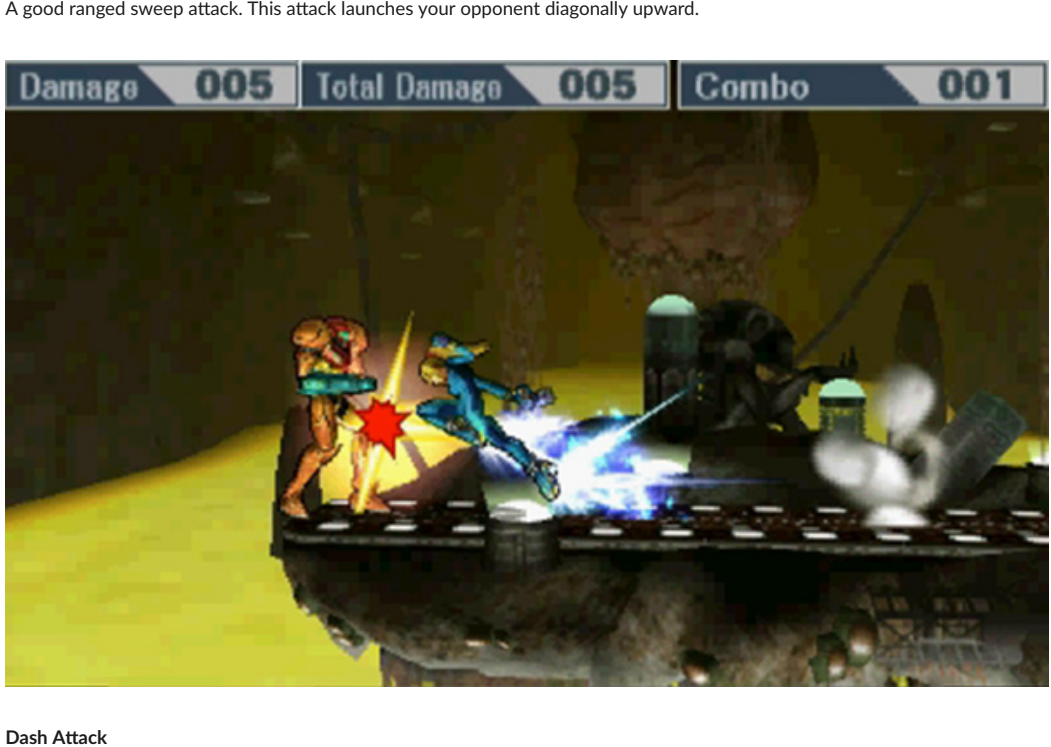
Up Tilt

Zero Suit Samus claps her heels together from a handstand position and spins, hitting opponents around her multiple times. Launches opponents vertically.


Damage 008
Total Damage 008
Combo 001

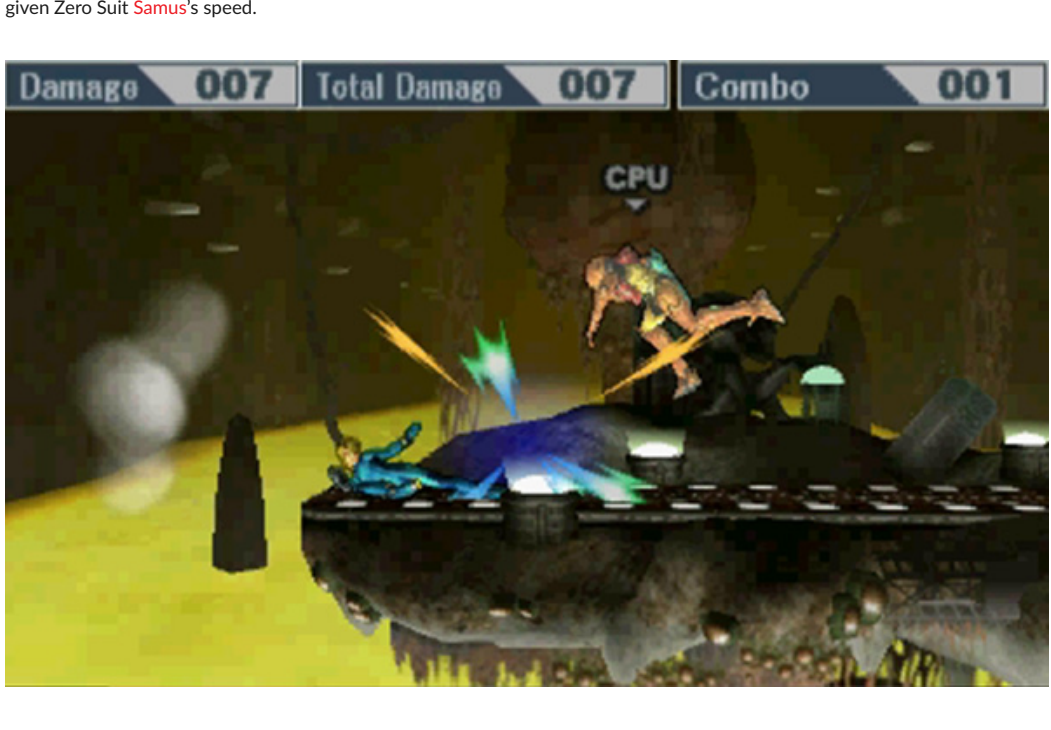
Down Tilt

A good ranged sweep attack. This attack launches your opponent diagonally upward.


Damage 005
Total Damage 005
Combo 001

Dash Attack

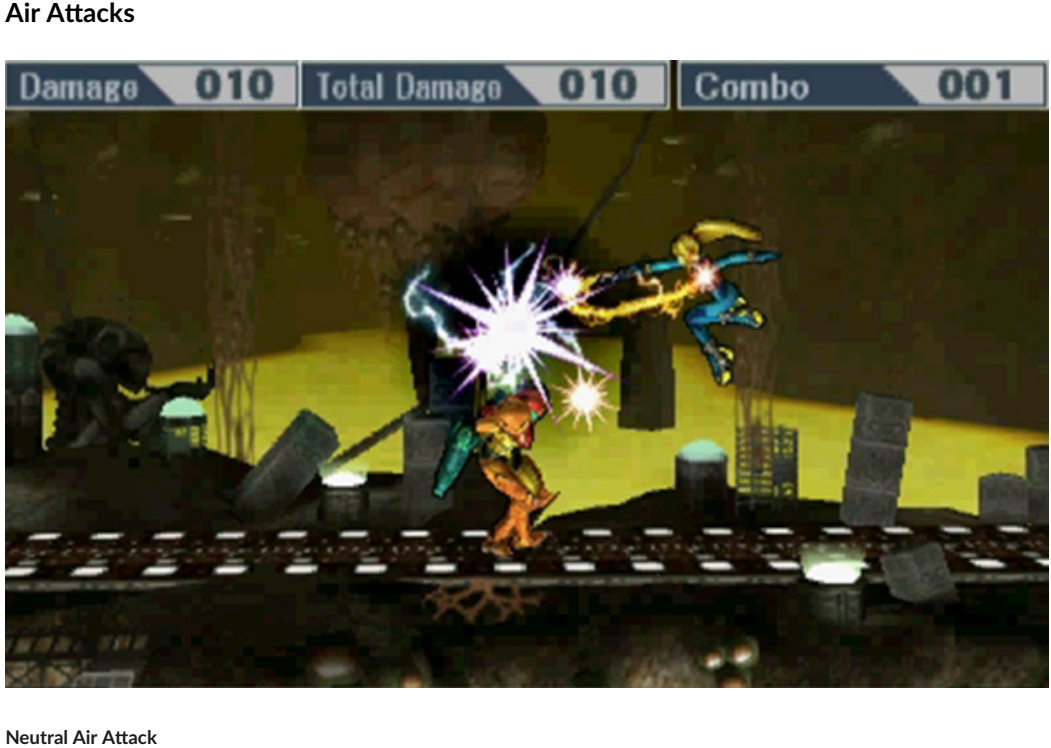
Zero Suit Samus charges with a running knee attack at your opponent. Though it doesn't have the best range, this isn't an issue, given Zero Suit Samus's speed.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

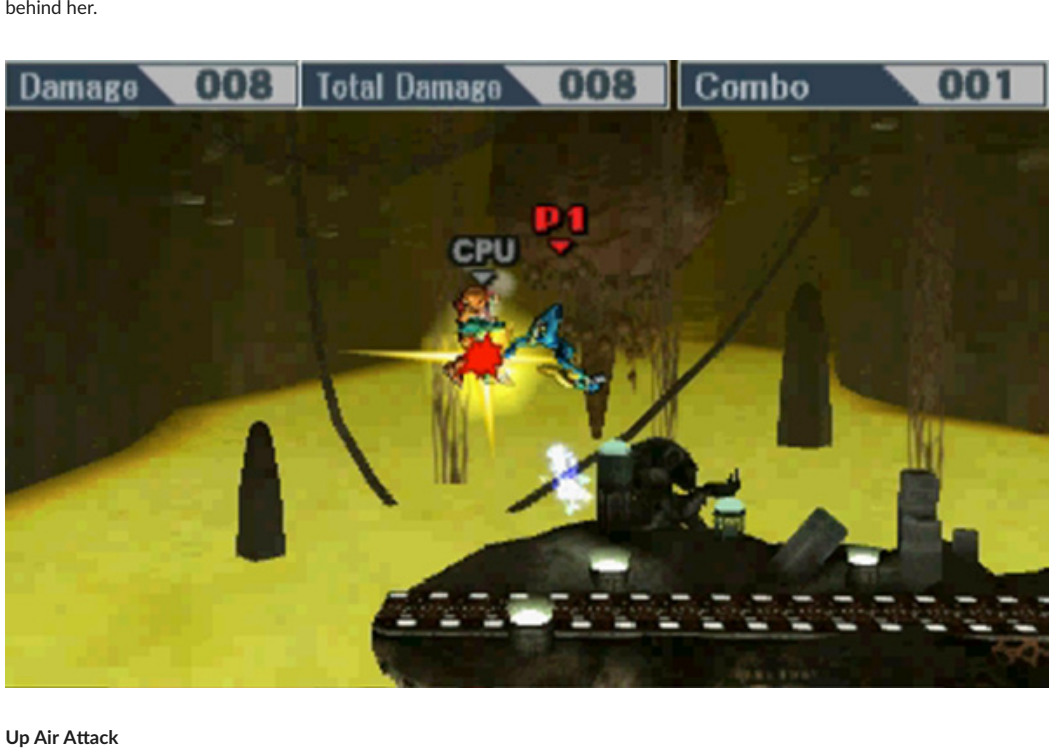
Zero Suit Samus swiftly returns to the stage with a long-range sweep kick that sends opponents horizontally away.

Air Attacks


Damage 010
Total Damage 010
Combo 001

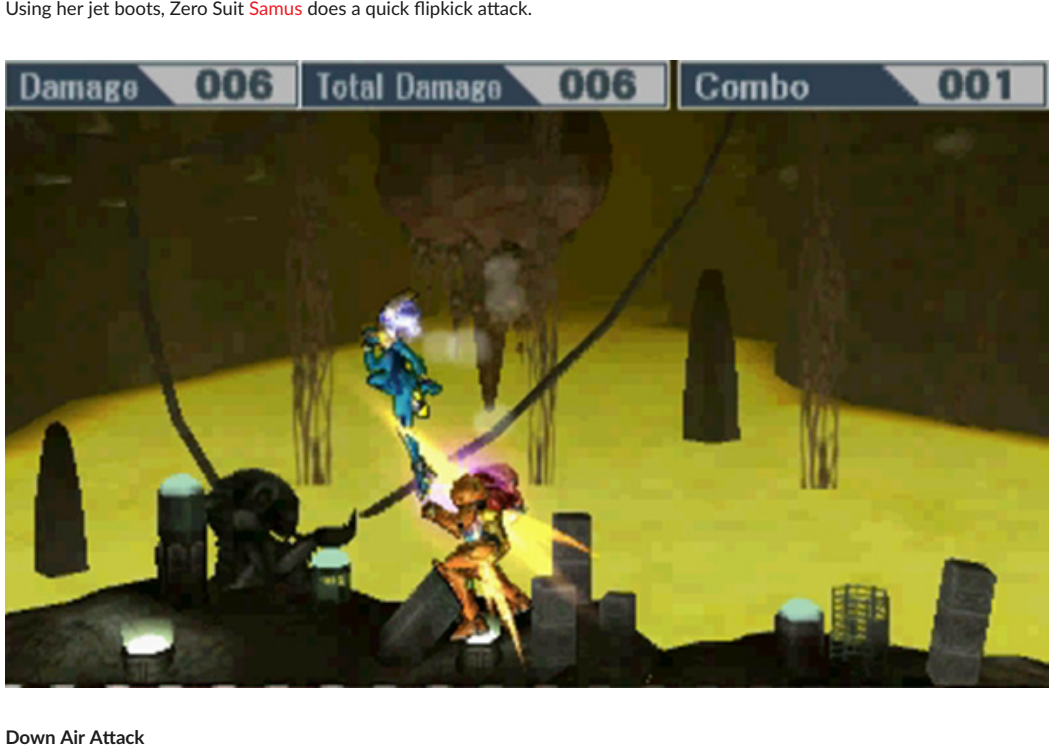
Neutral Air Attack

Zero Suit Samus spins in the air as she uses her whip. This hits diagonally below in front of her and then diagonally above behind her.


Damage 008
Total Damage 008
Combo 001
P1
CPU

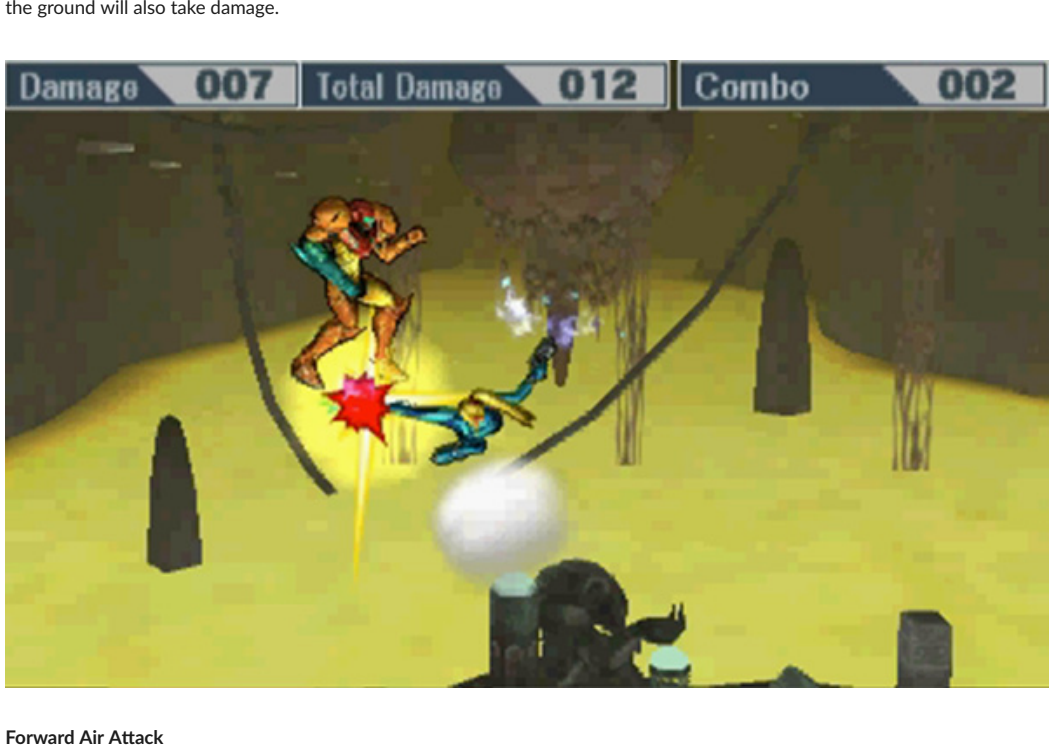
Up Air Attack

Using her jet boots, Zero Suit Samus does a quick flipkick attack.


Damage 006
Total Damage 006
Combo 001

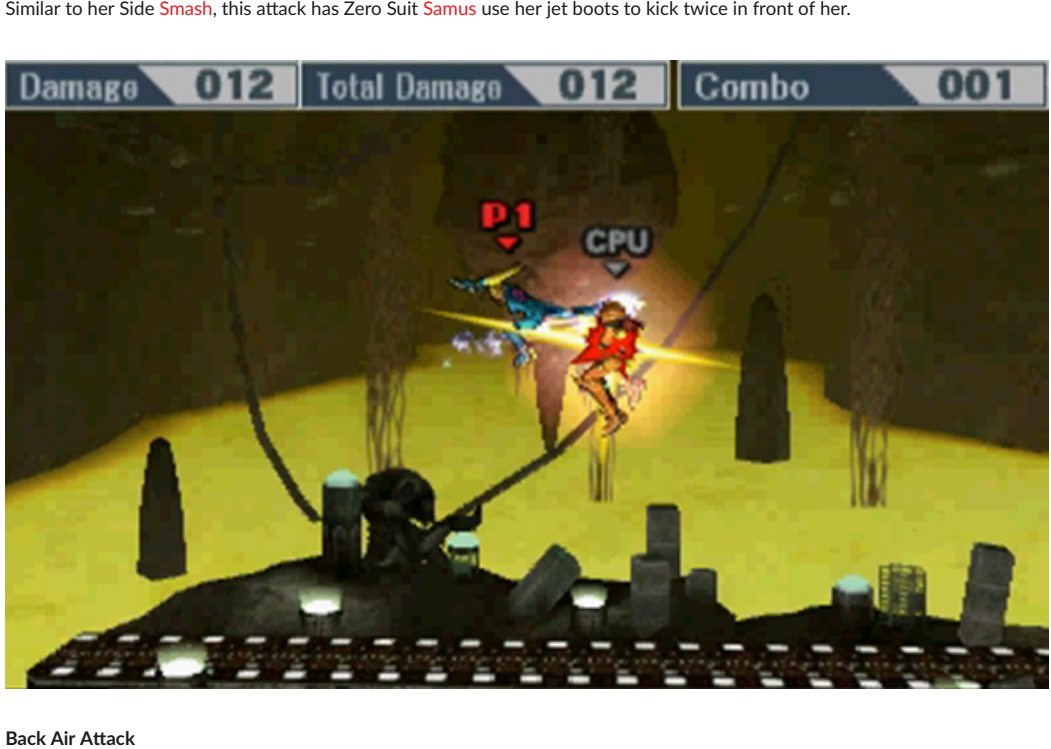
Down Air Attack

This attack sends Zero Suit Samus diagonally downward with a fast kick that can meteor smash. Anyone around her as she hits the ground will also take damage.


Damage 007
Total Damage 012
Combo 002

Forward Air Attack

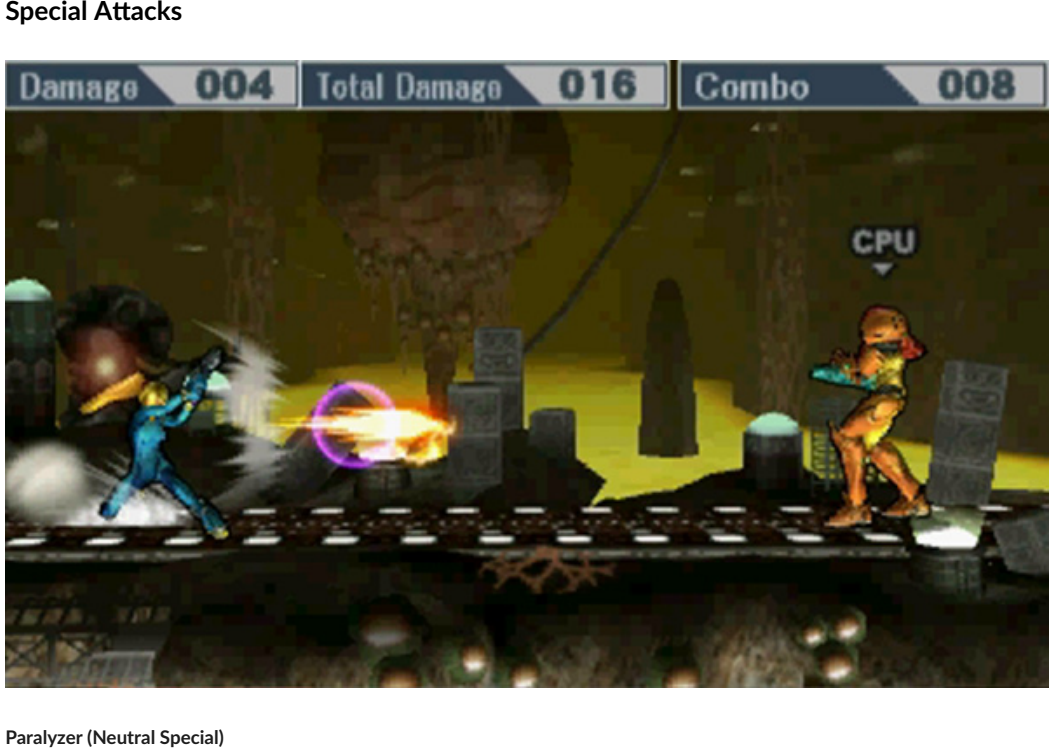
Similar to her Side Smash, this attack has Zero Suit Samus use her jet boots to kick twice in front of her.


Damage 012
Total Damage 012
Combo 001
P1
CPU

Back Air Attack

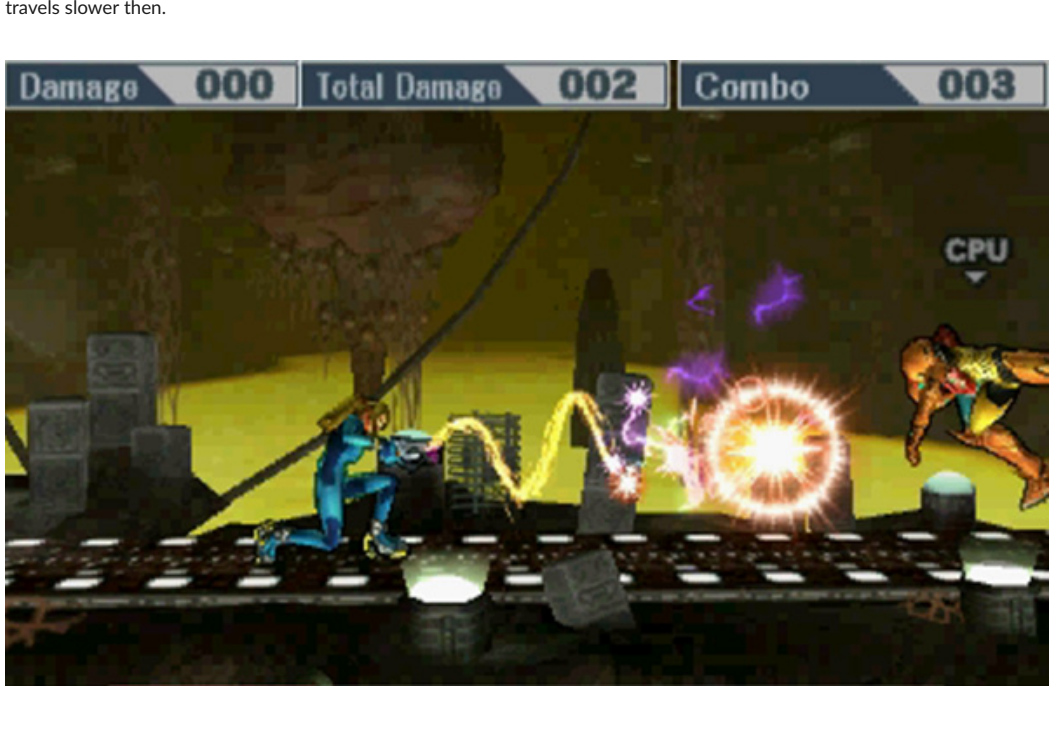
This reverse kick has good KO potential.

Special Attacks


Damage 004
Total Damage 016
Combo 008
CPU

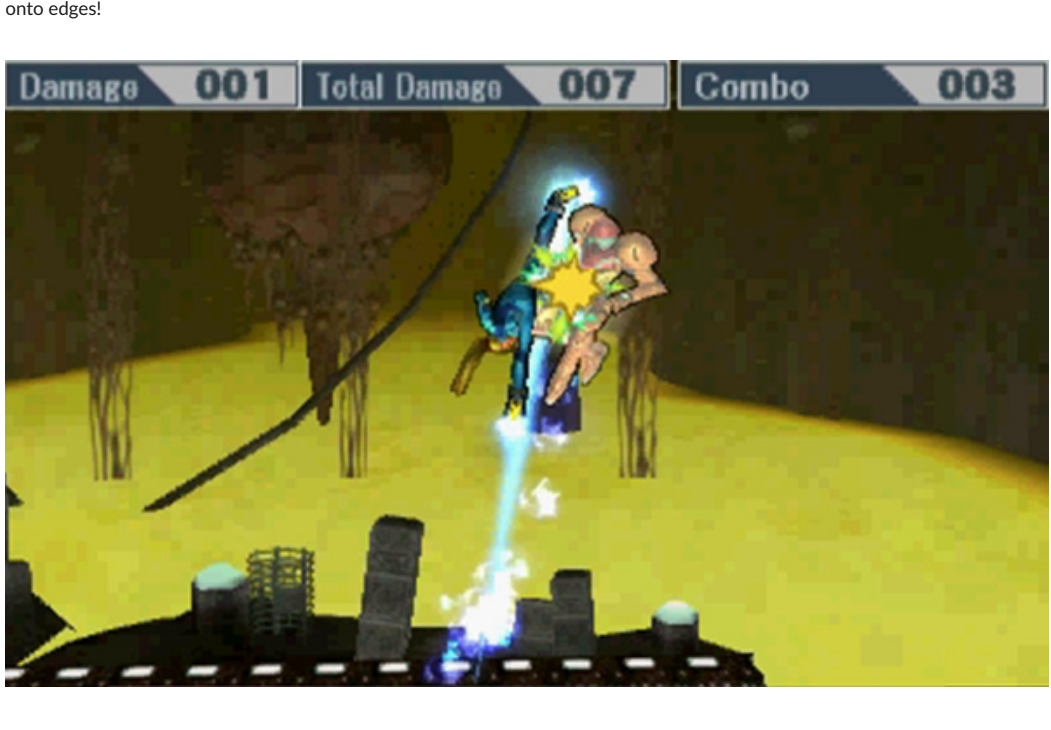
Paralyzer (Neutral Special)

Fires out a paralyzing energy blast that stuns your opponent. You can charge this up to extend its range, but the projectile travels slower then.


Damage 000
Total Damage 002
Combo 003
CPU

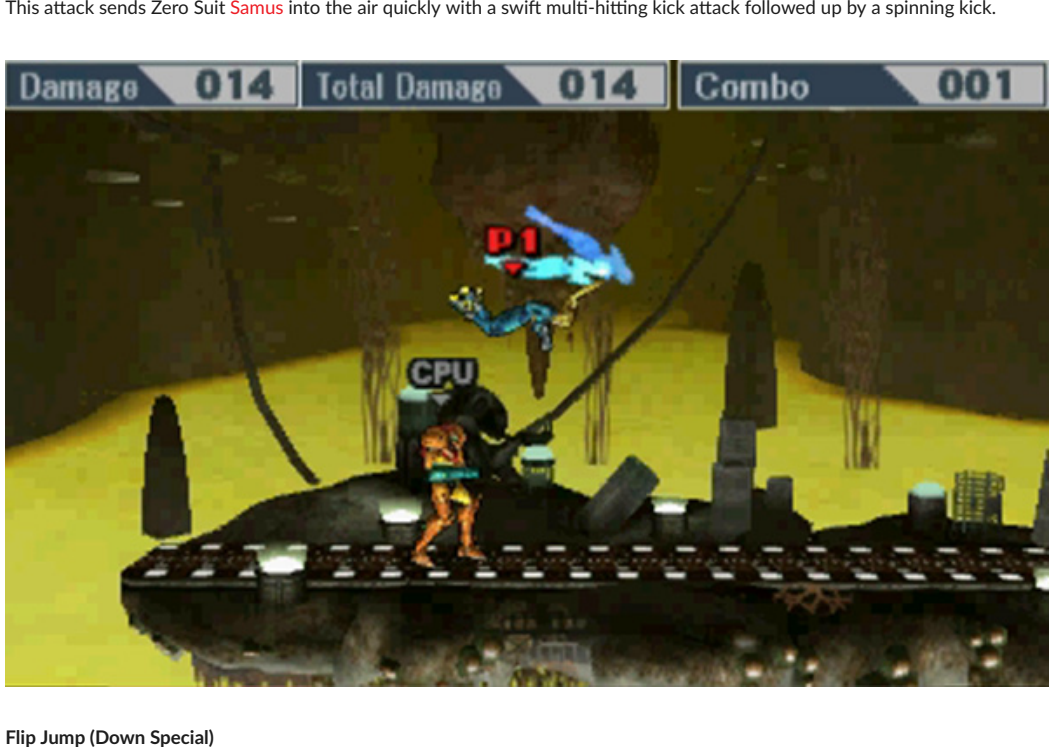
Plasma Whip (Side Special)

Zero Suit Samus attacks with her energy whip. Hitting with the tip launches an opponent farther. This can also be used to grab onto edges!


Damage 001
Total Damage 007
Combo 003

Boost Kick (Up Special)

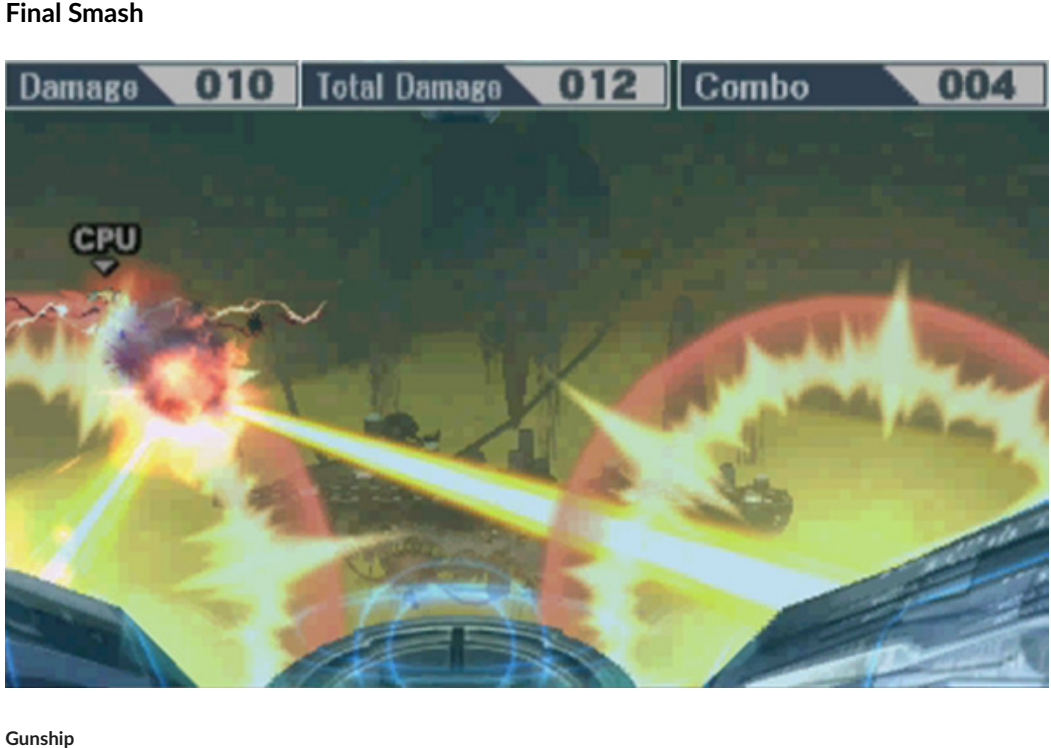
This attack sends Zero Suit Samus into the air quickly with a swift multi-hitting kick attack followed up by a spinning kick.


Damage 014
Total Damage 014
Combo 001
P1
CPU

Flip Jump (Down Special)

This flip attack buries an opponent who is grounded or meteor smashes airborne opponents. Hitting the button again during this attack will kick in the direction you started the attack from.

Final Smash


Damage 010
Total Damage 012
Combo 004
CPU

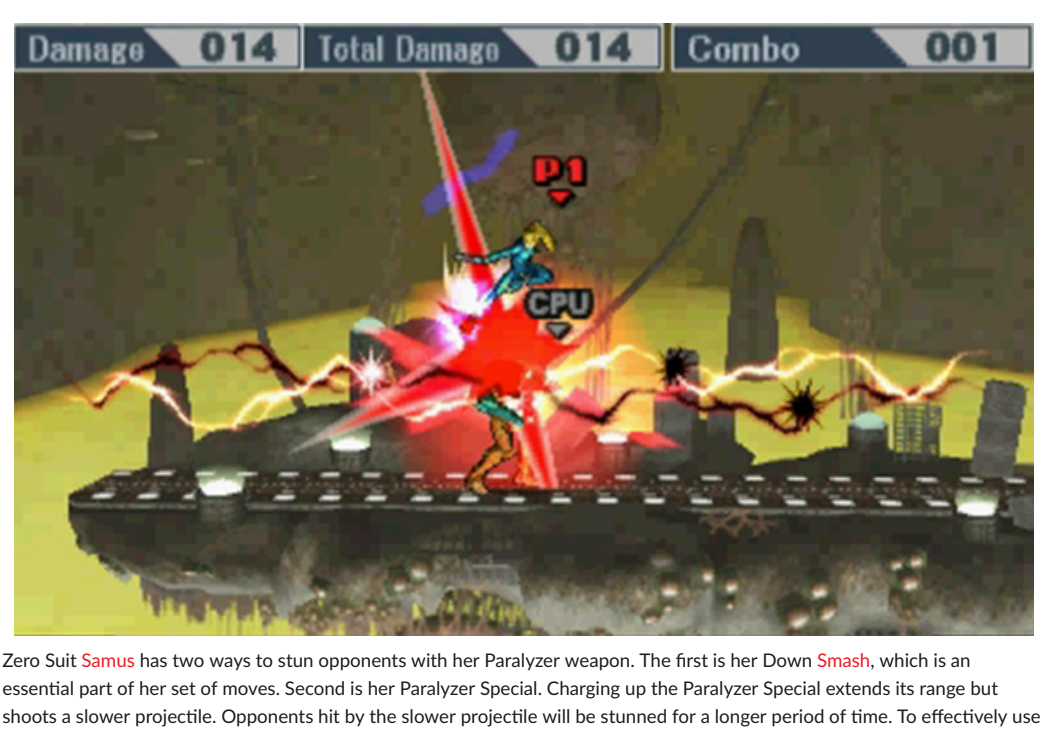
Gunship

Zero Suit Samus jumps into her gunship as it flies by and an aiming reticle appears on the screen. You control the aiming reticle with your control stick and use any attack button to fire the double laser beams from the ship. While the lasers are firing, you have a tiny bit of control to move them around still. Each hit scores about 15% damage and knocks the opponent away. You have up to 5 shots or about 15 seconds in the gunship, whichever comes first. Once done in the gunship, Zero Suit Samus returns from the top of the stage. This Final Smash is best suited when going up against multiple opponents.

Strategy

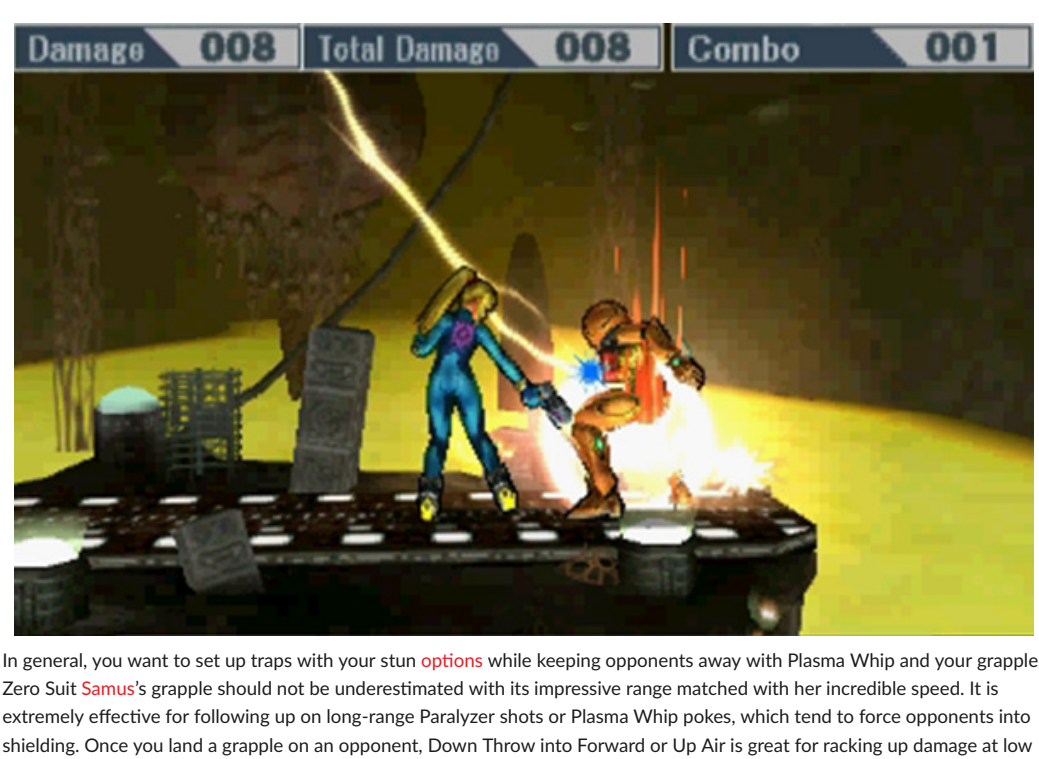
Without her Power Suit, you might expect Samus to be less powerful, but this isn't the case. Zero Suit Samus makes up for her Power Suit's absence with her Jet Boots, Paralyzer, and increased mobility. Without that heavy suit, Zero Suit Samus becomes one of the lighter characters in the game—she now has some of the best jumps in the game and increased ground speed as well. Her recovery is good, aided by the height of her jumps and her ability to grab the edge with her Plasma Whip. Compared to Samus with her Power Suit, she doesn't have as strong of a long-range game, but she has a better up-close game. Being a lightweight character fighting up close, though, means you have to rely on your speed and defense a lot more.

Damage 004
Total Damage 004
Combo 001


Damage 014
Total Damage 014
Combo 001
P1
CPU

Zero Suit Samus has two ways to stun opponents with her Paralyzer weapon. The first is her Down Smash, which is an essential part of her set of moves. Second is her Paralyzer Special. Charging up the Paralyzer Special extends its range but shoots a slower projectile. Opponents hit by the slower projectile will be stunned for a longer period of time. To effectively use her Plasma Whip, hit with just the end of it for the most knockback. This is also a good keepout tool to slow opponents' approaches and control the pace of a match. Don't forget you can also use this for recovery! Her Flip Jump attack takes some getting used to, but once you learn the spacing for it, the kick attack is useful and launches quite far. Flip Jump also has some invincibility, making it a little more usable. Boost Kick is mainly for attacking opponents who are high up or for racking up damage. If you're only looking to hit someone on a platform above you, use Up Smash instead.

Damage 004
Total Damage 006
Combo 002


Damage 008
Total Damage 008
Combo 001

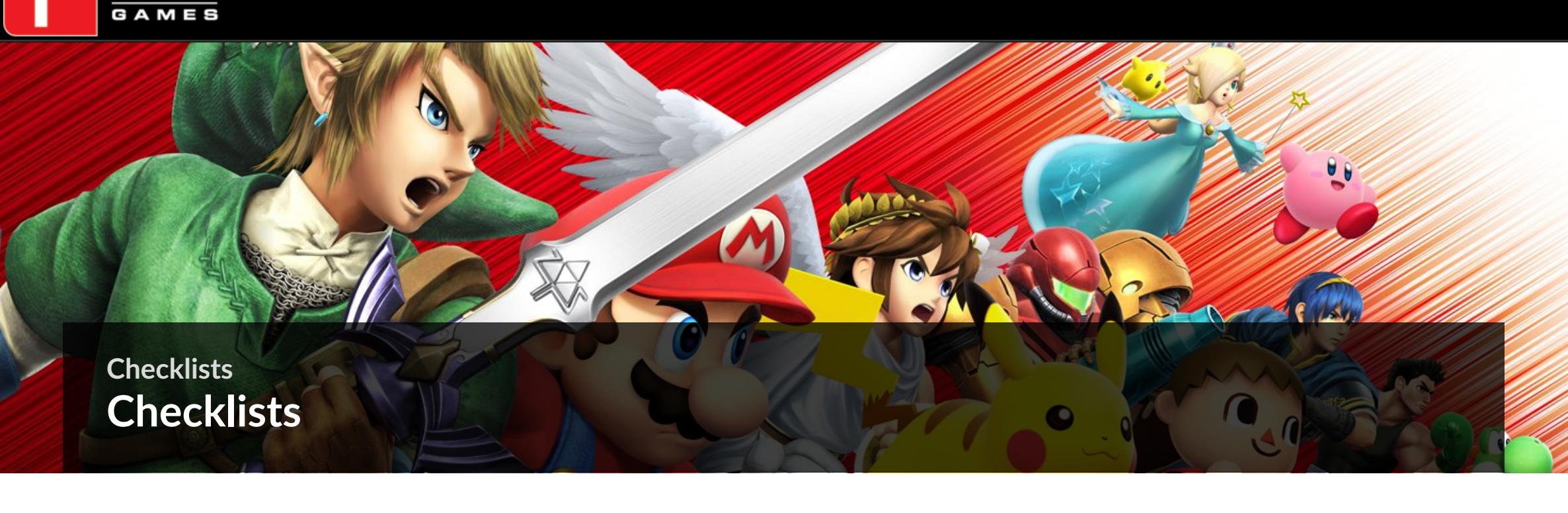
In general, you want to set up traps with your stun options while keeping opponents away with Plasma Whip and your grapple. Zero Suit Samus's grapple should not be underestimated with its impressive range matched with her incredible speed. It is extremely effective for following up on long-range Paralyzer shots or Plasma Whip pokes, which tend to force opponents into shielding. Once you land a grapple on an opponent, Down Throw into Forward or Up Air is great for racking up damage at low percentages and even getting a KO at higher percentages. Use Zero Suit Samus's fast attack speed to punish opponents' mistakes and build up as much damage as possible. Note that her Up Tilt has some invincibility at the tips of her feet, which should help against airborne opponents. Since her Down Tilt pops opponents into the air diagonally, follow this up with something like her Dash Attack. In the air, Neutral Air deals good damage but is awkward to land. Forward Air hits twice for decent damage, but it doesn't knockback very far. For KOs while airborne, your best bet is Back Air attack, though her Up Air is also effective. Down Air on airborne opponents can meteor smash as well, but only if you're willing to KO yourself with it. From the ground, your best bets for KOs are Side Smash, Up Smash, and Flip Jump into kick. When guarding the edge, use Paralyzer, Plasma Whip, and Flip Jump.

Recovery

The main recovery moves for Zero Suit Samus are her Boost Kick and Flip Jump. Boost Kick is her vertical recovery tool, attacking on the way up. You can angle it a little to the left or right during input, and Zero Suit Samus will be in a fall state when it completes. For horizontal recovery, Flip Jump is her best option. If you do Flip Jump by itself, Zero Suit Samus will not be in a fall state. If you extend Boost Kick by hitting the Special button again to do the second kick, however, Zero Suit Samus will be in a fall state. And Zero Suit Samus has a grapple and Plasma Whip to recover to the edge horizontally as well.

Damage 008
Total Damage 008
Combo 001
P1
CPU

Damage 001
Total Damage 011
Combo 006
CPU
P1


Checklists

Checklists

The game makes it easy to track your achievements and collected items, but these checklists can help you identify any collectibles and milestones you haven't yet encountered.

Trophies

Trophies A-C	Trophies D-F	Trophies G-K	Trophies L-M	Trophies N-Q	Trophies R-S	Trophies T-Z
Able Sisters	Daisy (Tennis Outfit)	Gaius	Lakitu	Nat	R.O.B.	Tac
Abomasnow	Dancer	Galactic Fiend Kraken	Lakitu & Spinies	Ness	R.O.B. (Alt.)	Tails
Adult Link (Ocarina of Time)	Daphne	Gallo, Boone & Nomad	Lakitu + Cloud 9	Ness (Alt.)	Rainbow Road	Takamaru
Adult Zelda (Ocarina of Time)	Dark Emperor	Gamyga	Larry	Nightmare	Rambi	Tanooki Mario & Kitsune Luigi
Alfonzo	Dark Pit	Ganondorf	Latias & Latios	Nintendog	Ray Gun	Team Healer
Alph	Dark Pit (Alt.)	Ganondorf (Alt.)	Leif	Nintendoji	Reaper	Tempo
Amy	Dark Pit Staff	Ganondorf (Ocarina of Time)	Leila	Nutski	Reaper General	Thanatos, God of Death
Andrew Oikonny	Dark Samus	Gardevoir	Leilani	Octorok	Red Pikmin	The Chorus Kids
Andross	Dark Train	Gastly	Lemmy	Oil Panic	Redd	The Emperor
Andross (True Form)	Darknut	Gate	Leon Powalski	Olimar	ReDead	Three Sacred Treasures
Anjean	Darkrai	Geemer	Lethinium	Olimar (Alt.)	Reese & Cyrus	Three-Headed Hewdraw
Anna	Daybreak	General Pepper	Lightning	Omega	Reo	Thwomp
Arceus	Dedenne	Generator	Like Like	1-Up Mushroom	Reset Bomb	Tiki
Arlon the Serene	Deku Nuts	Genesect	Linebeck	Ore Club	Resetti	Tiki Buzz
Arm & Leg Lift	Demon King Arzodius	Ghirahim	Link	Orne	Reshiram	Timer
Armored Train	Demon King Malladus	Ghosts	Link (Alt.)	Oshawott	Riki	Timmy & Tommy
Articuno	Demon Train	Ghosts (Find Mii)	Link (Spirit Tracks)	Owain	ROB 64	Tingle
Arwing	Deoxys	Ghosts (PAC-MAN)	Lion	P Switch	Robin	Toad
Ashley	Devil	Giratina	Lip's Stick	PAC-MAN	Robin (Alt.)	Togepi
Assist Trophy	Devil Car	Glass Joe	Lissa	PAC-MAN (Alt.)	Rock Pikmin	Tom Nook
Athletes	Diamond Golem	Glice	Little Mac	PAC-MAZE	Rocket Belt	Toon Link
Audino	Diddy Kong	Glire	Little Mac (Alt.)	Palkia	Rocketbarrel Pack	Toon Link (Alt.)
Baby Mario	Diddy Kong (Alt.)	Glunder	Lloid	Palutena	Rolling Crates	Tortimer
Baby Peach	Digby	Gogoat	Lon'qu	Palutena (Alt.)	Rosalina & Luma	Tortimer Island
Back Shield	Dillon	Gold (Classic)	Louie	Palutena Bow	Rosalina & Luma (Alt.)	Toy Poodle
Bacura	Dixie Kong	Gold (Smash Run)	Lucario	Panther Caroso	Roturret	Tree
Bald Bull	DJ KK	Gold Bone	Lucario (Alt.)	Paper Bowser	Rouge	TURN-TO-BLUE
Banana Peel	DK Barrel	Goldeen	Lucas	Paper Bowser (Second Form)	Rover	Tutorial Pig
Banzai Bill	Doc Louis	Golden	Lucina	Paper Gooper Blooper	Roy	Twinbellows the Ferocious
Barbara	Donkey Kong	Golden Fox	Lucina (Alt.)	Paper Kersti	Rush Coil	Twinrova
Barrels	Donkey Kong (Alt.)	Golden Hammer	Ludwig	Paper Luigi	Rusty Slugger	Unira
Beagle	Donkey Kong + Barrel Train	Golden Retriever	Lugia	Paper Mario	Saki Amamiya	Upperdash Arm
Beam Sword	Dr. Eggman	Goligan	Luigi	Paper Peach	Sakura Samurai	Validar
Beat	Dr. Kawashima	Gooey Bomb	Luigi (Alt.)	Paper Wiggler	Samurai Goroh	Vector
Beehive	Dr. Mario	Goomba	Luigi (With Poltergust 3000)	Paragoomba	Samus	Victini
Beetle	Dr. Mario (Alt.)	Gordo	Luna	Parasol Waddle Dee	Samus (Alt.)	Villager
Bellossom	Dr. Shrunk	Gorons	Lurchthorn	Party Ball	Samus (Gravity Suit)	Villager (Alt.)
Big	Dr. Stewart	Grams	Lyn	Pauline	Samus (Varia Suit)	Viridi, Goddess of Nature
Big Goomba	Dr. Wily	Grass	Magicant	Pavé	Sandbag	Waddle Doo
Bill Blaster	Dr. Wright	Great Fox	Magnemite	Peach	Saria	Waluigi
Blanca	Dragoon	Great Reaper	Magnus	Peach (Alt.)	Screw Attack	Wario
Blast Box	Drill	Green Shell	Mahva	Peach (Tennis Outfit)	Shadow	Wario (Alt.)
Blaze	Dry Bones	Green Shy Guy	Mallo	Peach + Birthday Girl	Shaymin	Wario + Bruiser
Blinky	Duck Hunt	Greninja	Malon	Peahat	Sheik	Wario Bike
Blooper	Duck Hunt (Alt.)	Greninja (Alt.)	Mario	Peanut Popgun	Sheik (Alt.)	Warp Star
Blue Falcon	Dunban	Guardian	Mario (Alt.)	Pellets	Sheriff	Warrior
Blue Pikmin	Dungeon Man	Guardian Orbitars	Mario (Gold Block)	Peppy Hare	Shiba Inu	Wendy
Blue Shy Guy	Eddy	Gulliver	Mario (With Propeller Box)	Pete	Shotzo	Wentworth
Bob-omb	Eevee	Gust Bellows	Mario + Standard Kart	Petilil	Shulk	Wheelie
Bombchu	Eggrobo	Hades, Lord of the Underworld	Mario Golf: World Tour	Phantom	Shulk (Alt.)	Whimsicott
Bomber	Elec Man	Halberd	Marth	Phosphora	Shy Guy	White Pikmin
Bonkers	Electrode	Hammer	Marth (Alt.)	Pichu	Shy Guy + Standard Kart	Wiggler
Bonus Fruit	Emolga	Hammer Bro	Master Ball	Pico	Silver	Wii Fit Trainer
Boo	Energy Tank	Hammerhead	Master Core	Pigma Dengar	Skull Kid	Wii Fit Trainer (Alt.)
Boom Stomper	Engineer Link	Heart Container	Master Hand	Pikachu	Skulltula	Wild Goose
Boomerang	Entei	Helioptile	Maxim Tomato	Pikachu (Alt.)	Skuttler	Wild Gunmen
Boomerang Mario	Epona	Hitmonlee	Maya	Pinky	Skuttler Cannoneer	Winged Pikmin
Boss Galaga	Espio	Hocotate Bomb	Medusa, Queen of the Underworld	Pipe	Skuttler Mage	Wolf O'Donnell
Bowser	Excitebike	Home-Run Bat	Mega Blastoise	Piranha Plant	Sky Runner	Wolfen
Bowser (Alt.)	Expresso	Hothead	Mega Man	Pit	Slippy Toad	X
Bowser + Standard Kart	Fairy Bottle	Ice Climbers	Mega Man (Alt.)	Pit (Alt.)	Smart Bomb	X Bomb
Bowser Jr.	Falco	Iggy	Mega Venusaur	Pit (Eggplant)	Smash Ball	Xerneas
Bowser Jr. (Alt.)	Falco (Alt.)	Ike	MegaMan Volnutt	Pitfall	Smoke Ball	Yellow Devil
Bridge	Falcon Flyer	Ike (Alt.)	MegaMan.EXE	Plasma Kirby	Sneaky Spirits	Yellow Pikmin
Bronto Burt	Fennekin	Impa (Ocarina of Time)	Megonta	Plasma Wisp	Snivy	Yellow Shy Guy
Bubble	Fiend's Cauldron	Infantry & Tanks	Meloetta	Poison Mushroom	Snorlax	Yoshi
Bugzzy	Fighting Mii Team	Inigo	Meowth	Poké Ball	Snowpeople	Yoshi (Alt.)
Bulborb	Fire	Inkay	Meta Knight	Pokémon Trainer	Soccer Ball	Yoshi + Egg 1
Bullet Bill	Fire Bar	Inky	Meta Knight (Alt.)	Pokémon Trainer (Pokémon X & Y)	Sonic (Alt.)	Yoshi's New Island
Bumper	Fire Flower	Inuji Darumeshi	Metagross	Pokey	Sonic the Hedgehog	Young Zelda (Ocarina of Time)
Bumpety Bomb	Fire Hydrant	Iridescent Glint Beetle	Metal Box	Polar Bear	Souflee	Yveltal
Bunny Hood	Fire Stingray	Iris Archwell	Metal Sonic	Polterpup	Space Pirate Ship	Zapdos
Buzzy Beetle	Flage	Isabelle	Metroid	Pooka	Special Flag	Zekrom
Byrne	Flame Chomp	Isabelle (Winter Outfit)	Mettaur	Poppant	Specknose	Zelda
Bytan	Fletchling	Ivysaur	Mew	Porky Statue	Spewpa	Zelda (Alt.)
Calico	Fly Guy	Jack	Mewtwo	Porter	Spike Top	Zelda (Spirit Tracks)
Candy Kong	Flying Man	Jack Russell Terrier	Michaela	Porygon-Z	Spiny	Zelda's Spirit (Spirit Tracks)
Cap'n Greenbeard	Food	Jackknife	Midna	POW Block	Spiny Shell	Zero Suit Samus
Capsule	Fossil Fighters (Heroes)	James McCloud	Mii Apartments	Power	Spirit Train	Zero Suit Samus (Alt.)
Captain Falcon	Fox	Jeff	Mii Brawler	Power Pellet	Spring	Zipper
Captain Falcon (Alt.)	Fox (Alt.)	Jet	Mii Brawler (Alt.)	Prince of Sablé	Squawks	Zoras
Celebi	Franklin	Jigglypuff	Mii Force Captain	Prism Tower	Squirtle	Zoroark
Centurions	Franklin Badge	Jigglypuff (Alt.)	Mii Gunner	Professor E. Gadd	Squitter	Zuree
Chain Chomp	Freezie	Kalimba	Mii Gunner (Alt.)	Professor Sycamore	Stagnox	
Chandelure	Funky Kong	Kamek	Mii Swordfighter	Pseudo-Palutena	Stalfos	
Chao		Kapp'n	Mii Swordfighter (Alt.)	Purple Pikmin	Star Force Mega Man	
Chaos Kin		Karate Joe	Mik	Pyrrhon	Star Rod	
Chariot Master		Kat & Ana	Milotic	? Block	Starfy	
Charizard		Keldeo	Mimicutie		Starman	
Charizard (Alt.)		Kicks	Mites		Staryu	
Charmy		Kihunter	Moltres		Stat Boosts	
Cheep Cheep		Killer Eye	Monoeye		Statue Mario	
Chef		King Bob-omb	Morton		Steel Diver	
Chespin		King Boo	Mother Brain		Steel Diver	
Chibi Robo & Chibi Tot		King Dedede	Motion-Sensor Bomb		Suicune	
Chip		King Dedede (Alt.)	Mr. Game & Watch		Super Hoop	
Chrom		King K. Rool	Mr. Game & Watch (Alt.)		Super Leaf	
Ciela		King Roy	Mr. Mendel & Ms. Blossom		Super Mushroom	
Clubberskull		Kirby	Mr. Sandman		Super Scope	
Clyde		Kirby (Alt.)	Mr. Saturn		Super Star	
Color TV-Game 15		Knuckle Joe	Mugly		Superspicy Curry	
Combo Cannon		Knuckles	Mute City		Swirlix	
Copper & Booker		Koffing			Sylveon	
Cordelia		Koopa Paratroopa (Green)				
Cragalanche the Mighty		Koopa Paratroopa (Red)				
Cranky Kong		Koopa Troopa (Green)				
Crates		Koopa Troopa (Red)				
Crazy Hand		Kritter				
Cream & Cheese		Krystal				
Cryogonal		Kyogre				
Cucco		Kyurem				

Note

Most trophies can be found as random drops or purchased in the Shop. Some trophies, however, can only be earned by meeting certain conditions. Remember to clear Classic and All-Star with each fighter, and look for Challenges that offer trophies as rewards.

Mii Fighter Headgear

Mii Fighter Headgear A-H	Mii Fighter Headgear L-R	Mii Fighter Headgear S-Z
Barbara the Bat Wig	Lacy Headband	Samurai Helmet
Bear Hat	Lion Hat	Samus's Helmet
Beehive Wig	Luigi's Cap	Santa Hat
Captain Falcon Helmet	Magic Hat	Sheik Mask
Cat Ears	Mario's Cap	Shy Guy Mask
Chef Hat	Master Gardener's Crown	Spartan Helmet
Chicken Hat	Meta Knight Mask	Spiny Hat
Chomp Hat	Mii Force Helmet	Straw Hat
Cow Skull Hat	Mini Top Hat	Super Mushroom Hat
Cowboy Hat	Ninja Hood	Swimming Cap
Daisy's Crown	1-Up Mushroom Hat	Top Hat
Devil Horns	Panda Hat	Waluigi's Cap
Dog Ears	Peach's Crown	Wario's Cap
Dragon Helmet	Pirate Hat	Wedding Veil
Fancy Pirate Hat	Prince's Crown	Western Hat
Floral Hat	Princess Zelda Wig	
Football Helmet	Princess's Crown	
Frog Hat	Red Ribbon	
Hibiscus	Red Shell Hat	
Hockey Mask	Regal Crown	

Note

You can collect new headgear items by grabbing random drops and completing certain Challenges.

Mii Fighter Outfits

Mii Fighter Outfits A-N	Mii Fighter Outfits N-Z
Biker Gear	Pirate Outfit
Cybernetic Suit	Plate Armor
Dragon Armor	Protective Gear
Fancy Suit	Samurai Armor
Fighter Uniform	Steampunk Getup
High-Tech Armor	Tracksuit
Mage Robe	Vampire Garb
Mecha Suit	Wild West Wear
Neon Suit	Wild West Wear
Ninja Suit	

Note

You can collect new Mii Fighter outfits by grabbing random drops and completing certain Challenges.

Smash Run Powers

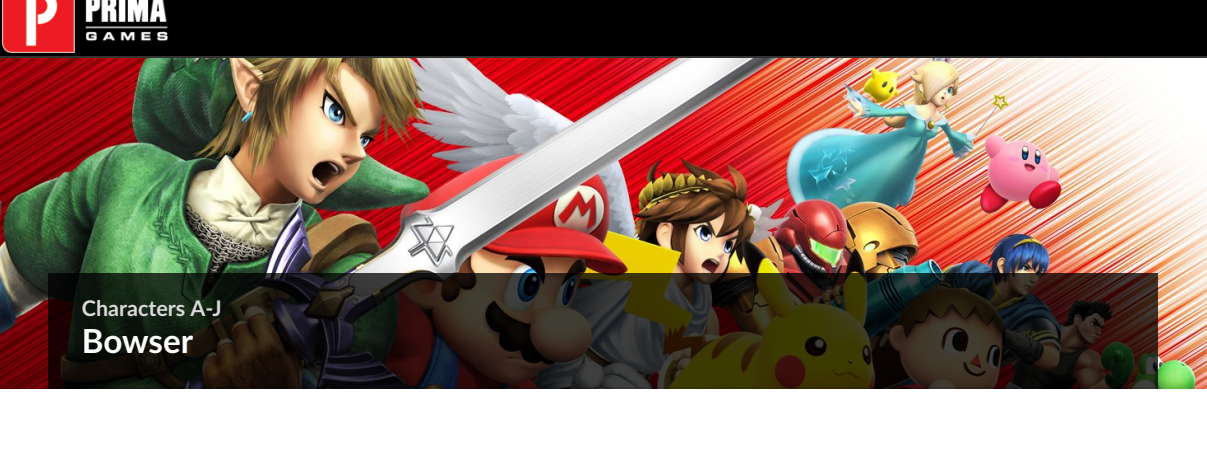
Smash Run Power A-N	Smash Run Power O-Z
Auto-Recovery Lv. 1	Ore Club Lv. 1
Auto-Recovery Lv. 2	Ore Club Lv. 2
Auto-Recovery Lv. 3	Ore Club Lv. 3
Auto-Recovery Lv. 4	Ore Club Lv. 4
Back Shield Lv. 1	Payback Lv. 1
Back Shield Lv. 2	Payback Lv. 2
Back Shield Lv. 3	Payback Lv. 3
Back Shield Lv. 4	Payback Lv. 4
Beam Sword Lv. 1	Power Bomb Lv. 1
Beam Sword Lv. 2	Power Bomb Lv. 2
Beam Sword Lv. 3	Power Bomb Lv. 3
Beam Sword Lv. 4	Power Bomb Lv. 4
Bob-omb Lv. 1	Rage Lv. 1
Bob-omb Lv. 2	Rage Lv. 2
Bob-omb Lv. 3	Rage Lv. 3
Bob-omb Lv. 4	Rage Lv. 4
Boomerang Lv. 1	Random Lv. 1
Boomerang Lv. 2	Random Lv. 2
Boomerang Lv. 3	Random Lv. 3
Boomerang Lv. 4	Random Lv. 4
Brief Invincibility Lv. 1	Ray Gun Lv. 1
Brief Invincibility Lv. 2	Ray Gun Lv. 2
Brief Invincibility Lv. 3	Ray Gun Lv. 3
Brief Invincibility Lv. 4	Ray Gun Lv. 4
Devil's Pact Lv. 1	Reflector Lv. 1
Devil's Pact Lv. 2	Reflector Lv. 2
Devil's Pact Lv. 3	Reflector Lv. 3
Devil's Pact Lv. 4	Reflector Lv. 4
Dual Cyclone Lv. 1	Rocket Belt Lv. 1
Dual Cyclone Lv. 2	Rocket Belt Lv. 2
Dual Cyclone Lv. 3	Rocket Belt Lv. 3
Dual Cyclone Lv. 4	Rocket Belt Lv. 4
Evershield Lv. 1	Shinespark Lv. 1
Evershield Lv. 2	Shinespark Lv. 2
Evershield Lv. 3	Shinespark Lv. 3
Evershield Lv. 4	Shinespark Lv. 4
Extra Jump Lv. 1	Shocking Taunt Lv. 1
Extra Jump Lv. 2	Shocking Taunt Lv. 2
Extra Jump Lv. 3	Shocking Taunt Lv. 3
Extra Jump Lv. 4	Shocking Taunt Lv. 4
Hammer Lv. 1	Shuffle Lv. 1
Hammer Lv. 2	Shuffle Lv. 2
Hammer Lv. 3	Shuffle Lv. 3
Hammer Lv. 4	Shuffle Lv. 4
Healing Shield Lv. 1	Smart Bomb Lv. 1
Healing Shield Lv. 2	Smart Bomb Lv. 2
Healing Shield Lv. 3	Smart Bomb Lv. 3
Healing Shield Lv. 4	Smart Bomb Lv. 4
Health Recovery Lv. 1	Smash Extend Lv. 1
Health Recovery Lv. 2	Smash Extend Lv. 2
Health Recovery Lv. 3	Smash Extend Lv. 3
Health Recovery Lv. 4	Smash Extend Lv. 4
Heavenly Light Lv. 1	Spinning Blades Lv. 1
Heavenly Light Lv. 2	Spinning Blades Lv. 2
Heavenly Light Lv. 3	Spinning Blades Lv. 3
Heavenly Light Lv. 4	Spinning Blades Lv. 4
High Jump Lv. 1	Strong Head Lv. 1
High Jump Lv. 2	Strong Head Lv. 2
High Jump Lv. 3	Strong Head Lv. 3
High Jump Lv. 4	Strong Head Lv. 4
Homing Foe Lv. 1	Strong Body Lv. 1
Homing Foe Lv. 2	Strong Body Lv. 2
Homing Foe Lv. 3	Strong Body Lv. 3
Homing Foe Lv. 4	Strong Body Lv. 4
Homing Missiles Lv. 1	Strong Kick Lv. 1
Homing Missiles Lv. 2	Strong Kick Lv. 2
Homing Missiles Lv. 3	Strong Kick Lv. 3
Homing Missiles Lv. 4	Strong Kick Lv. 4
Horizon Beam Lv. 1	Strong Punch Lv. 1
Horizon Beam Lv. 2	Strong Punch Lv. 2
Horizon Beam Lv. 3	Strong Punch Lv. 3
Horizon Beam Lv. 4	Strong Punch Lv. 4
Instant Drop Lv. 1	Strong Throw Lv. 1
Instant Drop Lv. 2	Strong Throw Lv. 2
Instant Drop Lv. 3	Strong Throw Lv. 3
Instant Drop Lv. 4	Strong Throw Lv. 4
Launch Ring Lv. 1	Super Armor Lv. 1
Launch Ring Lv. 2	Super Armor Lv. 2
Launch Ring Lv. 3	Super Armor Lv. 3
Launch Ring Lv. 4	Super Armor Lv. 4
Meteor Shower Lv. 1	Super Leaf Lv. 1
Meteor Shower Lv. 2	Super Leaf Lv. 2
Meteor Shower Lv. 3	Super Leaf Lv. 3
Meteor Shower Lv. 4	Super Leaf Lv. 4
	Super Scope Lv. 1
	Super Scope Lv. 2
	Super Scope Lv. 3
	Super Scope Lv. 4
	Warp Lv. 1
	Warp Lv. 2
	Warp Lv. 3
	Warp Lv. 4

Milestones

Milestones 1	Milestones 2	Milestones 3
Started playing Super Smash Bros. for Nintendo 3DS!	Collected every single trophy! Thank you, and congrats!	Collected 50 custom Special moves!
Ness, the PSI-powered youth, has joined the battle!	Cleared Classic for the first time!	Collected 100 custom Special moves!
Falco, Fox's brash wingman, has joined the battle!	Cleared Classic with every fighter!	Collected 150 custom Special moves!
Wario, the greedy microgame maker, has joined the battle!	Cleared Classic at intensity 9.0: Nothing Harder!	Collected 200 custom Special moves!
Lucina, hero from a doomed future, has joined the battle!	Cleared All-Star for the first time!	Collected 250 custom Special moves!
Dark Pit, the flawed clone of Pit, has joined the battle!	Cleared All-Star with every fighter!	Collected 300 custom Special moves!
Dr. Mario, MD in hand, has joined the battle!	Cleared All-Star on Hard!	Collected every custom Special move! Show me your moves!
R.O.B., the robot with the scorching beam, has joined the battle!	Won 100-Man Smash for the first time!	Collected 10 unique headgear items!
Ganondorf, the resurrected king of evil, has joined the battle!	Achieved a highscore of 100 in Rival Smash!	Collected 20 unique headgear items!
Mr. Game & Watch, the 2D warrior of old, has joined the battle!	Defeated 300 enemies in Endless Smash!	Collected 30 unique headgear items!
Bowser Jr., the Koopa king's ornery offspring, has joined the battle!	Defeated 10 enemies in Cruel Smash!	Collected 40 unique headgear items!
Duck Hunt, the old-school hunting crew, has joined the battle!	Got a Global Smash Power rating!	Collected every custom headgear item! That's a lot of hats!
Jigglypuff, the Balloon Pokémon, has joined the battle!	Achieved a Global Smash Power of 100000!	Collected 10 unique custom outfits!
All fighters now available! Let the true battle begin!	Exploded 100 bombs in Target Blast.	Collected every custom outfit. Dress for success!
Unlocked the Dream Land stage! Get your Game Boy on!	Earned 300000 points in Target Blast.	Found 30 unique bonus effects for equipment!
Unlocked the Mute City stage! Watch out for the sharp bend!	Blew up 5000 targets and/or obstacles in Target Blast.	Found 40 unique bonus effects for equipment!
Unlocked the Magicant stage! Get the Flying Men on your side!	Achieved a score of 1000 in the Home-Run Contest!	Found 50 unique bonus effects for equipment!
Unlocked the Balloon Fight stage! Go left or right to get loopy!	Broke 1000 blocks in Trophy Rush!	Found 60 unique bonus effects for equipment!
Unlocked the PAC-MAZE stage! Turn the tide with Power Pellets!	Broke 5000 blocks in Trophy Rush!	Found 70 unique bonus effects for equipment!
Unlocked the Flat Zone 2 stage! Now with twice as much flat!	Obtained 500 trophies in Trophy Rush!	Found 80 unique bonus effects for equipment!
Unlocked the WarioWare, Inc. stage! Clear those challenges!	Obtained every Power in Smash Run!	Found 90 unique bonus effects for equipment!
Unlocked all stages! Time to learn all 34 inside and out!	Encountered every type of special event in Smash Run!	Found every bonus effect for equipment! It's super effective!
Unlocked the true All-Star solo mode! Find it in Games & More.	Fought in every type of Smash Run final battle!	Collected every online profile icon! Pick your favorite!
Unlocked More Rules! Find it by selecting Smash, and then Rules.	Completed every Challenge! Very Impressive!	You've fought 10 battles!
Unlocked random stage switching! You can find it in the Smash rules.	Found 100 custom items!	You've fought 50 battles!
Encountered Mew for the first time! Strange things do happen.	Found 200 custom items!	You've fought 100 battles!
Collected every Assist Trophy! Strength in numbers!	Found 300 custom items!	You've fought 200 battles!
Collected 100 unique trophies!	Found 400 custom items!	You've fought 300 battles!
Collected 200 unique trophies!	Found 500 custom items!	You've fought 500 battles!
Collected 300 unique trophies!	Found 600 custom items!	You've fought 700 battles!
Collected 400 unique trophies!	Found 700 custom items!	You've fought 1000 battles! Positively smashing!
Collected 500 unique trophies!	Found 800 custom items!	You've fought 2000 battles!
Collected 600 unique trophies!	Found 900 custom items!	You've fought 3000 battles!
Collected every single trophy! Thank you, and congrats!	Found 1000 custom items!	You've fought 4000 battles!
		You've fought 5000 battles!
		You've fought 7777 battles!
		You've battled 10000 times! You're no ordinary fighter!
		You've fought 50000 battles! Incredible! Keep it up!
		You've fought 100000 battles! So you like the game then?
		You've fought 1000000 battles! AMAZING! Thanks for playing.

Note

Milestones are automatically unlocked once you've met the stated conditions.



Bowser

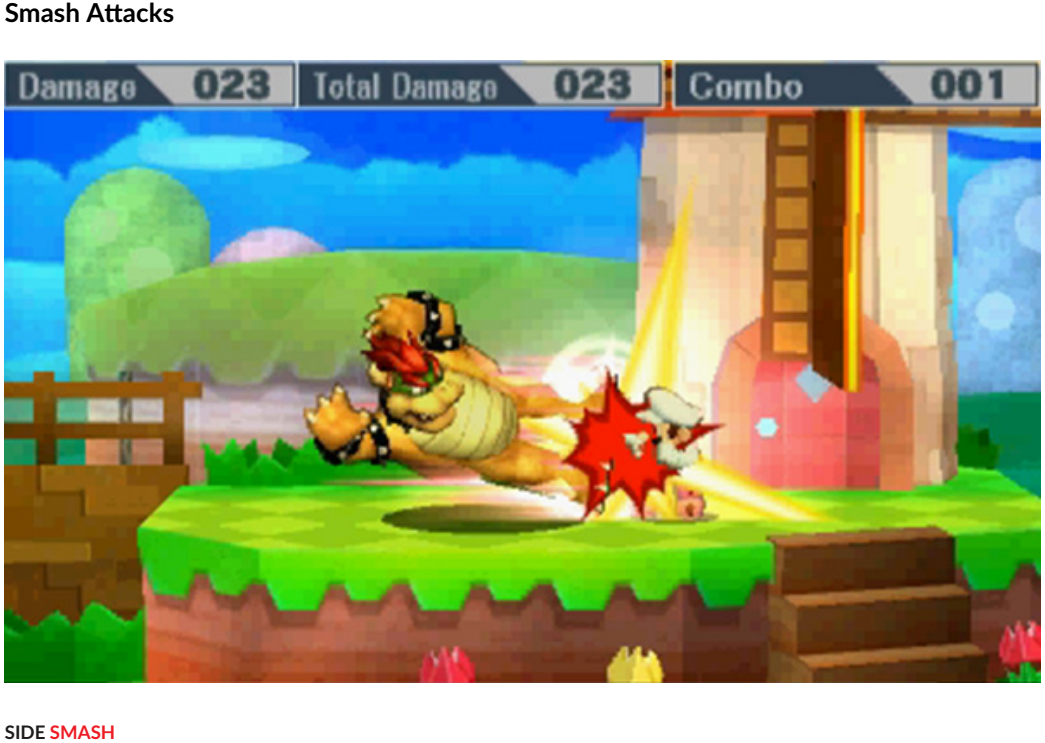
Trophy Description

The arch-enemy of Mario and the reason Peach spends more time kidnapped than in her own castle. His plans aren't always the best, and occasionally he even finds himself on Mario's side. In *Smash Bros.*, he's a serious heavyweight who laughs off weaker attacks. Hit him hard to send him flying!

Statistics

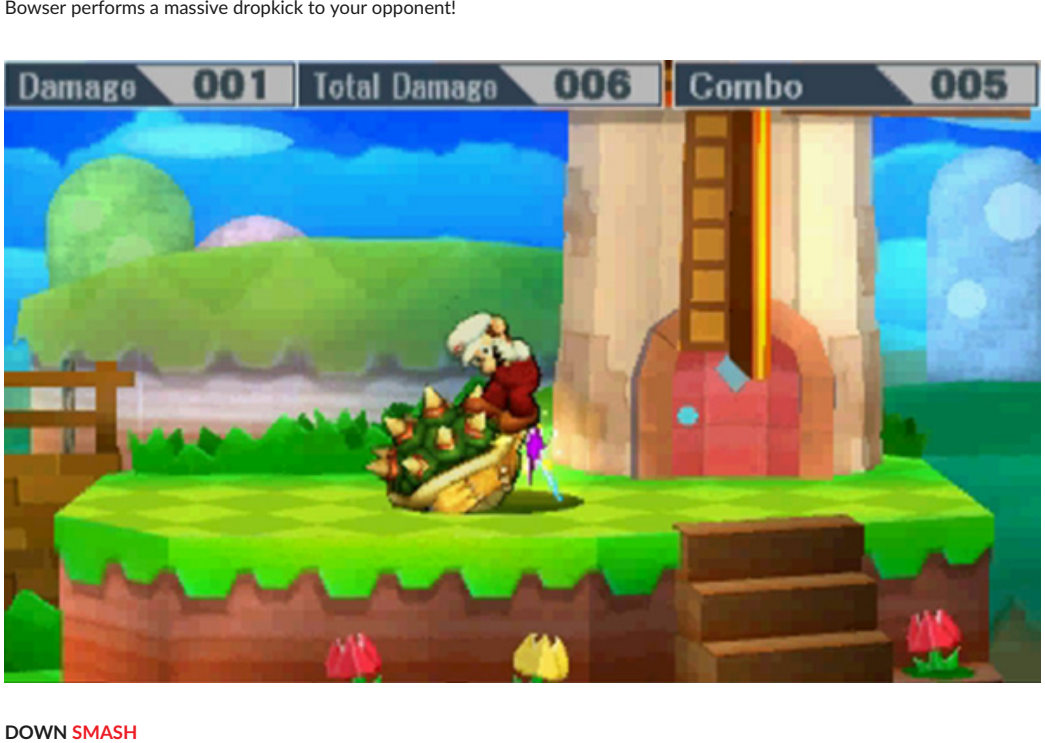
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Smash Attacks


Damage 023
Total Damage 023
Combo 001

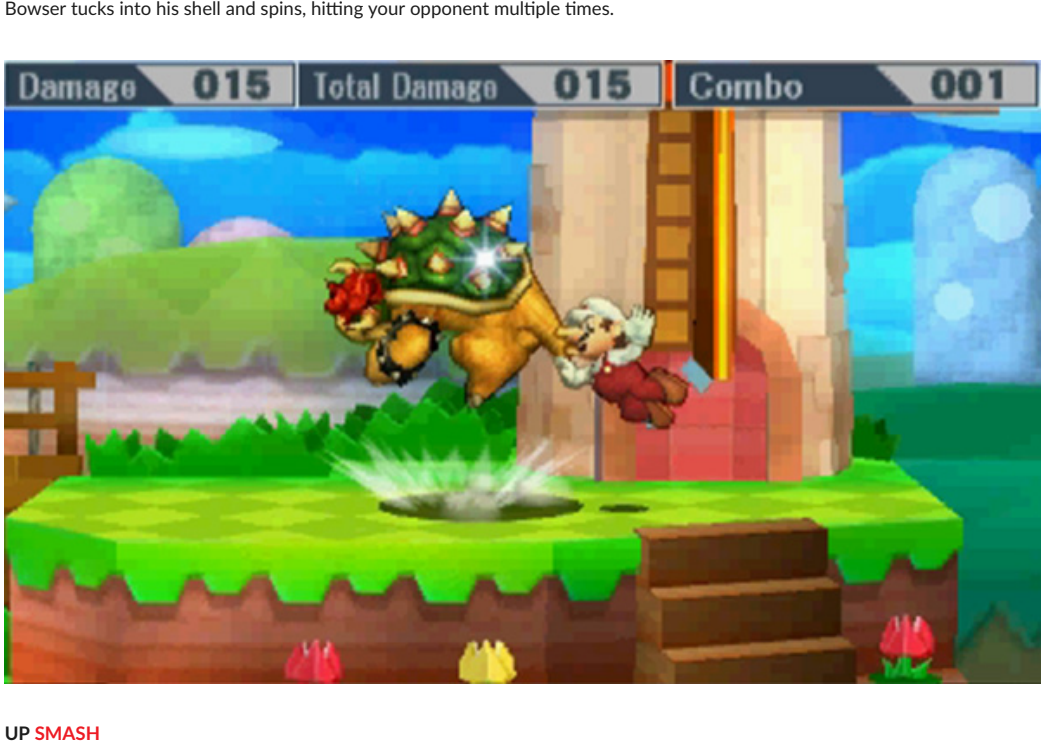
SIDE SMASH

Bowser performs a massive dropkick to your opponent!


Damage 001
Total Damage 006
Combo 005

DOWN SMASH

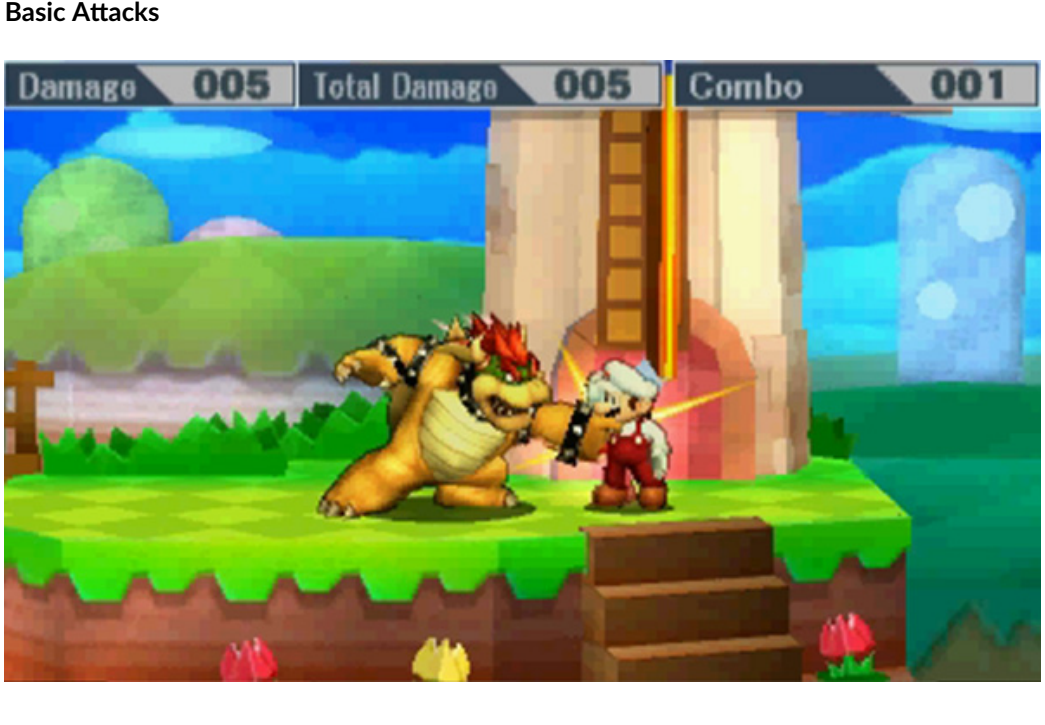
Bowser tucks into his shell and spins, hitting your opponent multiple times.


Damage 015
Total Damage 015
Combo 001

UP SMASH

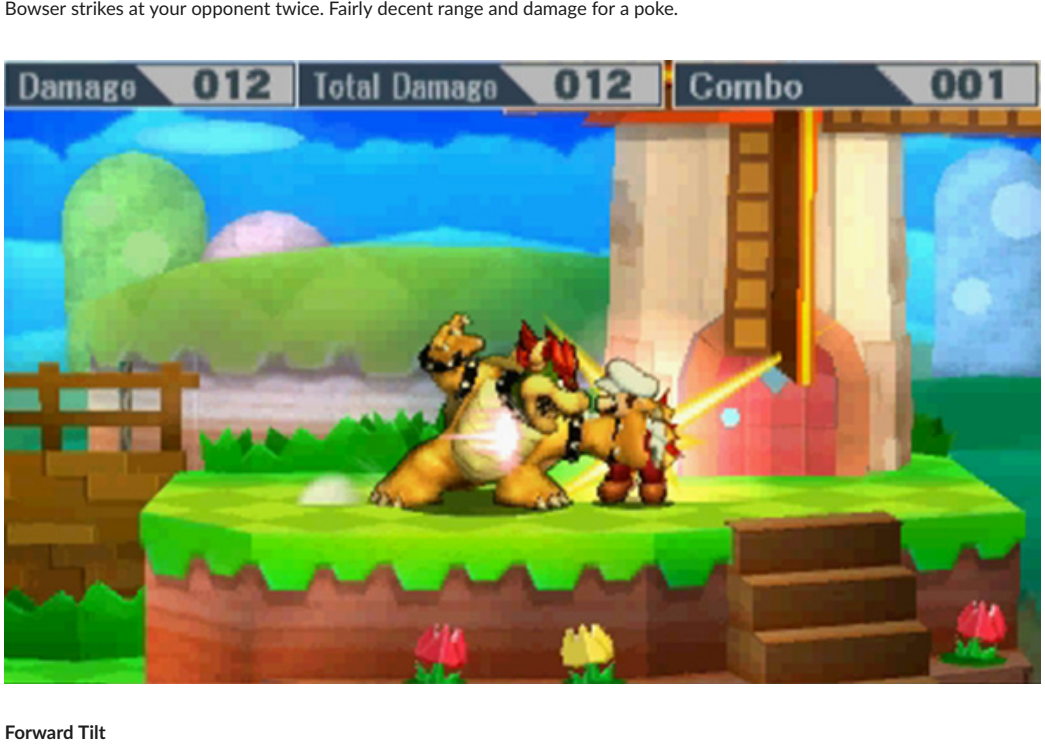
Bowser ducks down before jumping upward. This attack hits on the way up and again as Bowser comes back down.

Basic Attacks


Damage 005
Total Damage 005
Combo 001

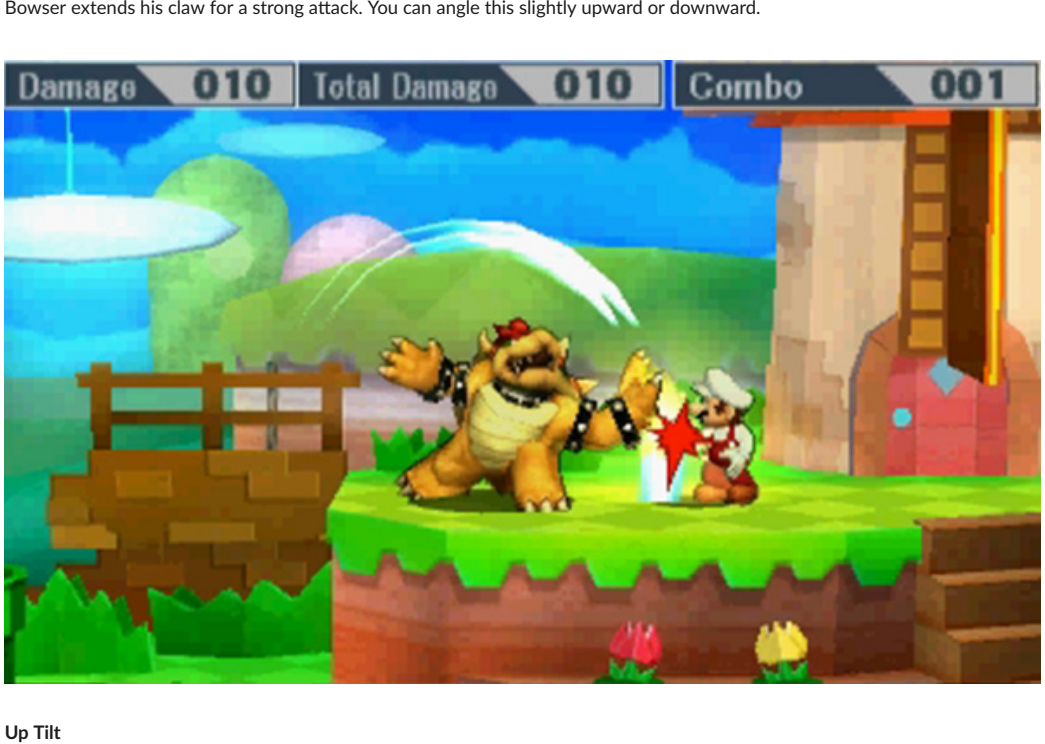
Standing Attack

Bowser strikes at your opponent twice. Fairly decent range and damage for a poke.


Damage 012
Total Damage 012
Combo 001

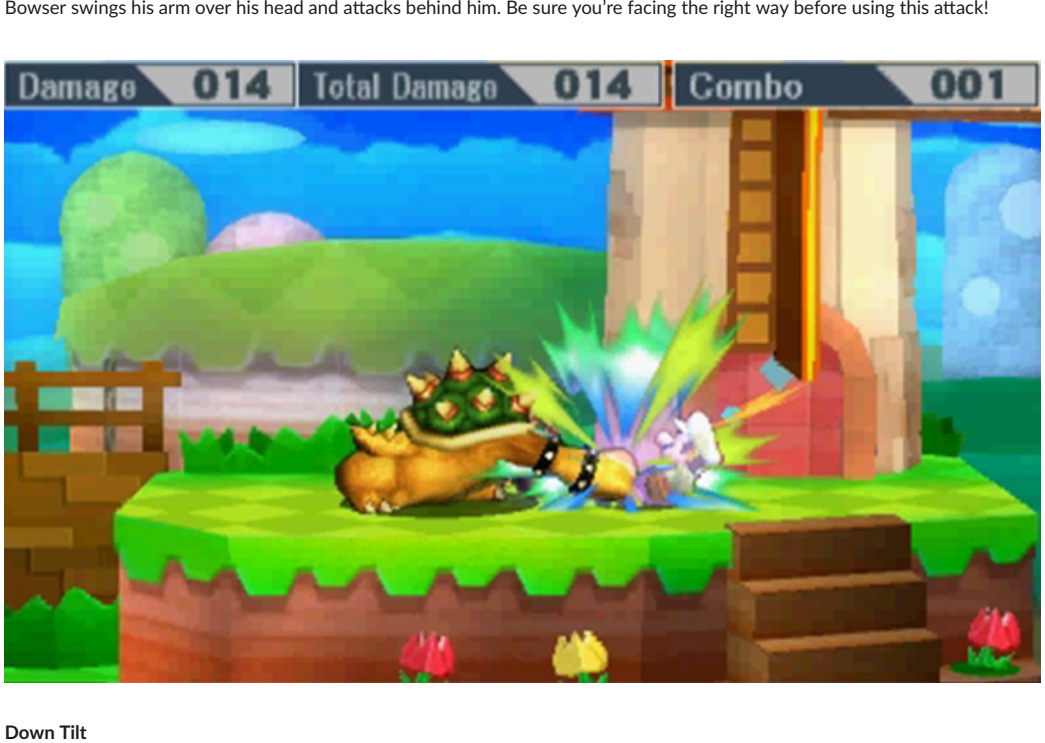
Forward Tilt

Bowser extends his claw for a strong attack. You can angle this slightly upward or downward.


Damage 010
Total Damage 010
Combo 001

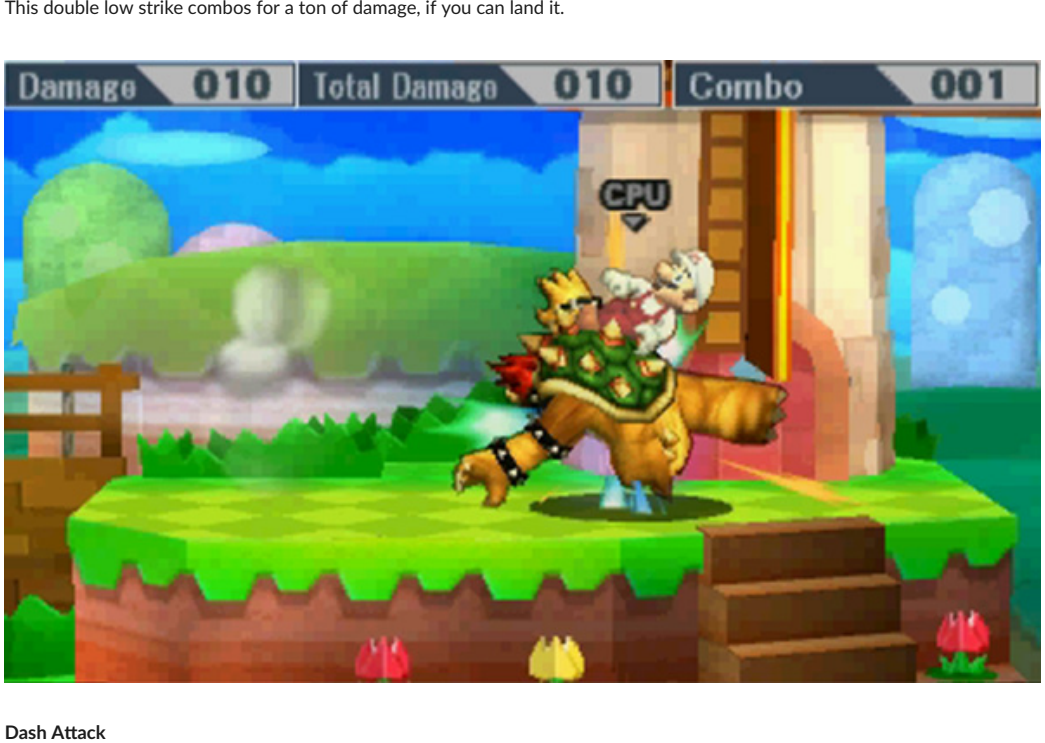
Up Tilt

Bowser swings his arm over his head and attacks behind him. Be sure you're facing the right way before using this attack!


Damage 014
Total Damage 014
Combo 001

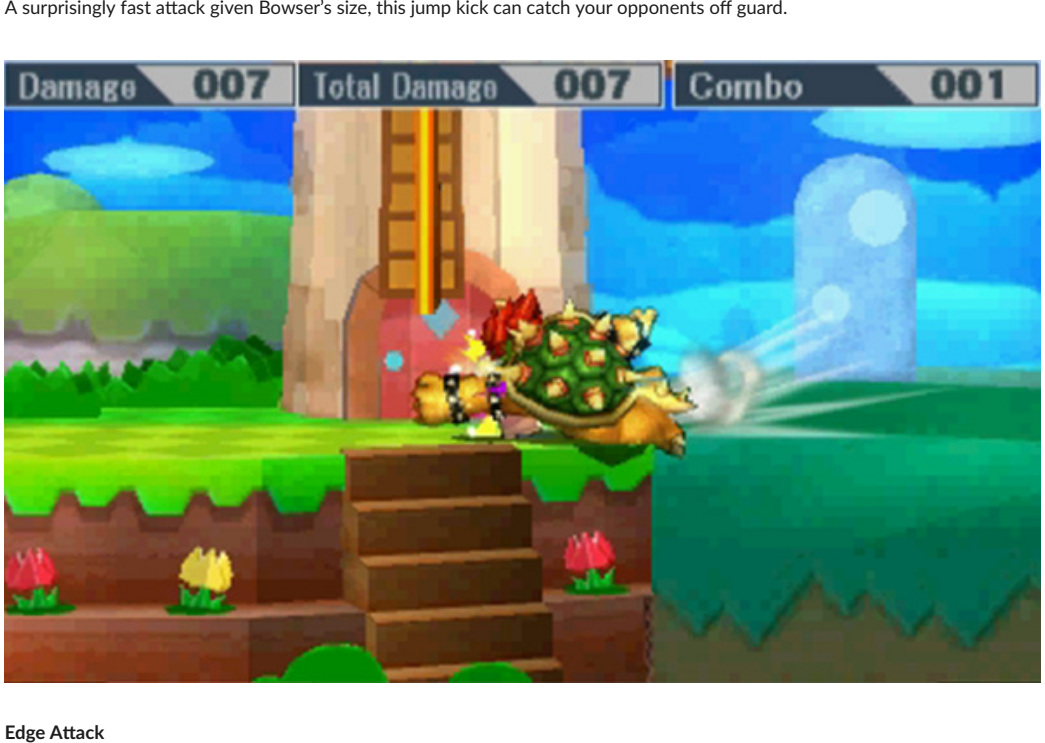
Down Tilt

This double low strike combos for a ton of damage, if you can land it.


Damage 010
Total Damage 010
Combo 001
CPU

Dash Attack

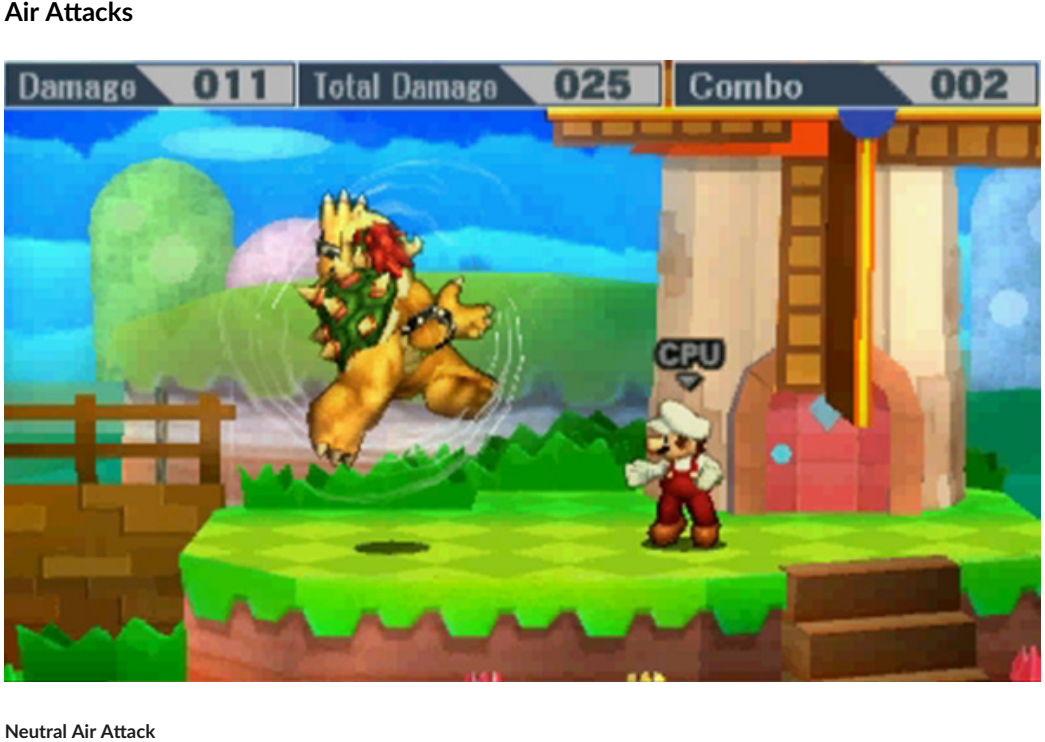
A surprisingly fast attack given Bowser's size, this jump kick can catch your opponents off guard.


Damage 007
Total Damage 007
Combo 001

Edge Attack

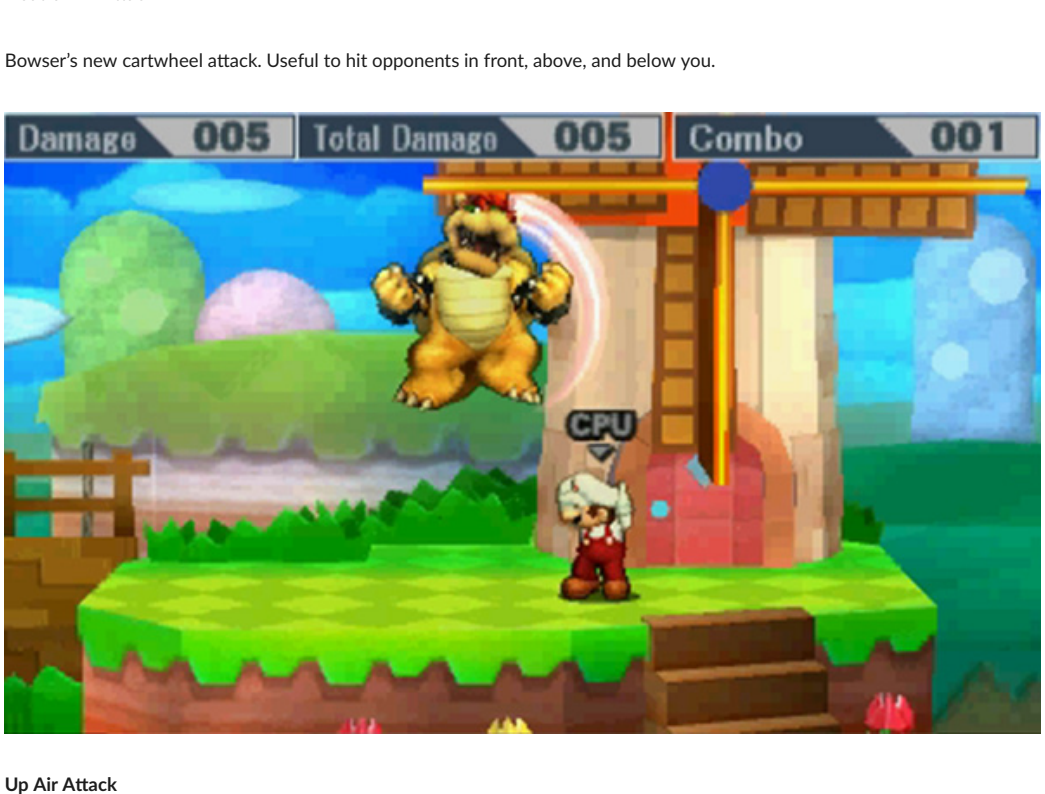
Bowser returns to the stage with a solid punch sweep.

Air Attacks


Damage 011
Total Damage 025
Combo 002
CPU

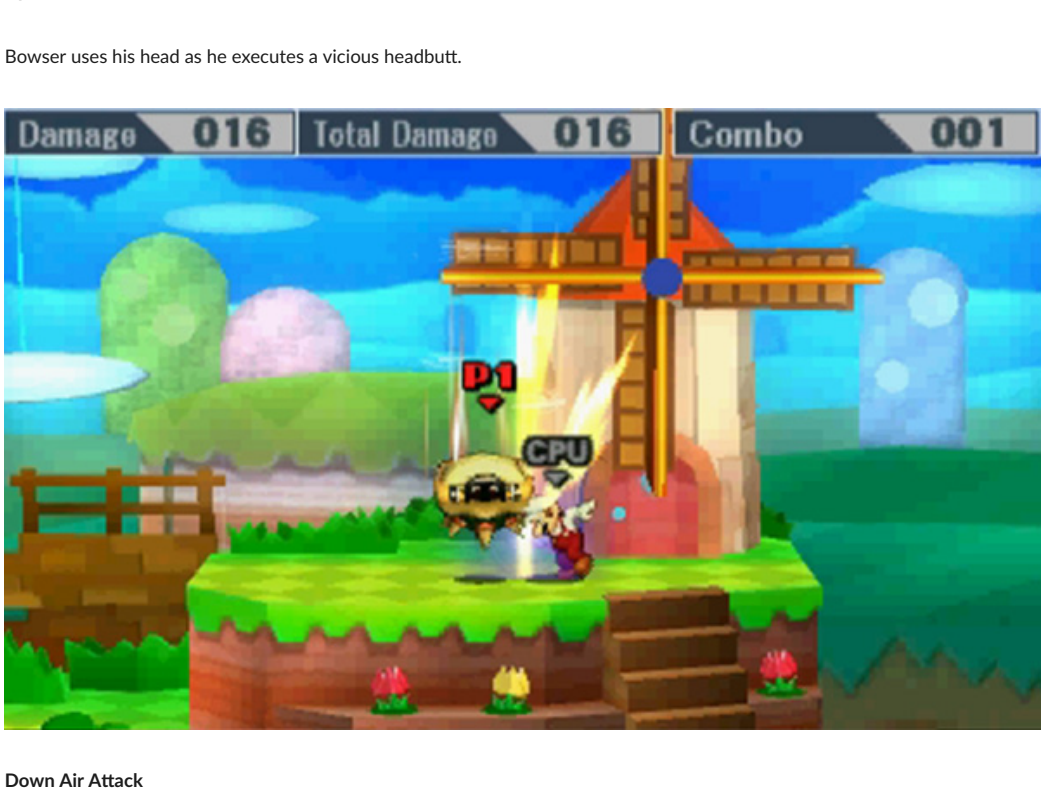
Neutral Air Attack

Bowser's new cartwheel attack. Useful to hit opponents in front, above, and below you.


Damage 005
Total Damage 005
Combo 001
CPU

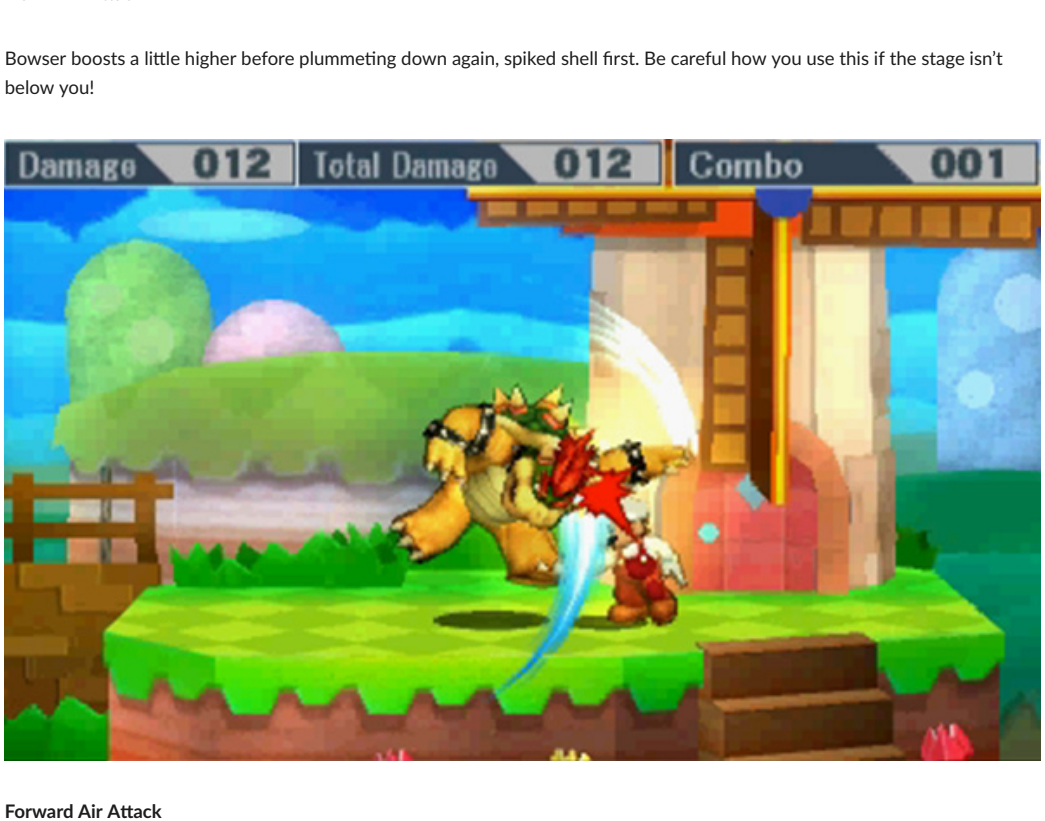
Up Air Attack

Bowser uses his head as he executes a vicious headbutt.


Damage 016
Total Damage 016
Combo 001
P1
CPU

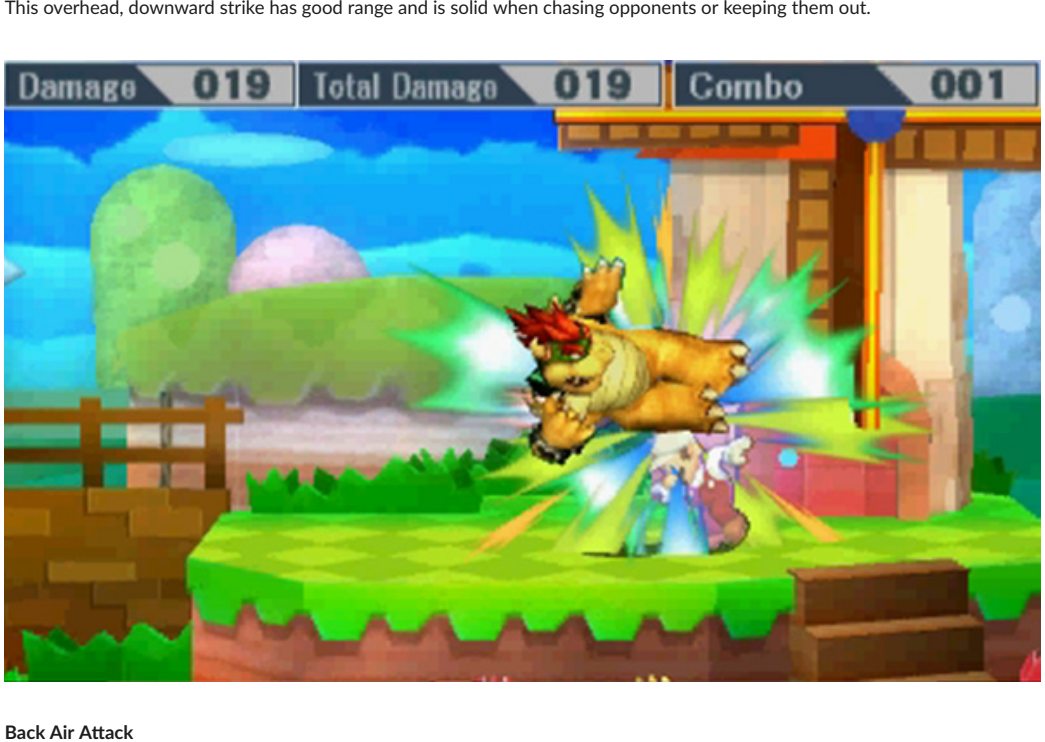
Down Air Attack

Bowser boosts a little higher before plummeting down again, spiked shell first. Be careful how you use this if the stage isn't below you!


Damage 012
Total Damage 012
Combo 001

Forward Air Attack

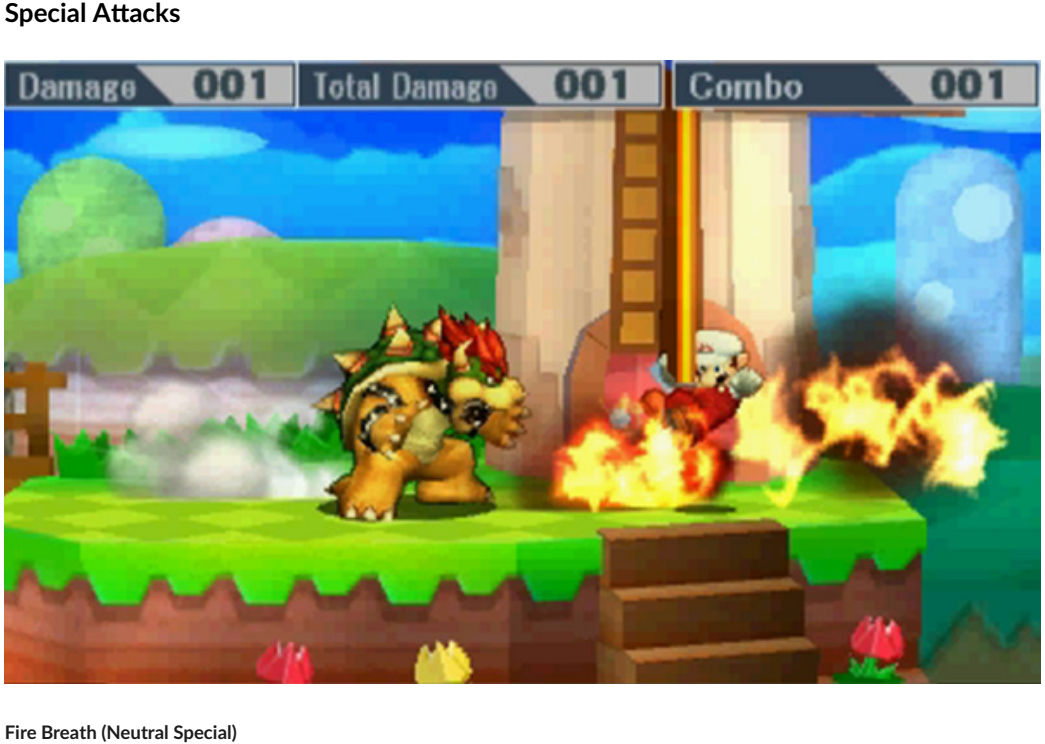
This overhead, downward strike has good range and is solid when chasing opponents or keeping them out.


Damage 019
Total Damage 019
Combo 001

Back Air Attack

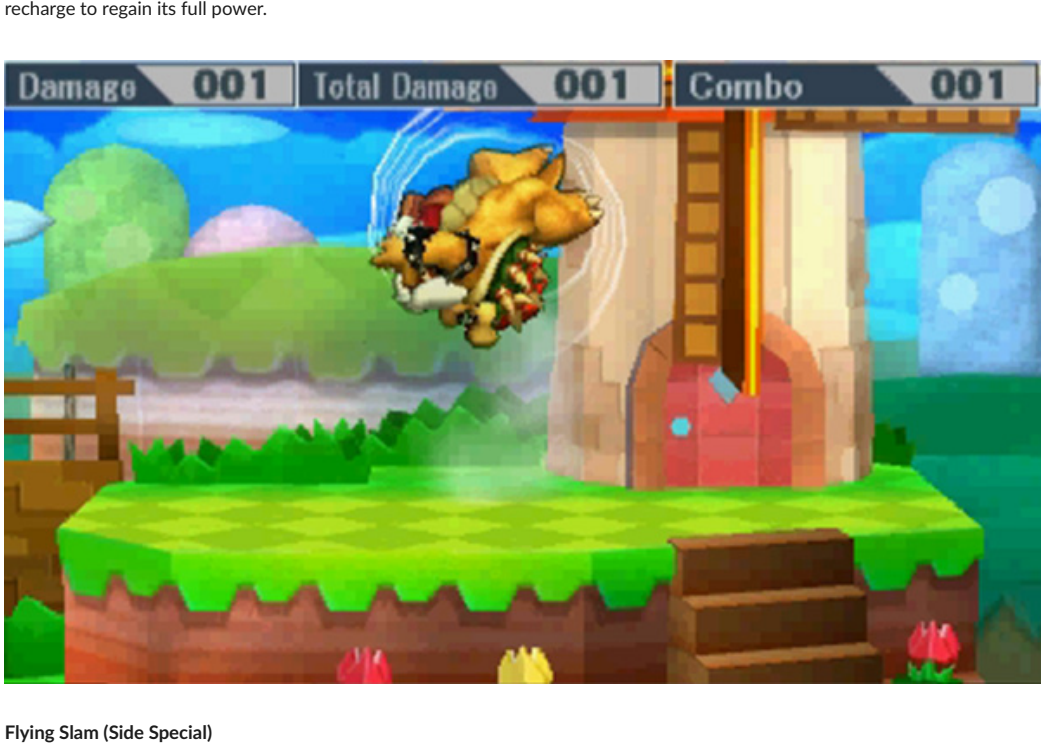
One of Bowser's best knockout moves, this dropkick is deadly.

Special Attacks


Damage 001
Total Damage 001
Combo 001

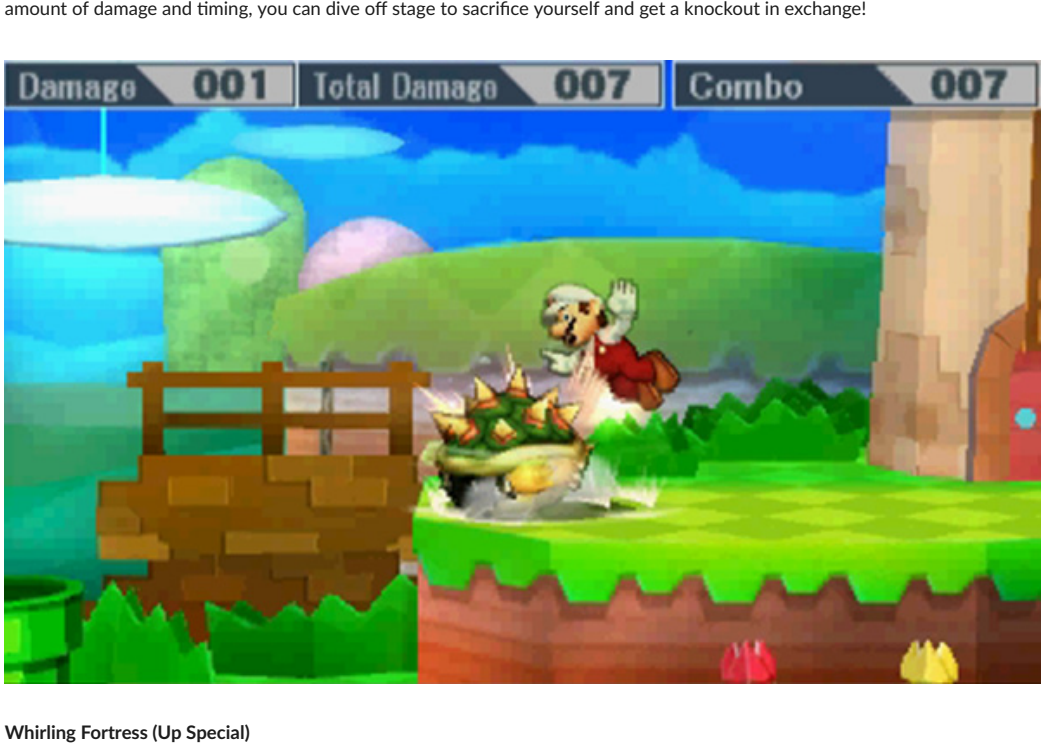
Fire Breath (Neutral Special)

Bowser breathes fire onto his opponents. The longer you hold the button, the more this attack's range and power reduces. The end of its range has a small push effect, and you can vary the angle of the attack a little bit. Give it a couple seconds to recharge to regain its full power.


Damage 001
Total Damage 001
Combo 001

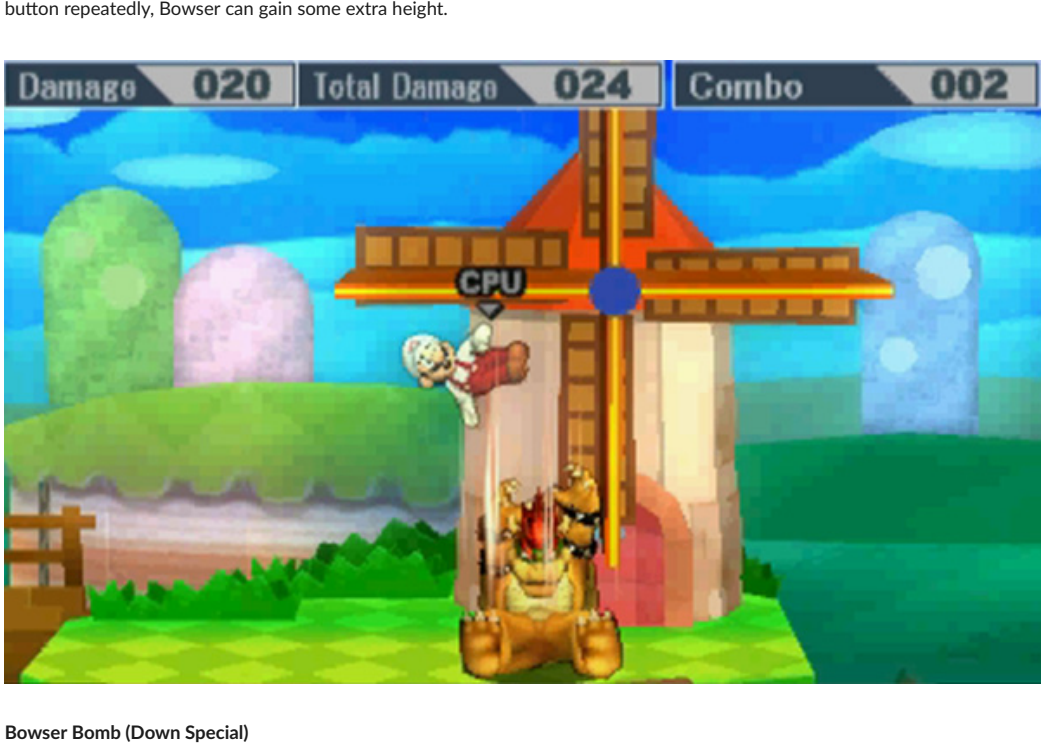
Flying Slam (Side Special)

Bowser swings his arm and, on contact, grabs your opponent and leaps into the air to bodyslam that opponent! With the right amount of damage and timing, you can dive off stage to sacrifice yourself and get a knockout in exchange!


Damage 001
Total Damage 007
Combo 007

Whirling Fortress (Up Special)

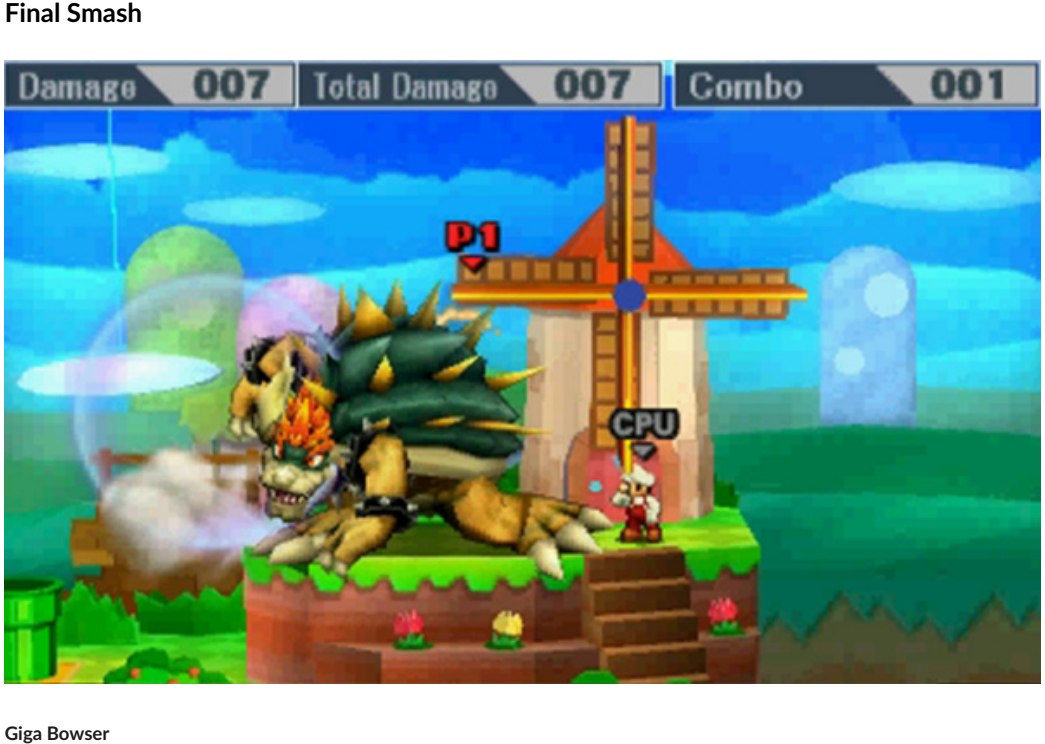
Bowser ducks into his spiked shell and performs a spin attack. He can move horizontally during the spin, and if you hit the button repeatedly, Bowser can gain some extra height.


Damage 020
Total Damage 024
Combo 002
CPU

Bowser Bomb (Down Special)

Bowser jumps into the air, horns first, before returning with a stomp! This attack can hit on the way up and again as Bowser comes back down.

Final Smash


Damage 007
Total Damage 007
Combo 001
P1
CPU

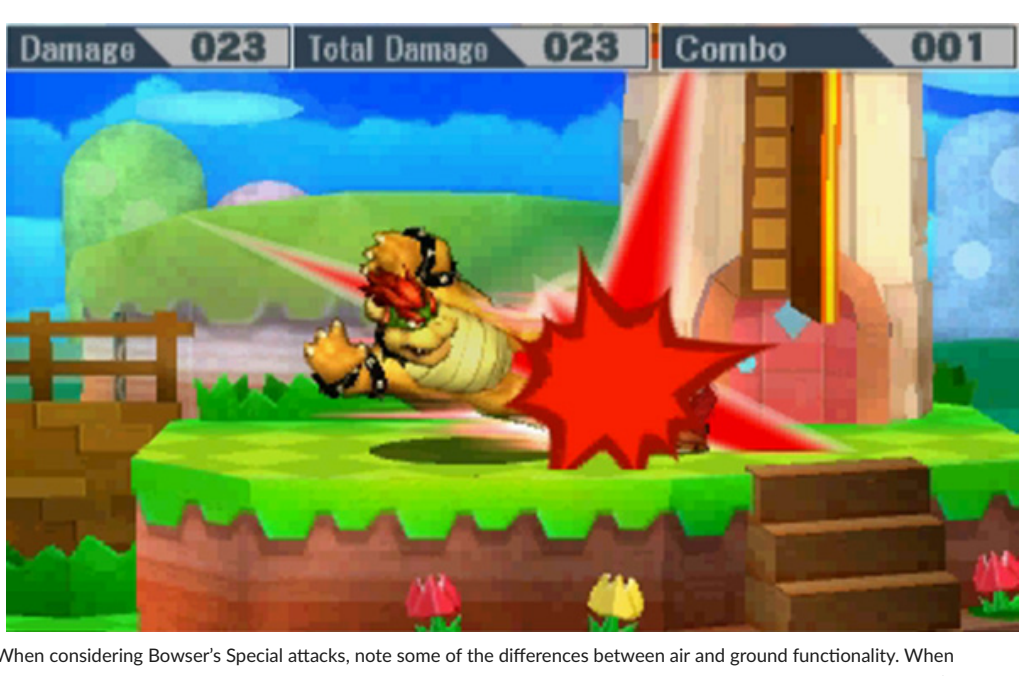
Giga Bowser

Bowser transforms into Giga Bowser for about 15 seconds! That's right: a GIGANTIC version of Bowser! In this form, Bowser still takes damage but will not flinch when he gets hit. Most of Giga Bowser's attacks are the same as regular Bowser's but most do more damage. One notable exception is SIDE SMASH, which is a headbutt for Giga Bowser but a dropkick for regular Bowser. Giga Bowser's regular attacks are claw swipes instead of Bowser's double punch, and his dash attack leaves him grounded in an unfavorable position. Yes, you will be a big target, but opponents will run away from you in fear of your knockout power!

Strategy

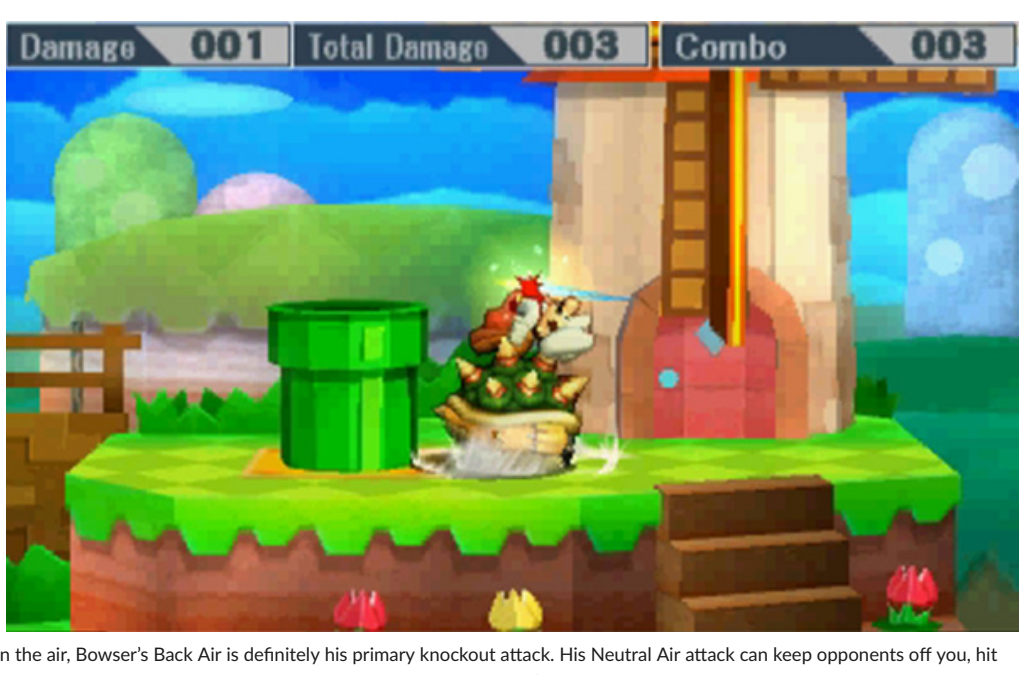
While Bowser is tied for heaviest character in the game, he is also one of the slowest. At a low percentage, he can absorb lower-damage attacks without flinching, so use this to your advantage—try to exchange hits because you will almost always win the trade in damage output. Bowser also has some armor on his Whirling Fortress and Flying Slam, and this armor makes it generally easier to connect with your opponent. With Bowser's large size comes extended range with his Tilt attacks. Bowser's Forward Tilt and Up Tilt should be incorporated when spacing your opponent. Take your time and remember you will almost always be able to reach your opponent before your opponent can reach you!

Damage 001
Total Damage 001
Combo 001


Damage 023
Total Damage 023
Combo 001

When considering Bowser's Special attacks, note some of the differences between air and ground functionality. When performed on the ground, Whirling Fortress stays grounded, and while Bowser can still control it horizontally, he can't move to fall off the stage. When he performs Bowser Bomb in the air, it will go directly down from his current position, and he will also no longer perform his upward headbutt before descending. Bowser Bomb can be particularly useful in free-for-all battles thanks to its large hitbox, but note that Bowser can be hit out of it from below! Given its long recovery, you'll want to use this sparingly, as your opponents will definitely be on the lookout for it. If you can hit it just right, though, Bowser Bomb will do a lot of damage to your opponent's shield!

Damage 010
Total Damage 010
Combo 001


Damage 001
Total Damage 003
Combo 003

In the air, Bowser's Back Air is definitely his primary knockout attack. His Neutral Air attack can keep opponents off you, hit opponents below you, and allow you to chase with Up Air. Bowser's Forward Air attack is good to chase opponents off stage, and his Down Air sends opponents up and away on a direct hit. If your opponents are shielding a lot, remember to throw! The more scared they are of Bowser's throws, the easier it will be to hit them with your other heavy-hitting attacks! Against opponents who like to counter, use Bowser's Down Smash. The first hits are light, so the amplified counter damage won't hurt Bowser much, but if you connect, they will be in a world of pain. When edge-guarding, use Bowser's Fire Breath or consider going off-stage with Back Air! Even after a Back Air attempt, you should be able to recover with the aerial version of Whirling Fortress. .

Attacking Out of Dashing

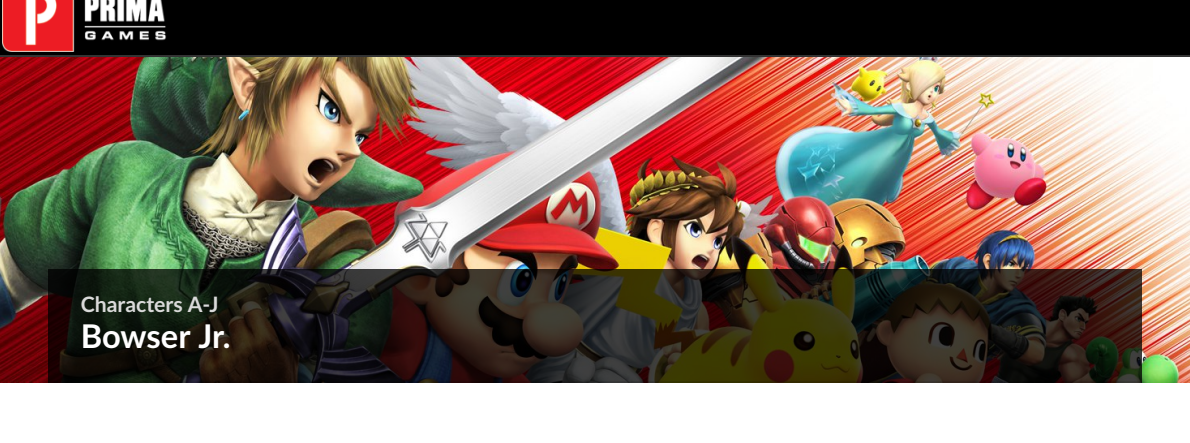
Bowser has the ability to attack during the stopping animation of his dash. To enter the stopping animation from a dash, simply release the direction or hit up or down—but you must have dashed far enough to trigger the stop animation when you let go of the direction. If you do this correctly, Bowser will be able to attack sooner than expected. This can make approaching with Bowser easier, and it bumps up his overall mobility.

Recovery

Bowser's main recovery option is Whirling Fortress. This gives him good vertical recovery, plus he can recover horizontally with it. Be sure to hit the button repeatedly to gain as much extra height as possible. Fire Breath is also useful as you make your way back to the stage—it can push opponents away from the edge, making it difficult for them to edge guard optimally. If approaching from high above the stage with an opponent waiting to punish your landing, you might want to Bowser Bomb to grab the edge. This strategy is risky because you have to get the spacing right or you'll plummet to your doom, but if done correctly, this should get you to the edge sooner than your opponent expects while giving you some invincibility on the edge. Finally, you can use Bowser's Down Air as he boosts himself up a little higher before plummeting straight down, but you must connect with the edge on the way up or you will KO yourself!

Damage 004
Total Damage 011
Combo 008
CPU

Damage 010
Total Damage 010
Combo 001



Characters A-J

Bowser Jr.

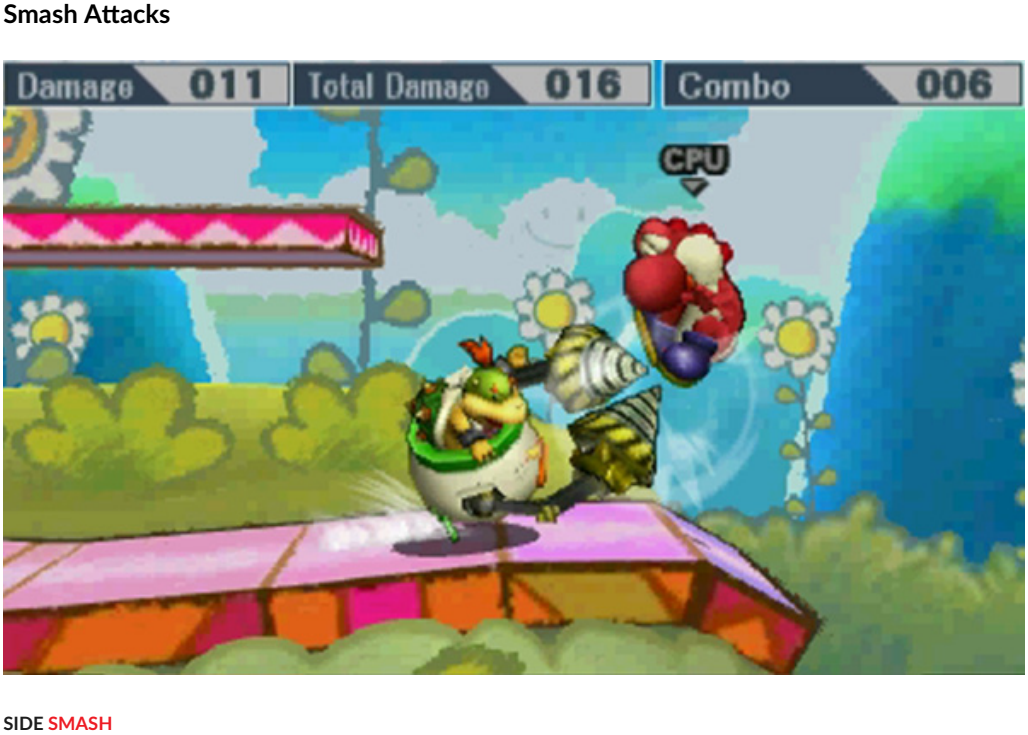
Trophy Description

Bowser's beloved, spoiled son sports a bandanna with a large mouth drawn on it. Like his father, Bowser Jr. longs to take Mario down. In *Smash Bros.*, he'll fight from inside his heavily armed Junior Clown Car. The Clown Car takes less damage than Bowser Jr., so mind your positioning.

Statistics

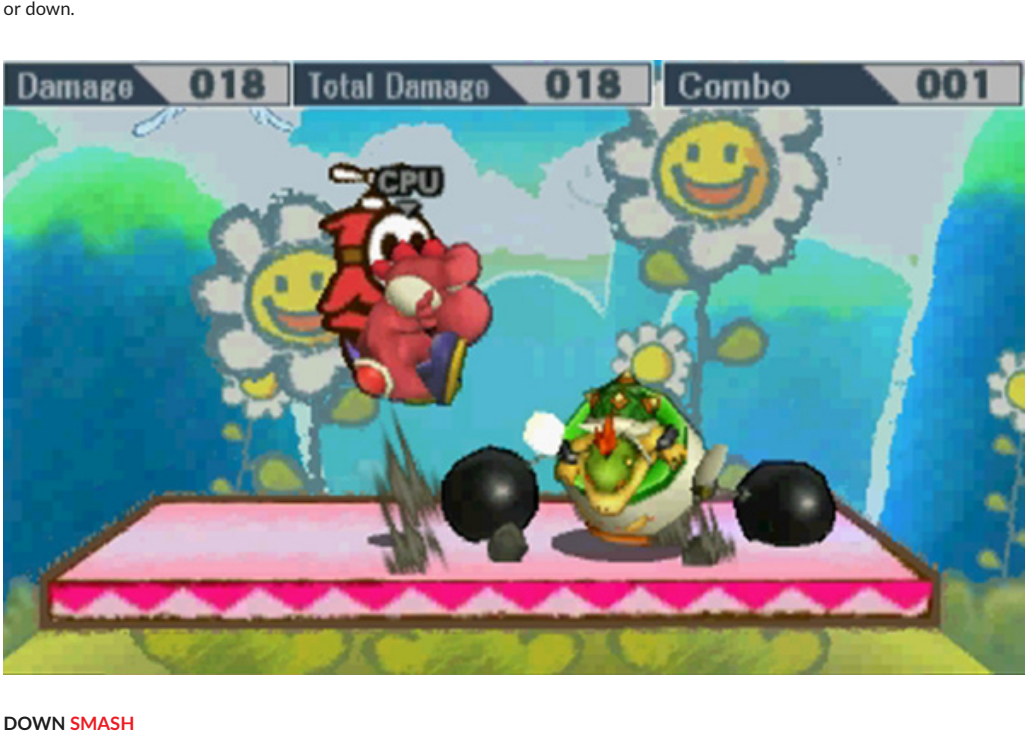
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 011
Total Damage 016
Combo 006
CPU

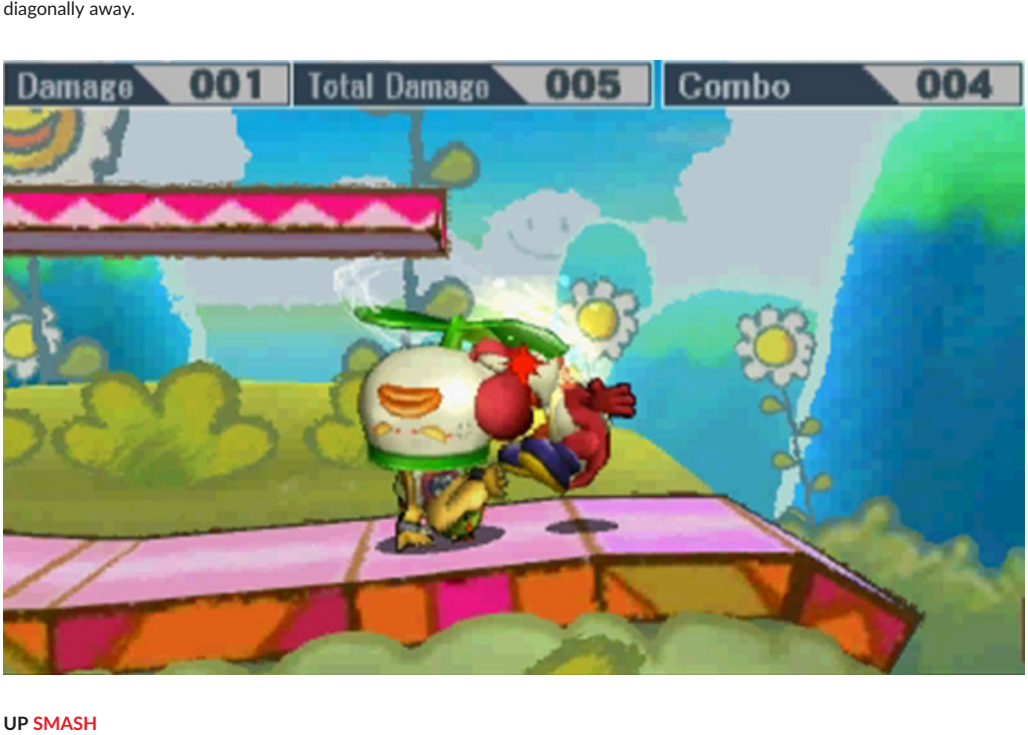
SIDE SMASH

Bowser Jr. uses the Junior Clown Car's drill arms to drill his opponents with this multi-hit attack. It can also be aimed slightly up or down.


Damage 018
Total Damage 018
Combo 001
CPU

DOWN SMASH

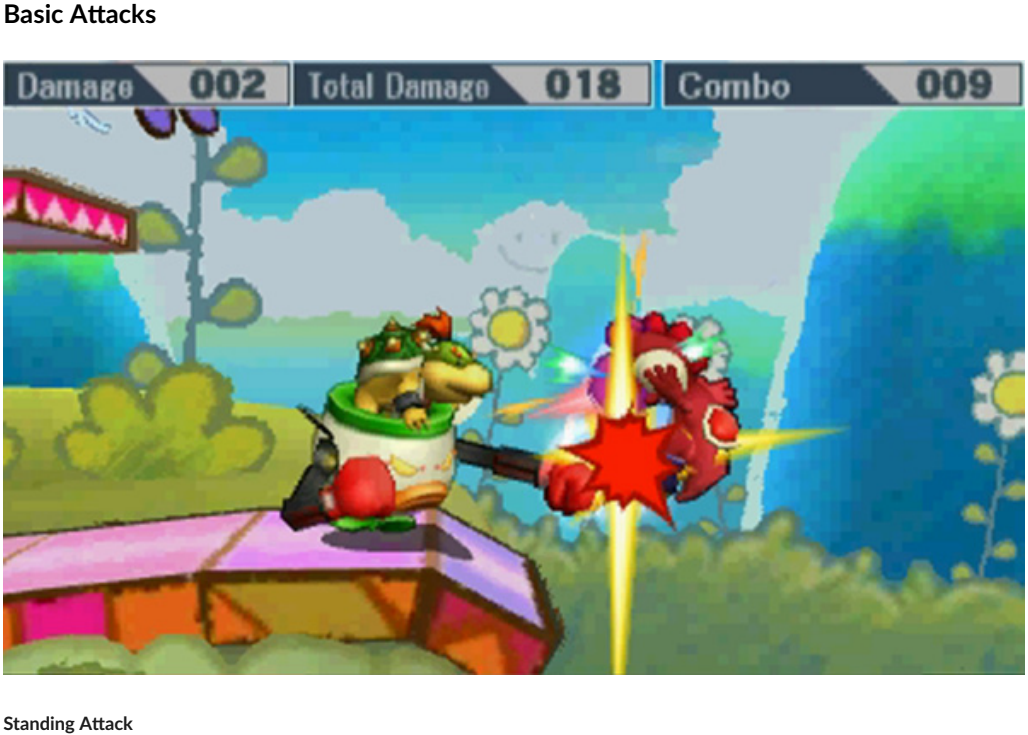
Bowser Jr. drops two giant cannonballs out of each side of the Junior Clown Car. Opponents hit by the cannonballs are blasted diagonally away.


Damage 001
Total Damage 005
Combo 004

UP SMASH

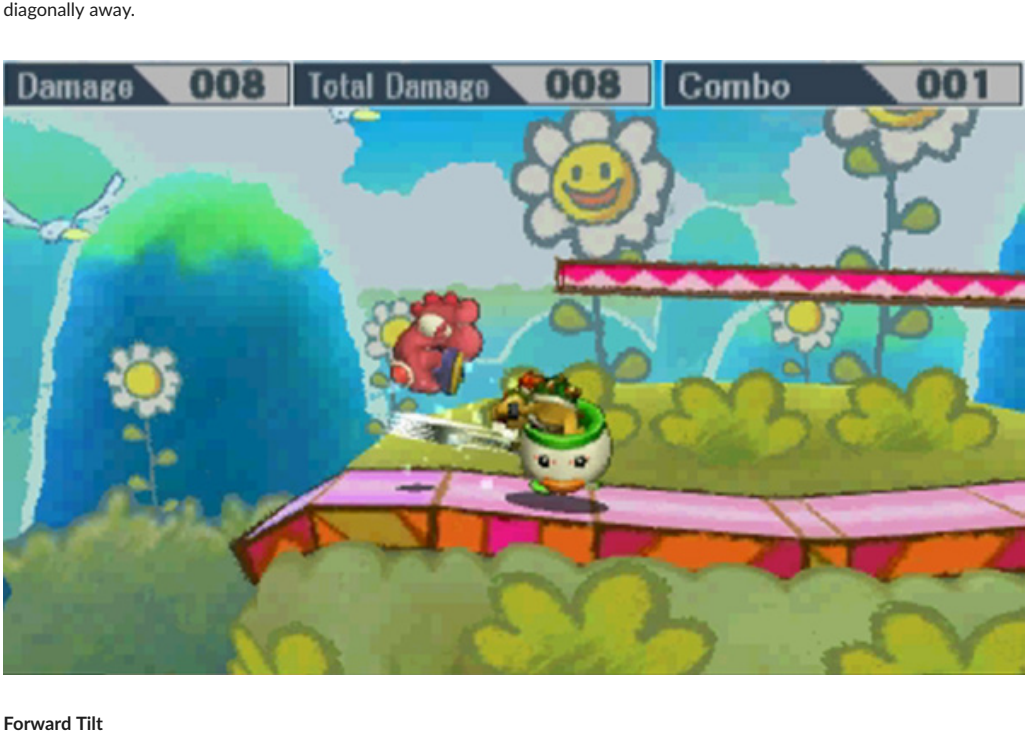
Bowser Jr. flips and uses the Junior Clown Car's spinning propeller to attack! Hits multiple times before launching the opponent upward.

Basic Attacks


Damage 002
Total Damage 018
Combo 009

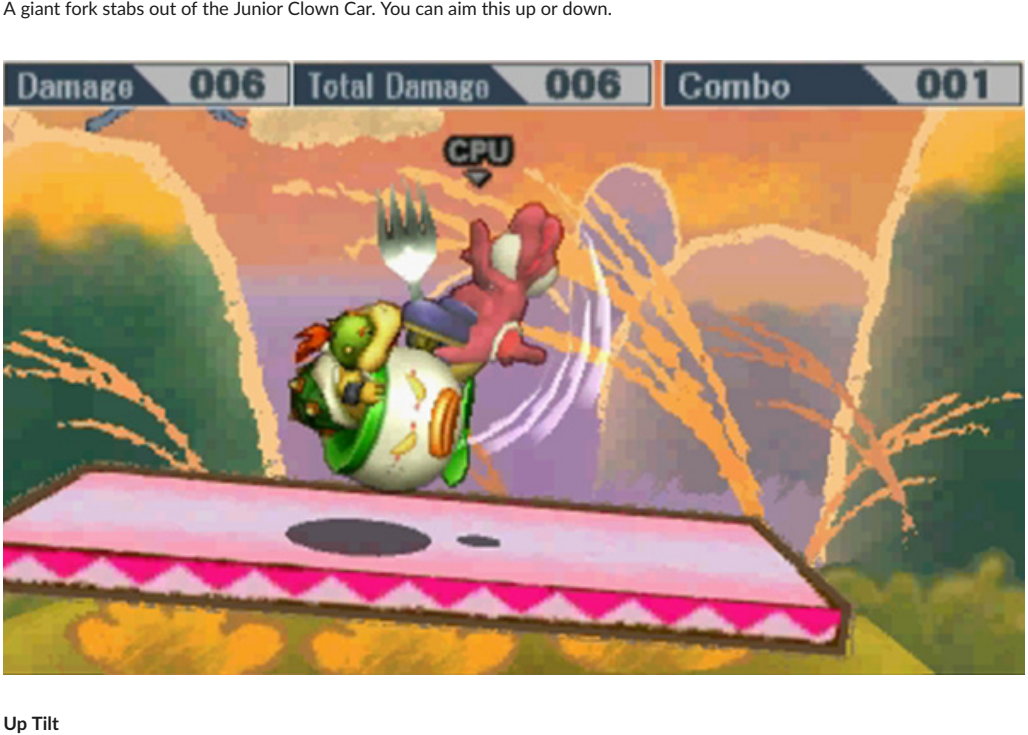
Standing Attack

The Junior Clown Car puts on its boxing gloves and punches twice before going into rapid punches and launching opponents diagonally away.


Damage 008
Total Damage 008
Combo 001

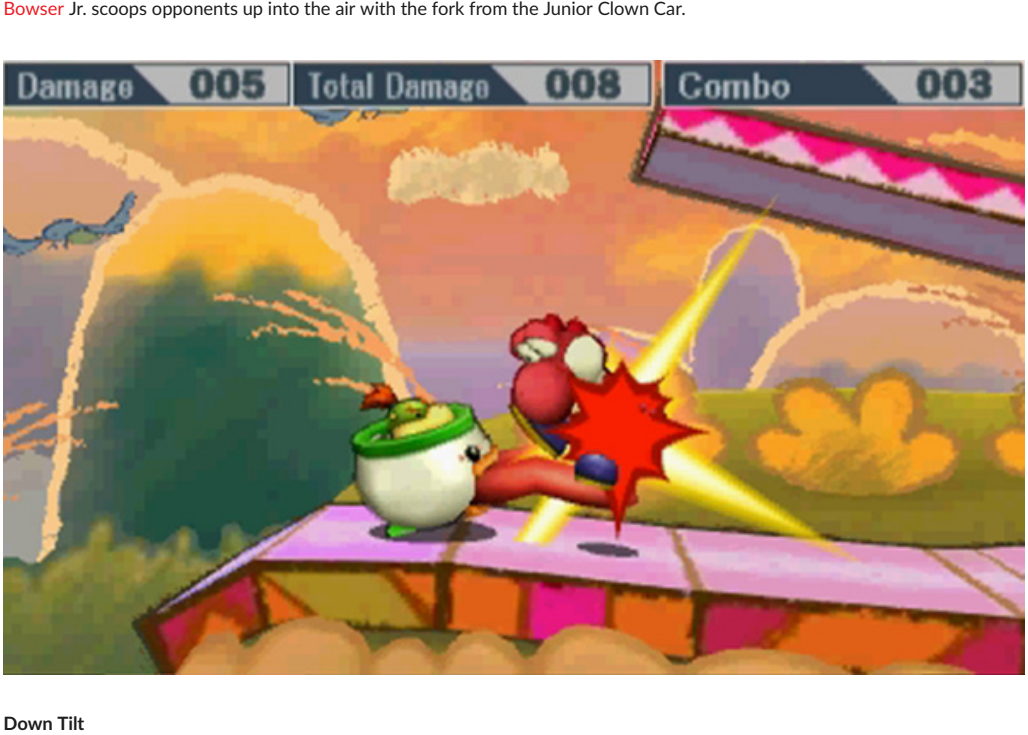
Forward Tilt

A giant fork stabs out of the Junior Clown Car. You can aim this up or down.


Damage 006
Total Damage 006
Combo 001
CPU

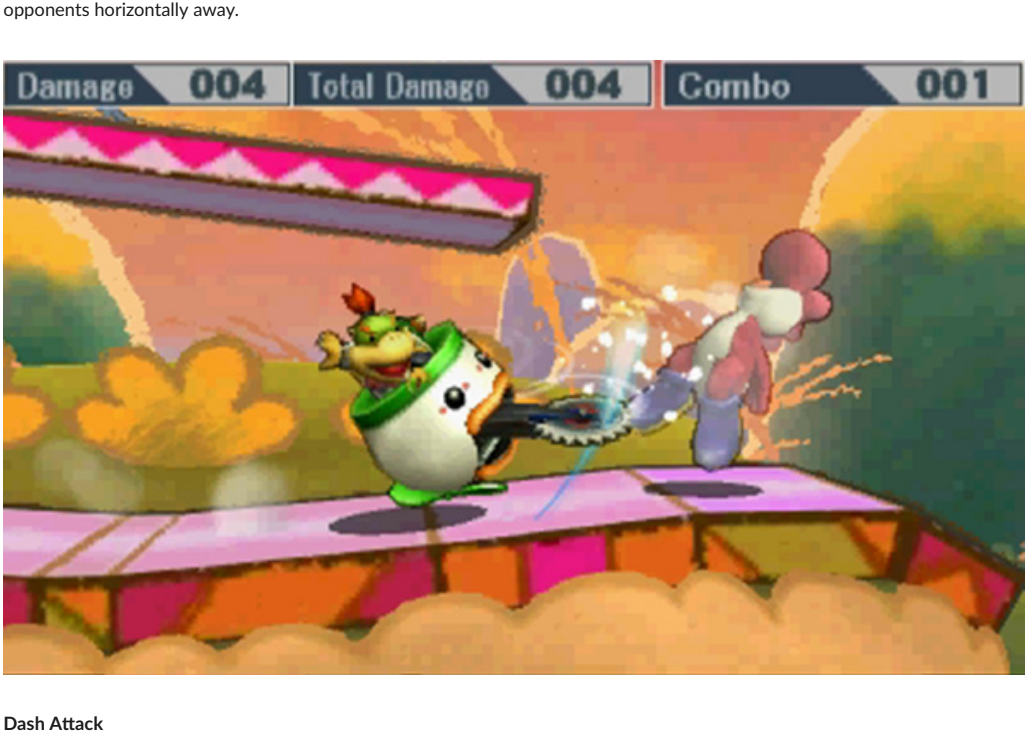
Up Tilt

Bowser Jr. scoops opponents up into the air with the fork from the Junior Clown Car.


Damage 005
Total Damage 008
Combo 003

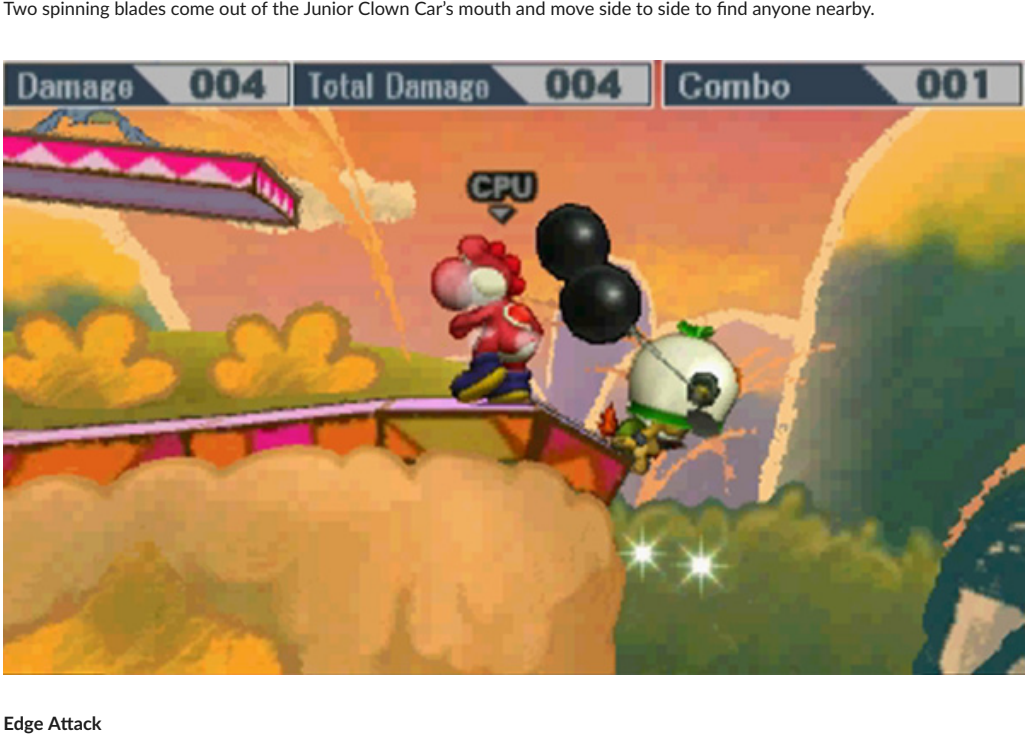
Down Tilt

The Junior Clown Car's mouth opens and a giant tongue comes out to deliver a licking! Hits multiple times and launches opponents horizontally away.


Damage 004
Total Damage 004
Combo 001

Dash Attack

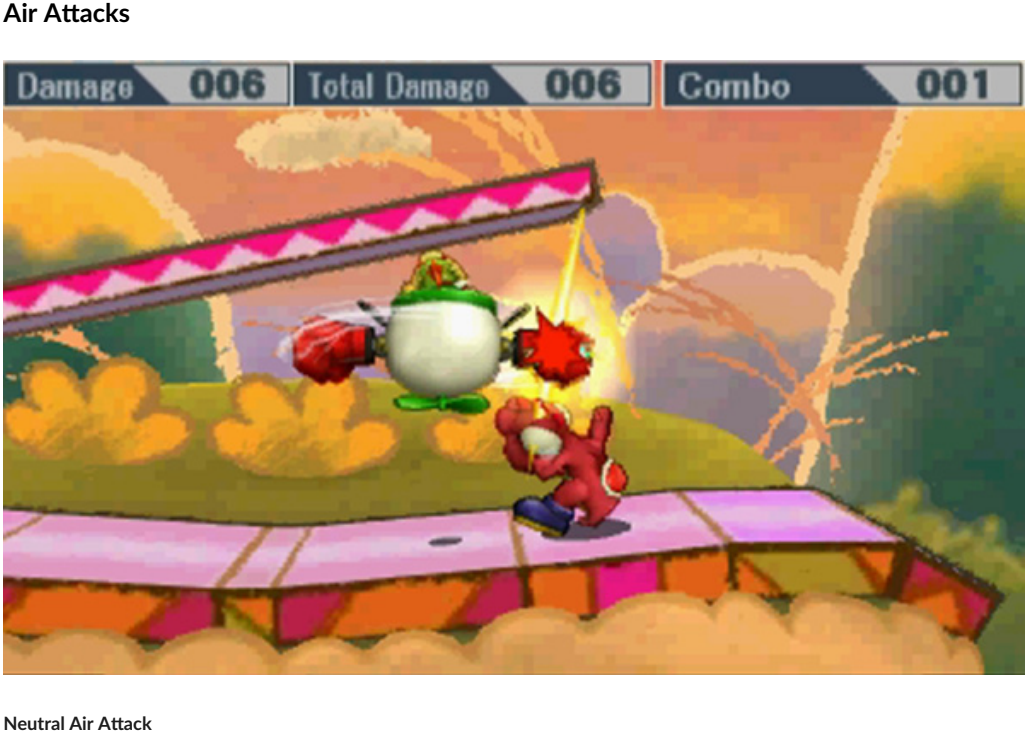
Two spinning blades come out of the Junior Clown Car's mouth and move side to side to find anyone nearby.


Damage 004
Total Damage 004
Combo 001
CPU

Edge Attack

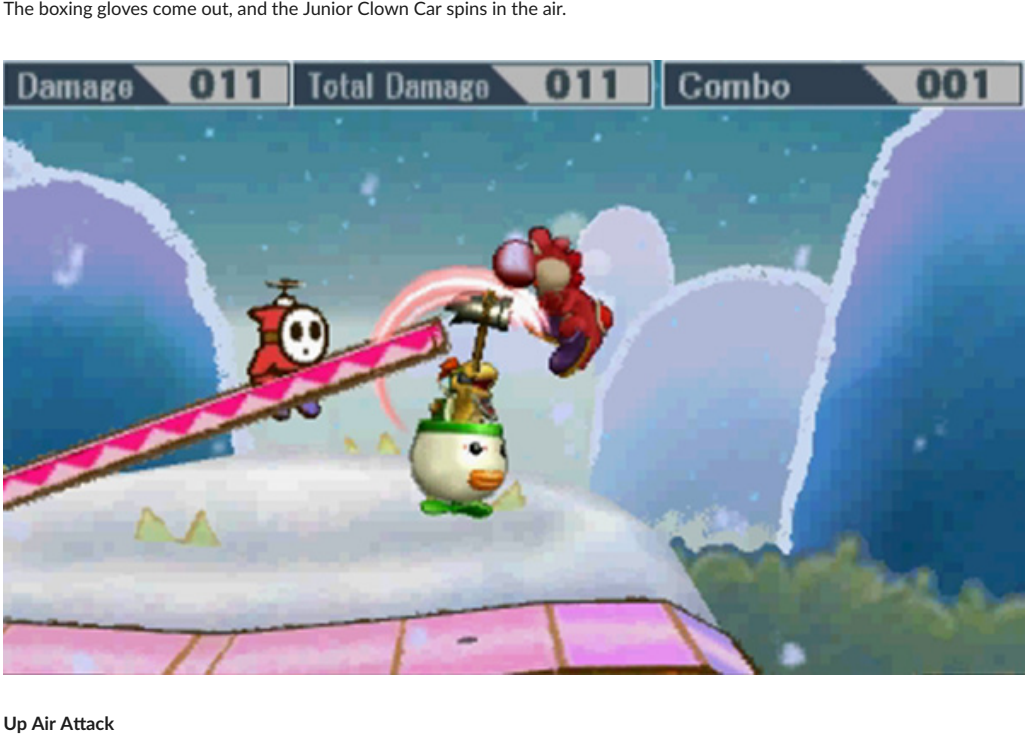
Chained cannonballs shoot back onto the stage, attacking anyone nearby before the Junior Clown Car flips itself back up with the chains.

Air Attacks


Damage 006
Total Damage 006
Combo 001

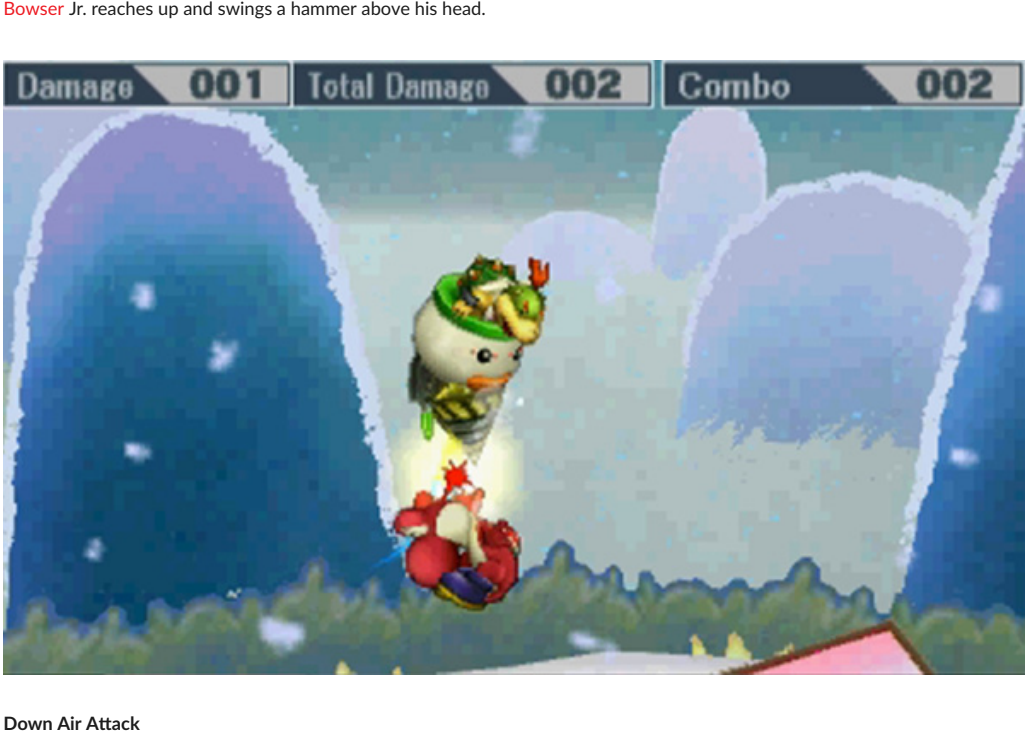
Neutral Air Attack

The boxing gloves come out, and the Junior Clown Car spins in the air.


Damage 011
Total Damage 011
Combo 001

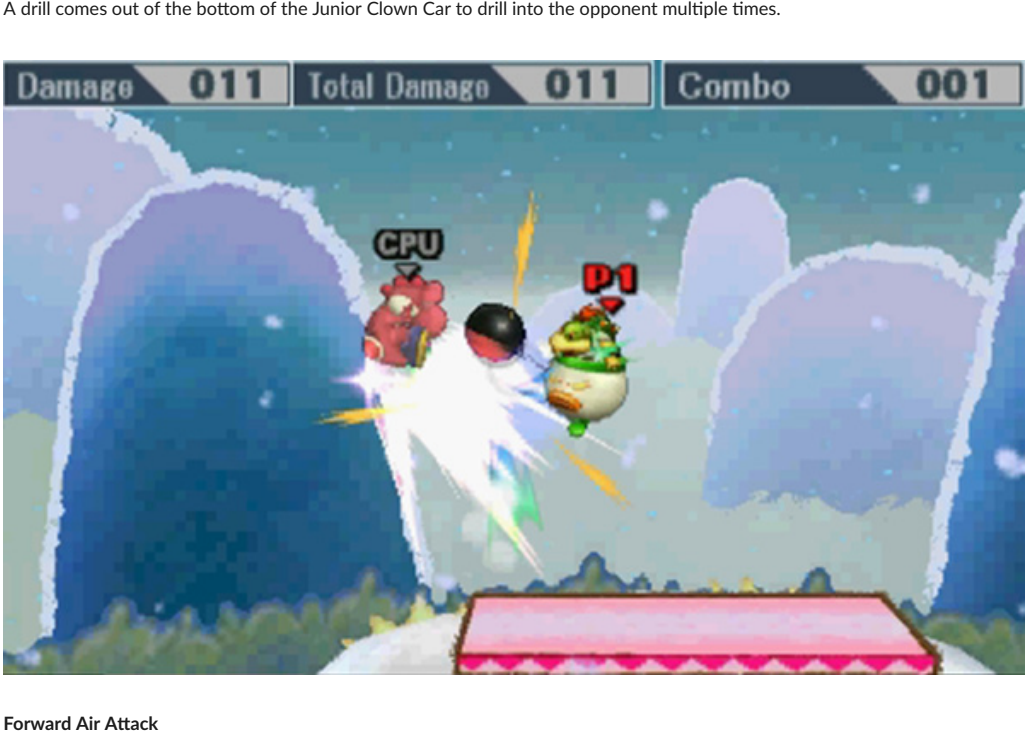
Up Air Attack

Bowser Jr. reaches up and swings a hammer above his head.


Damage 001
Total Damage 002
Combo 002

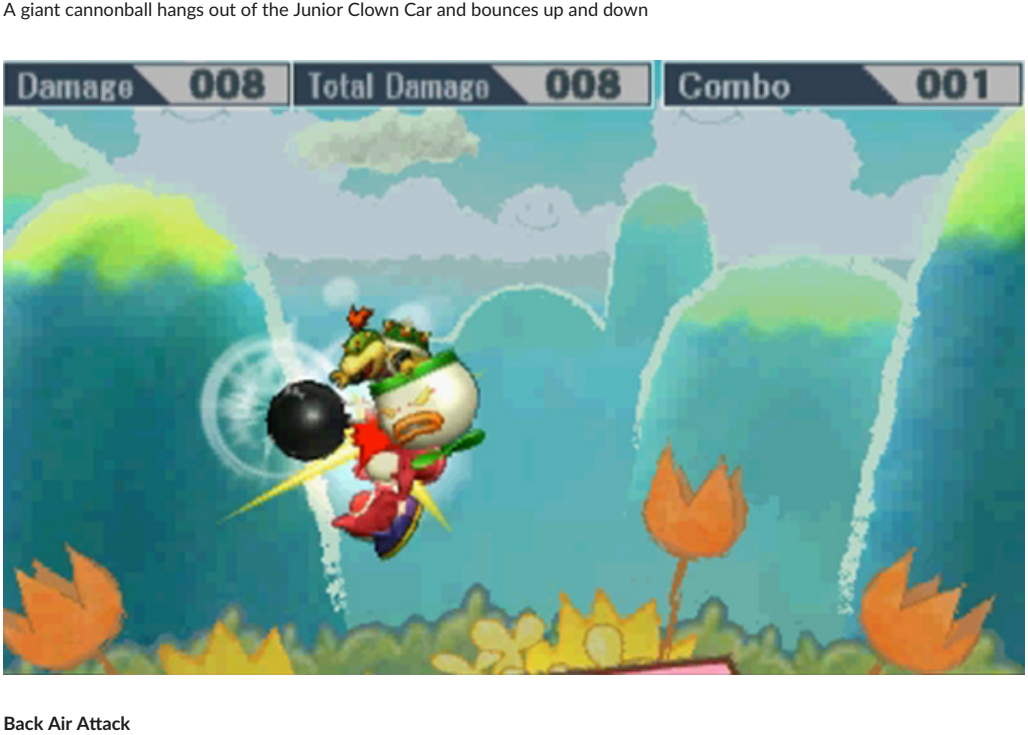
Down Air Attack

A drill comes out of the bottom of the Junior Clown Car to drill into the opponent multiple times.


Damage 011
Total Damage 011
Combo 001
CPU
P1

Forward Air Attack

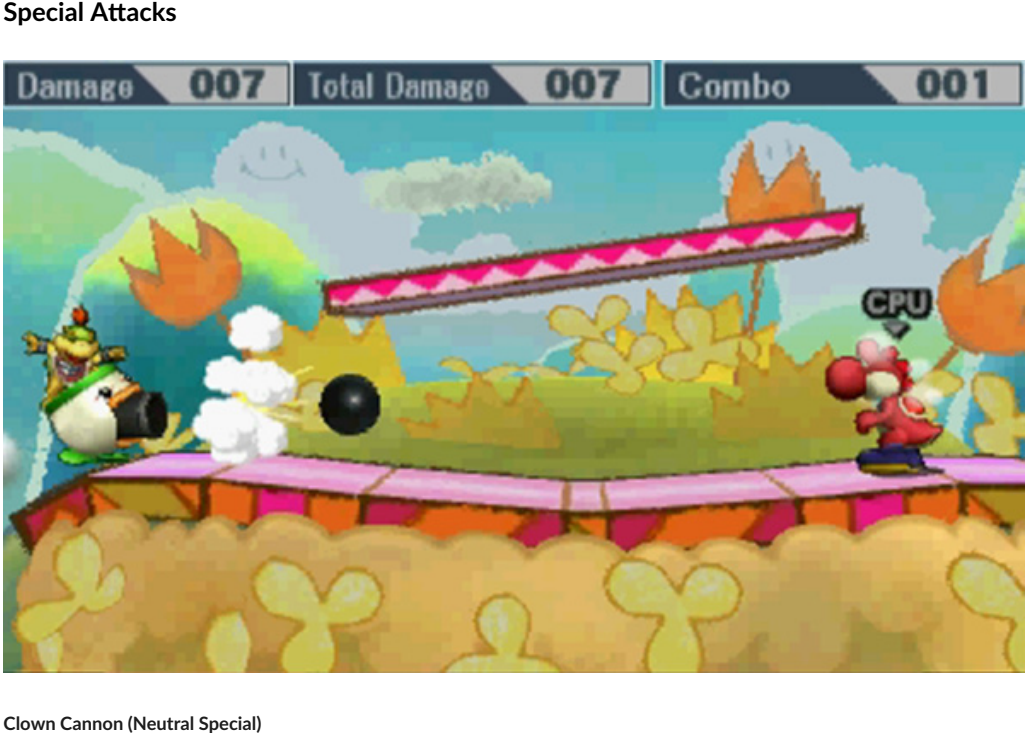
A giant cannonball hangs out of the Junior Clown Car and bounces up and down


Damage 008
Total Damage 008
Combo 001

Back Air Attack

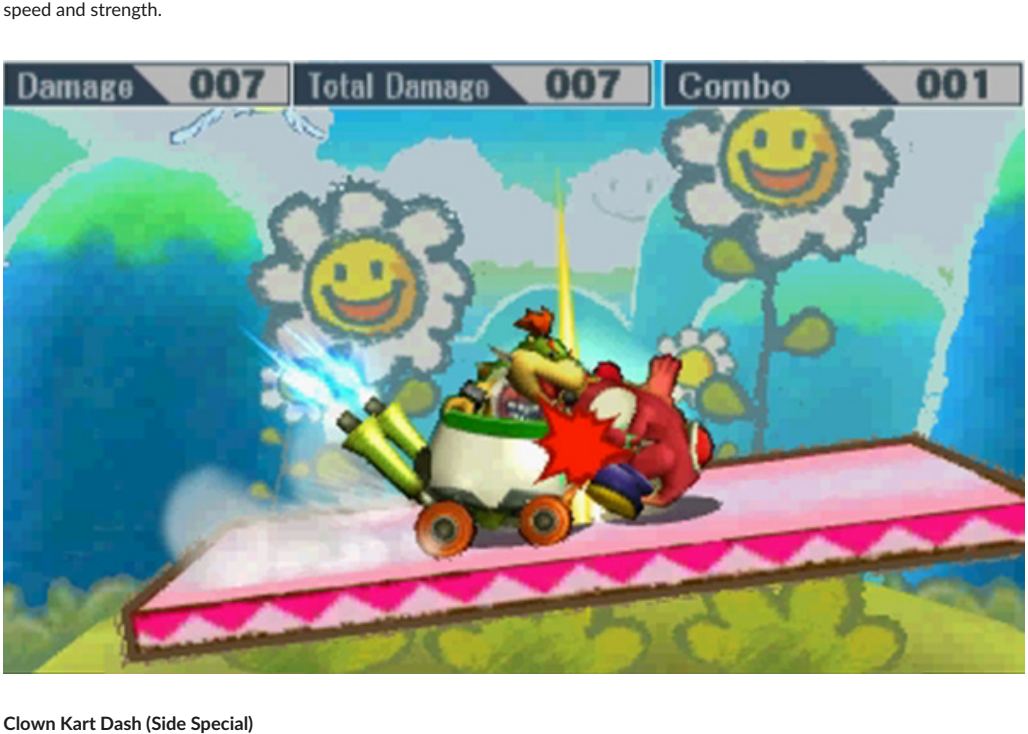
A cannonball comes out the front of the Junior Clown Car before it swings around to strike behind itself.

Special Attacks


Damage 007
Total Damage 007
Combo 001
CPU

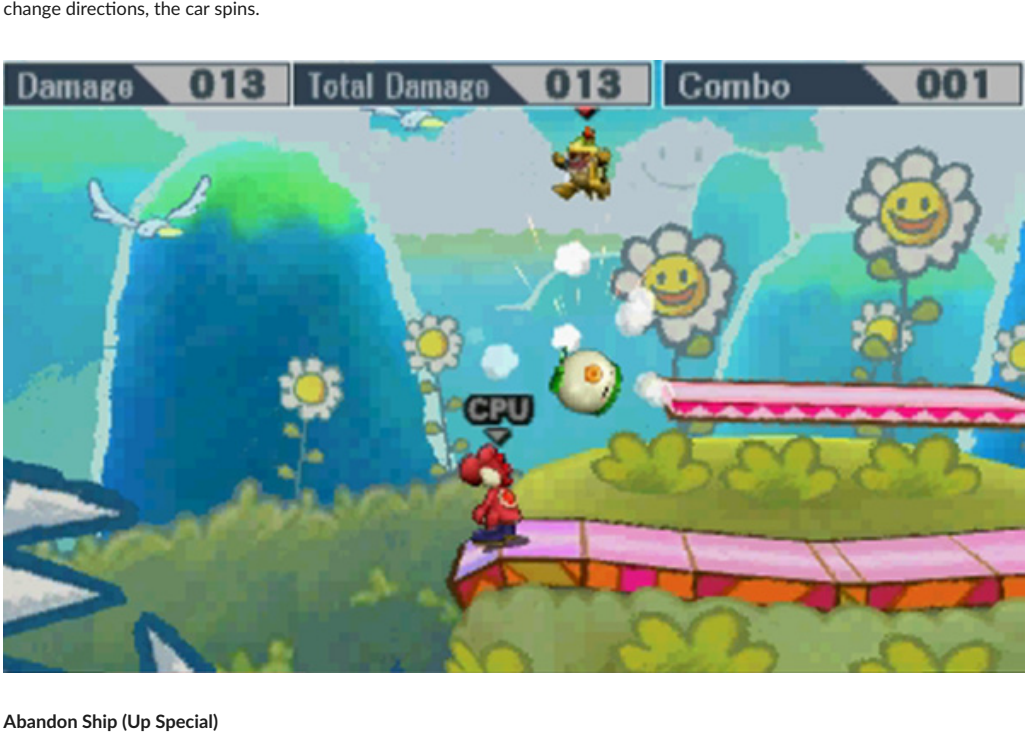
Clown Cannon (Neutral Special)

Bowser Jr.'s primary projectile, this fires a slow-moving cannonball. Holding down the Special button increases the cannonball's speed and strength.


Damage 007
Total Damage 007
Combo 001

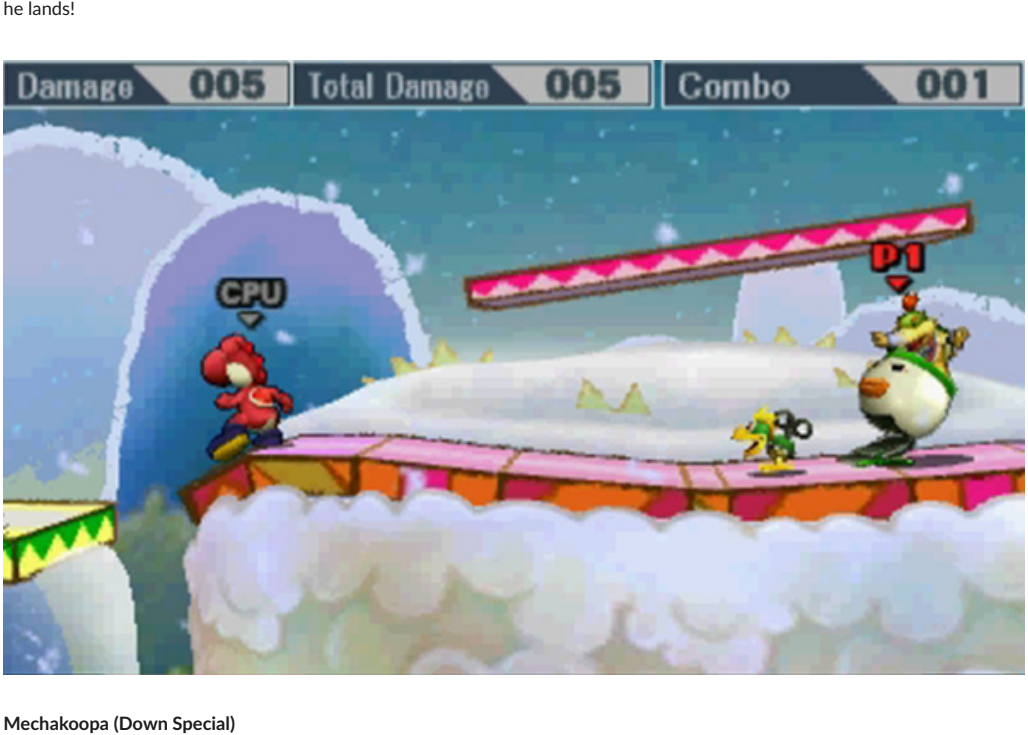
Clown Kart Dash (Side Special)

The Junior Clown Car sprouts wheels and takes off toward opponents. The faster it moves, the more damage it deals. If you change directions, the car spins.


Damage 013
Total Damage 013
Combo 001
CPU

Abandon Ship (Up Special)

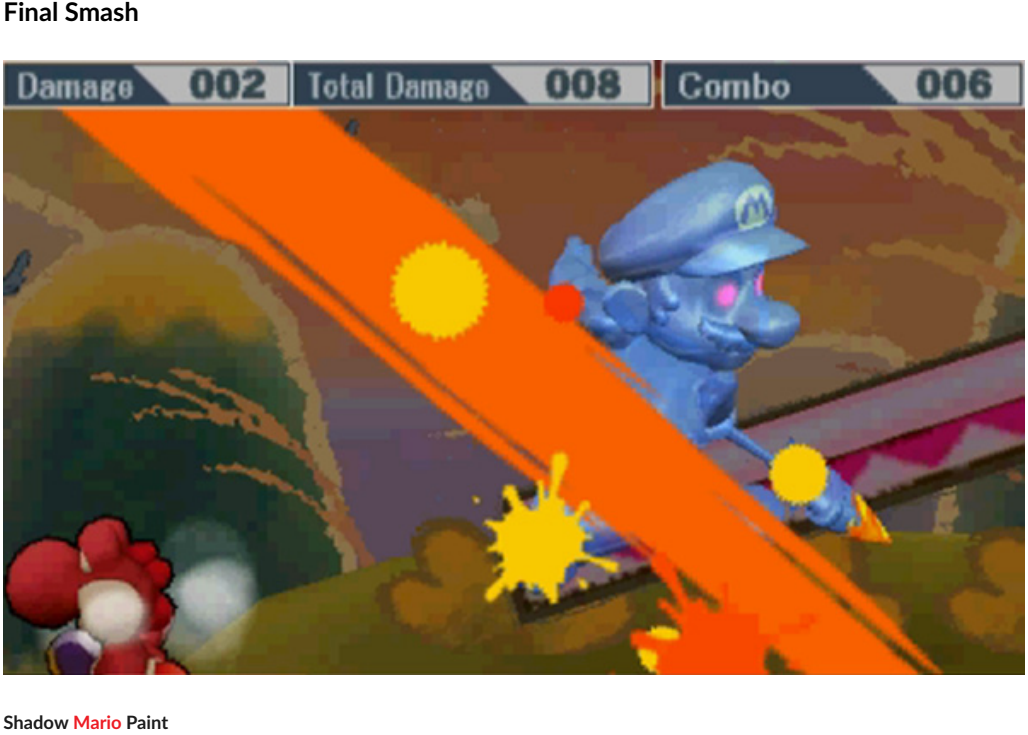
Bowser Jr. ejects himself out of the Junior Clown Car. Moments later, the car explodes, damaging nearby opponents! Without the car, Bowser Jr. can also attack while in the air. Don't worry about the car, though—it will respawn under Bowser Jr. when he lands!


Damage 005
Total Damage 005
Combo 001
CPU
P1

Mechakoopa (Down Special)

The Junior Clown Car spits out a Mechakoopa, which ticks back and forth along the ground. It explodes if thrown, if attacked, or if not contacted after a set amount of time. Only one Mechakoopa can be out at a time. Mechakoopa can also be picked up by Bowser Jr. or an enemy.

Final Smash


Damage 002
Total Damage 008
Combo 006

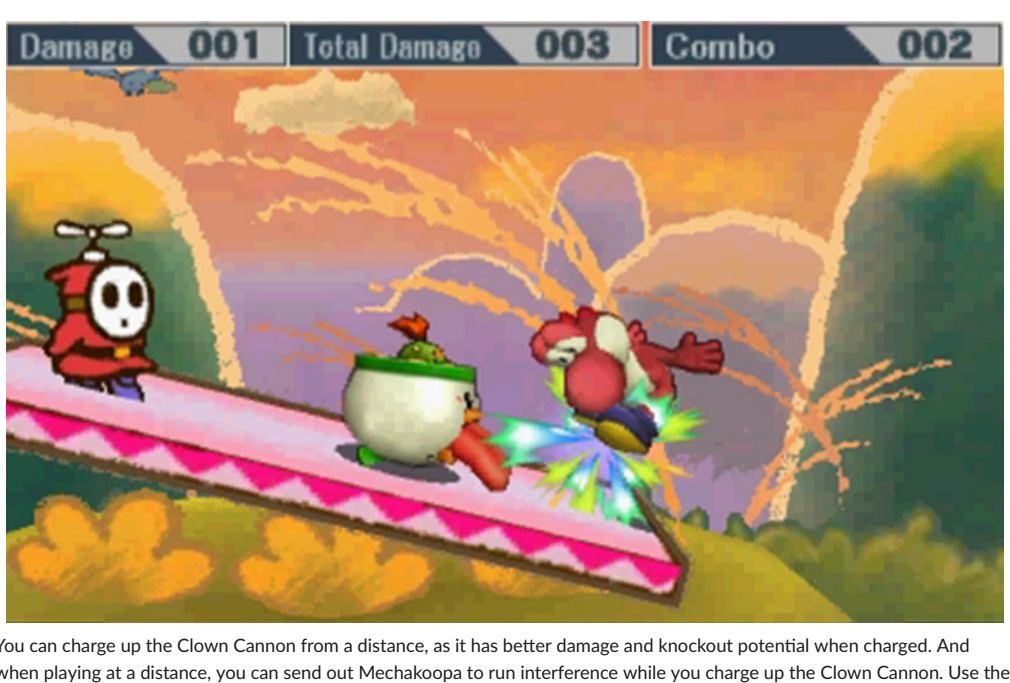
Shadow Mario Paint

Bowser Jr. gets in disguise as Shadow Mario and paints an "X" on the screen with his Magic Paintbrush. This is a stage-wide attack that hits opponents when they touch the paint. Bowser Jr., however, is free to move around and attack during it. When this move is activated, Bowser Jr. is teleported to the top left of the screen, so you can use this to save yourself from self-destructing as well. While this racks up damage well, it isn't particularly great at knocking opponents out, so it's important to use Bowser Jr. to get the KOs while opponents are taking damage from the paint.

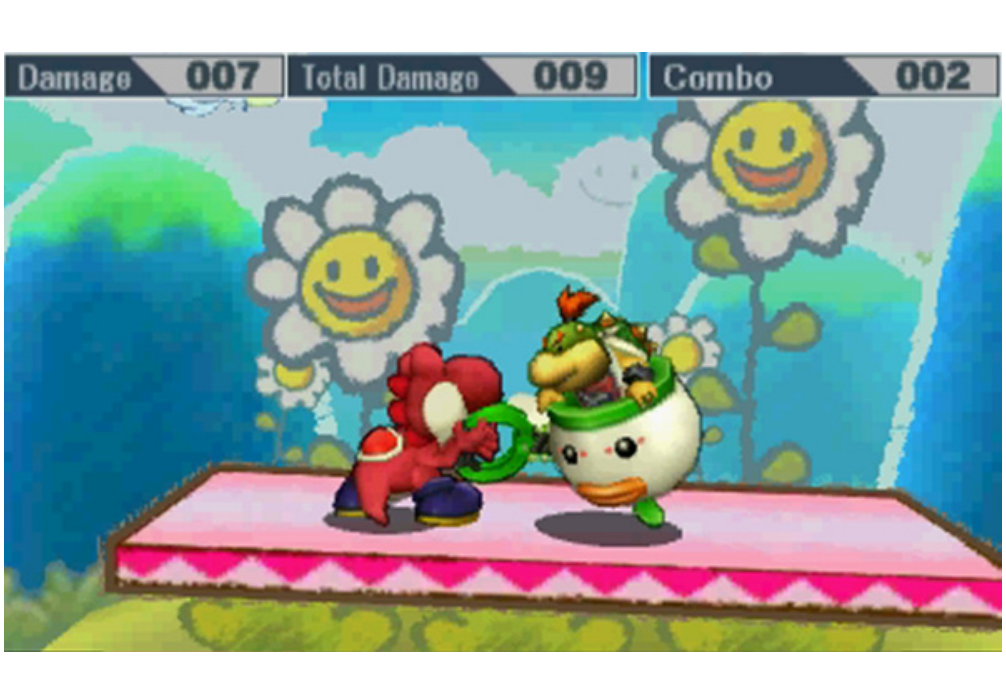
Strategy

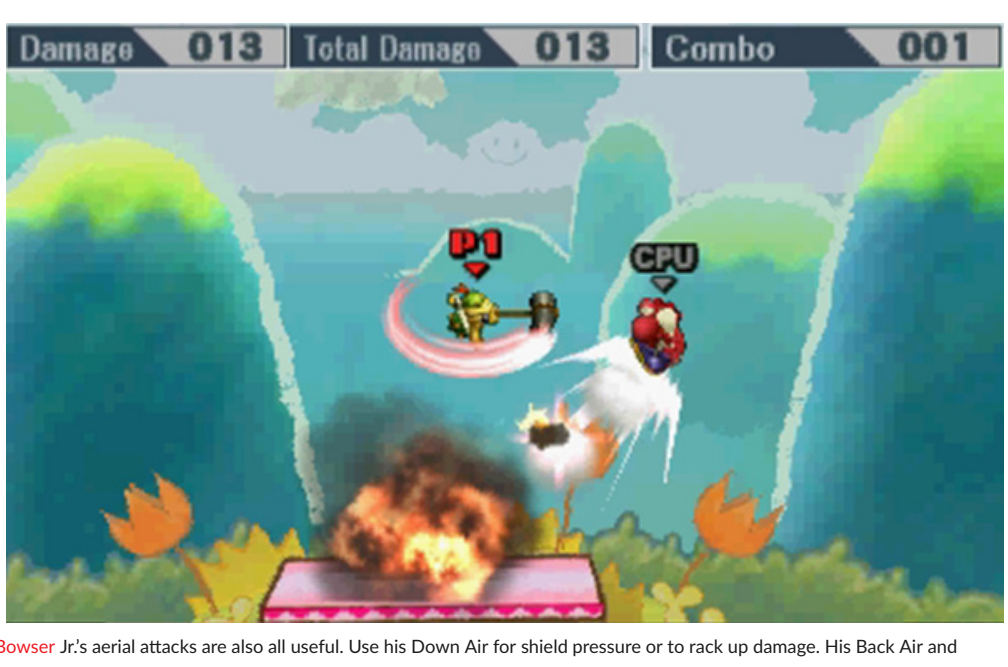
Bowser Jr. is one of the few heavy characters in the game that also has good mobility and recovery. Since the Junior Clown Car takes reduced damage compared to Bowser Jr., it's even more difficult for opponents to knock this character out! Once Bowser Jr. is KO'd, he has the means for both vertical and horizontal recovery, so he always has an option. The main thing to watch out for are moves with a lot of recovery, like his Down Smash, that leave you open to enemy attacks if opponents shield or evade you. With his Clown Cannon, Mechakoopa, and Clown Kart Dash, Bowser Jr. has options to effectively rack up damage from a distance, and up close, his Down Tilt, jabs, and Dash attack are good options.

Damage 005
Total Damage 005
Combo 001


Damage 001
Total Damage 003
Combo 002

You can charge up the Clown Cannon from a distance, as it has better damage and knockout potential when charged. And when playing at a distance, you can send out Mechakoopa to run interference while you charge up the Clown Cannon. Use the Clown Kart Dash to create distance when being harassed, or use Bowser Jr.'s heavy weight to your advantage to go in with it and deal damage. Bowser Jr.'s Dash attack is particularly useful as well; the hitbox is far from him, and it leaves the car more exposed than Bowser Jr. Remember you can use Abandon Ship to drop the Junior Clown Car as a vertical projectile onto your opponents. This works well when you are above a group of opponents. And because Bowser Jr. still has an aerial attack available while making his way to the ground, you aren't completely vulnerable in this situation. In fact, this aerial attack has tremendous KO potential, making it one of his best moves.


Damage 007
Total Damage 009
Combo 002

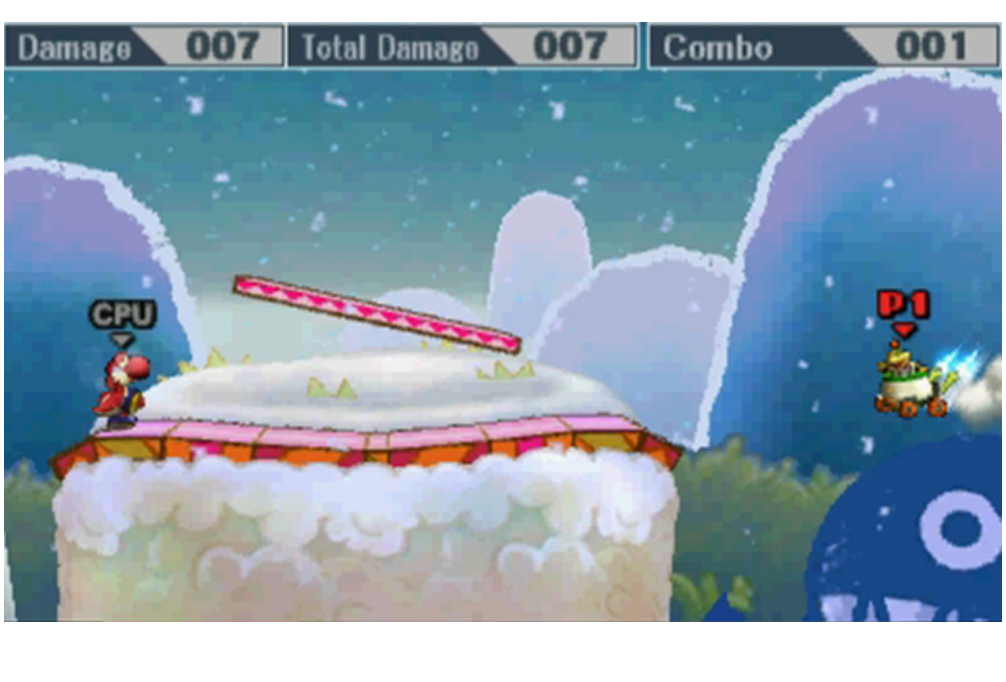

Damage 013
Total Damage 013
Combo 001
P1
CPU

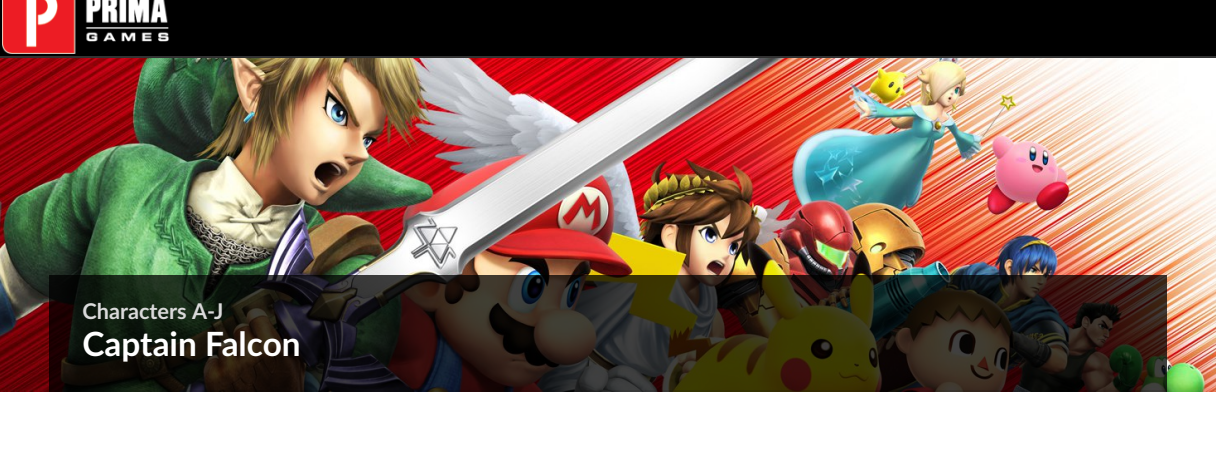
Bowser Jr.'s aerial attacks are also all useful. Use his Down Air for shield pressure or to rack up damage. His Back Air and Forward Air are both effective, but they do start up a little slow. Neutral Air attack is fantastic, as it covers both sides. When airborne, Up Air is your only option against characters above you. On the ground, Side Smash is great, and Down Smash works well against players who like to roll a lot. Bowser Jr.'s main weakness on the ground is dealing with players attacking from above him, so use the Clown Kart Dash to get out of the way or use Abandon Ship to eject! When opponents are trying to return to the stage, stay roll distance from the edge and time a Mechakoopa to reach the edge a little after your opponent. The Mechakoopa will limit an opponent's options in returning immediately. Use this opportunity to charge up a Smash attack and limit that opponent's options even further! Additionally, you can use the Clown Cannon, as the cannonball will drop after some distance and still deal damage. This makes it a great tool against enemies who are trying to recover.

Recovery

Bowser Jr. has some of the best recovery tools in the game. His Clown Kart Dash gives him decent horizontal recovery while his Abandon Ship launches him very high vertically. Used in combination with each other, these should give you a fairly easy time getting back to the edge. Don't forget that with the Abandon Ship, you can slightly control the horizontal trajectory Bowser Jr. uses. You can also use his Forward Air attack to bring him back horizontally a bit to throw off your opponent's timing.

Damage 005
Total Damage 005
Combo 001
CPU


Damage 007
Total Damage 007
Combo 001
CPU
P1



Characters A-J

Captain Falcon

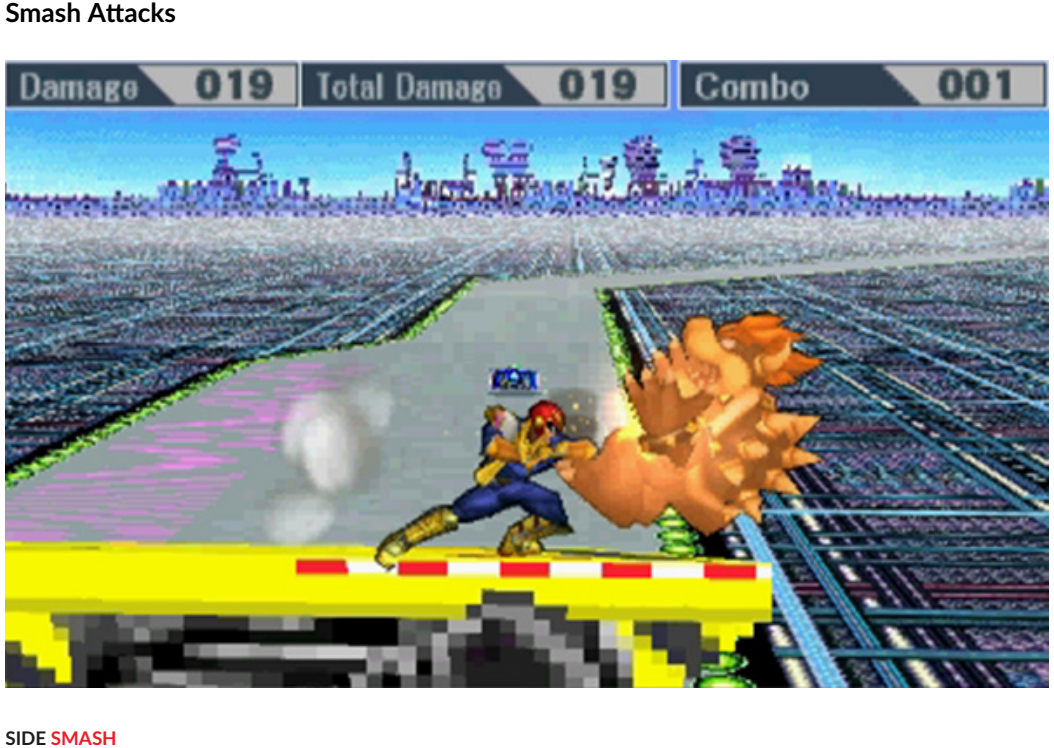
Trophy Description

In the F-Zero racing scene, Captain Falcon uses his Blue Falcon to win big. His origin largely a mystery, he's made his way to the *Smash Bros.* battlefield to prove his worth outside the cockpit. He's got speed and power, and his distinct Falcon Punch leaves a dent. Start it in the air to surprise your foes!

Statistics

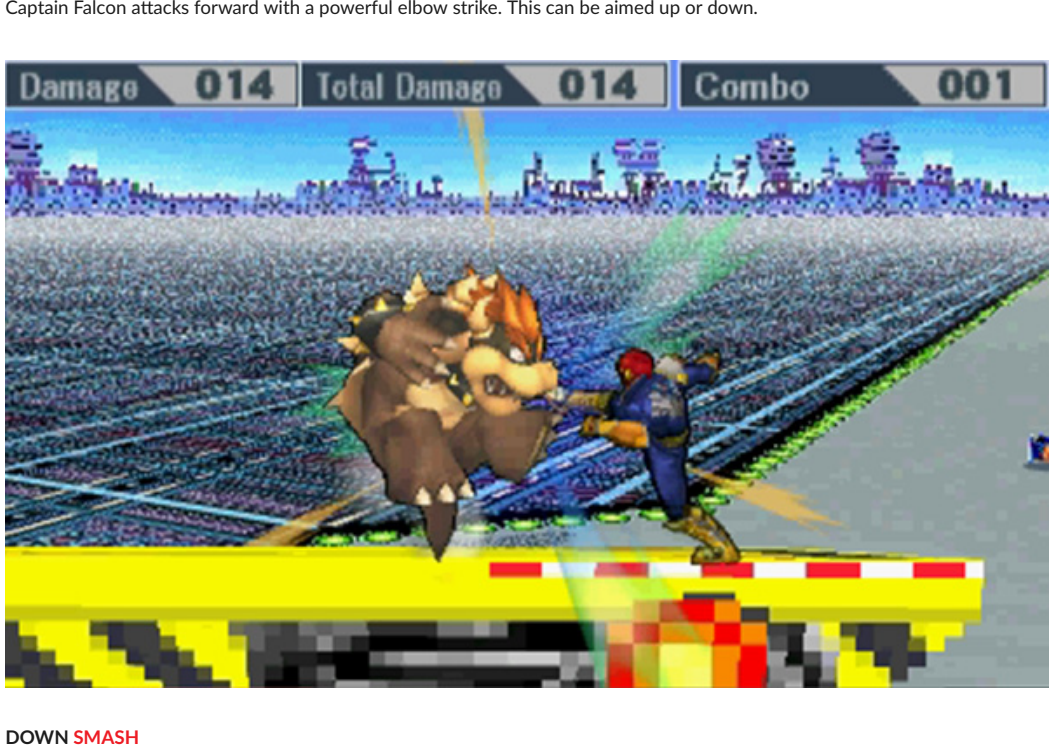
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 019 Total Damage 019 Combo 001

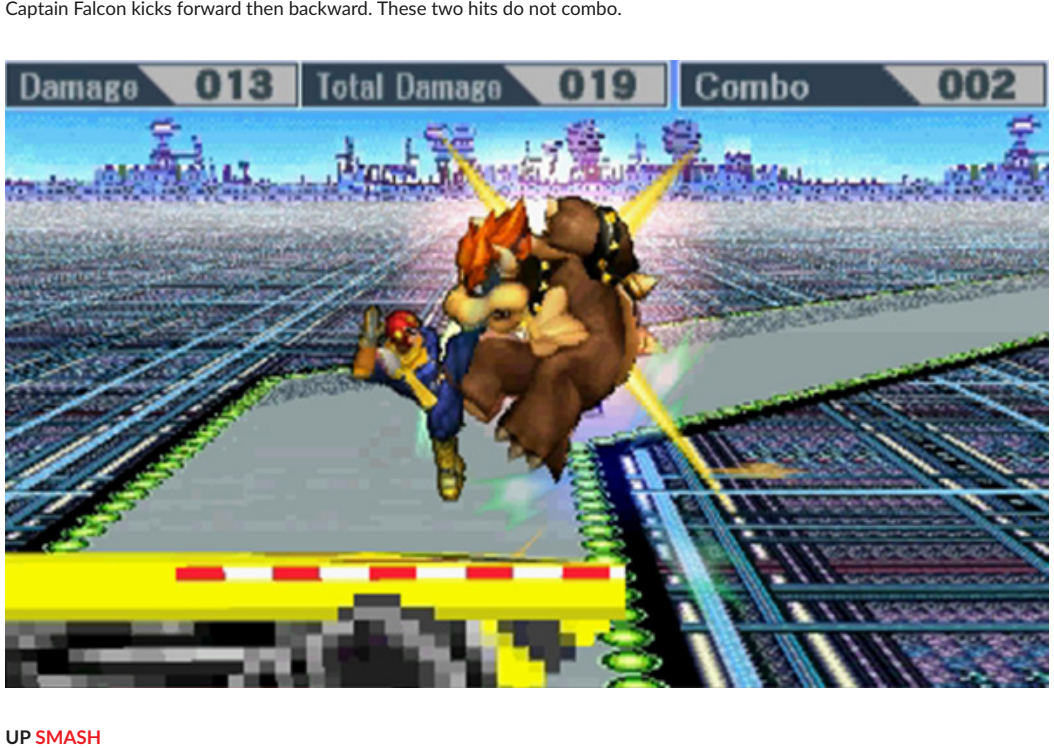
SIDE SMASH

Captain Falcon attacks forward with a powerful elbow strike. This can be aimed up or down.


Damage 014 Total Damage 014 Combo 001

DOWN SMASH

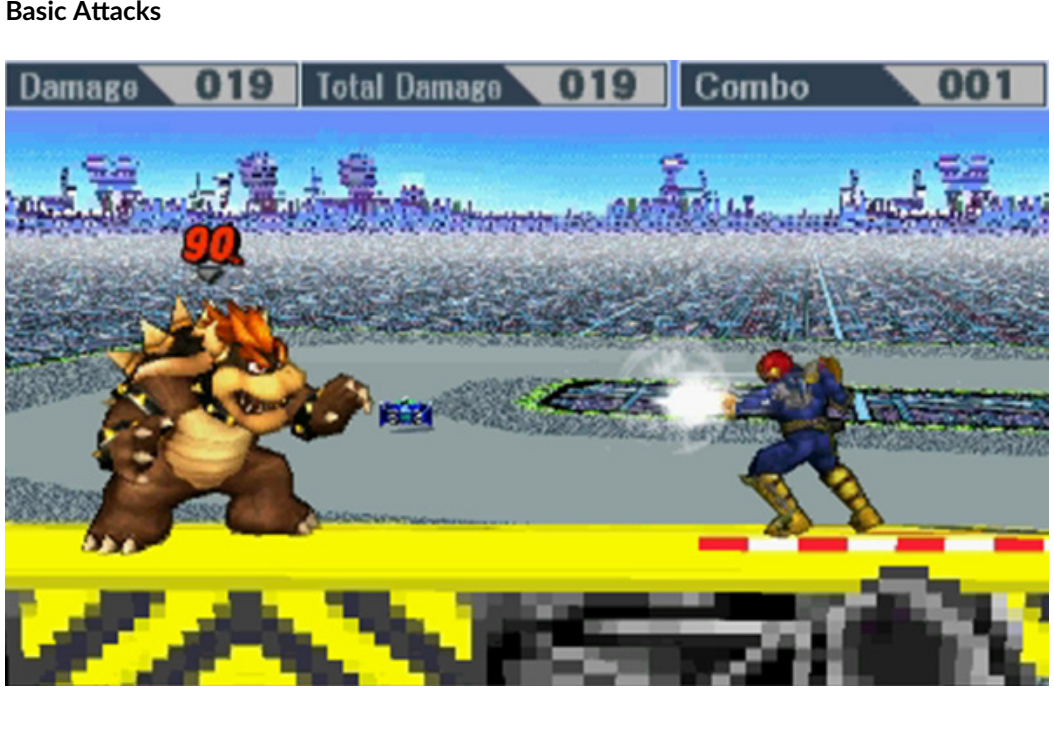
Captain Falcon kicks forward then backward. These two hits do not combo.


Damage 013 Total Damage 019 Combo 002

UP SMASH

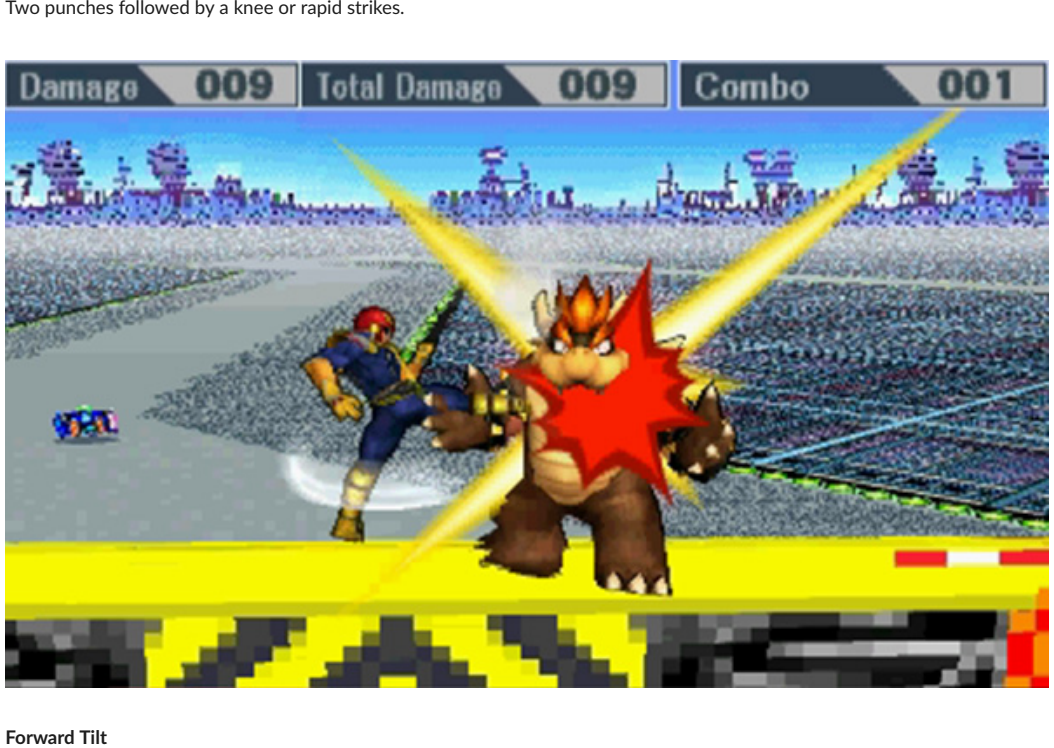
Captain Falcon jumps into the air and spins while kicking vertically. This attack has good vertical KO power.

Basic Attacks


Damage 019 Total Damage 019 Combo 001
90

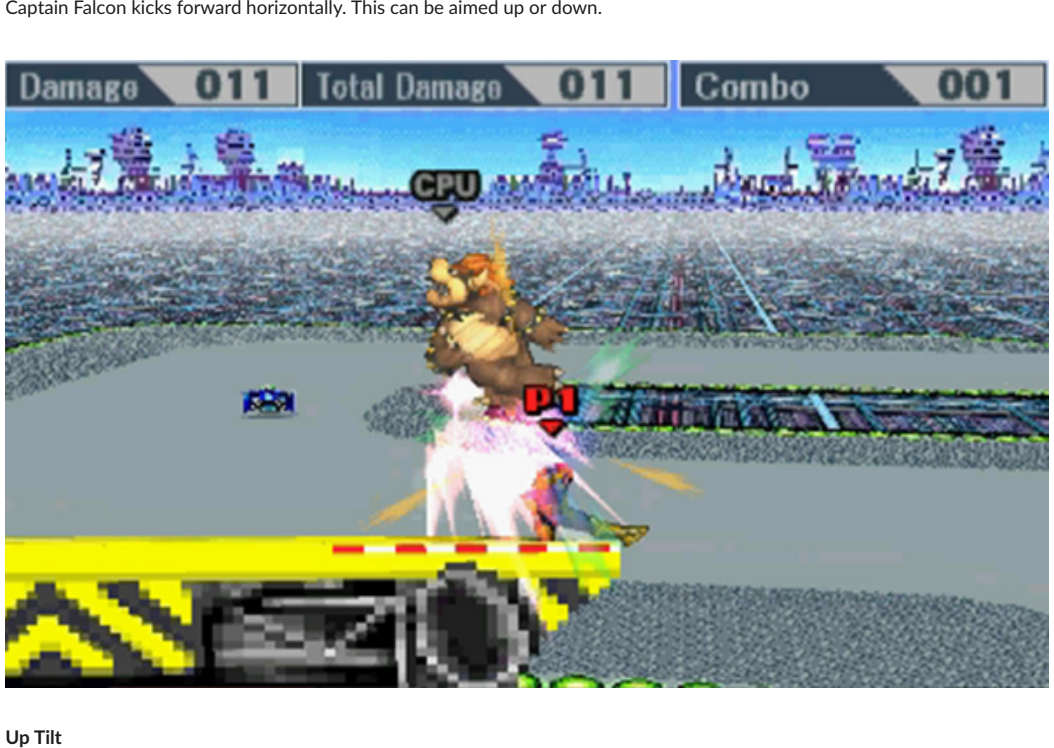
Standing Attack

Two punches followed by a knee or rapid strikes.


Damage 009 Total Damage 009 Combo 001

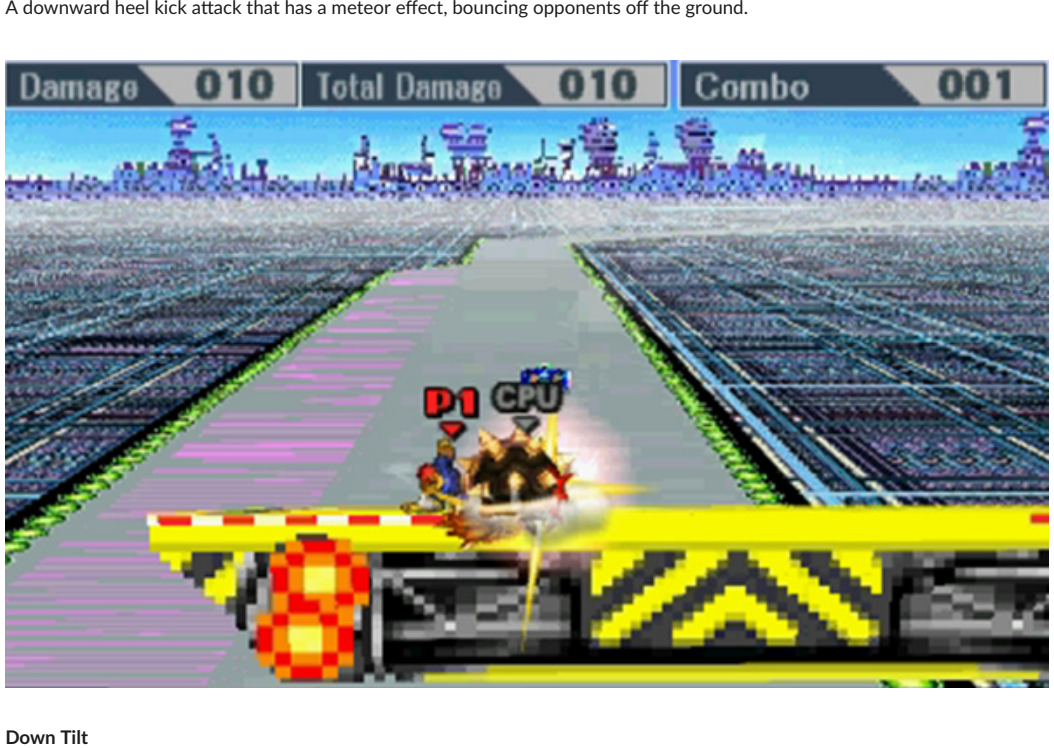
Forward Tilt

Captain Falcon kicks forward horizontally. This can be aimed up or down.


Damage 011 Total Damage 011 Combo 001
CPU
P1

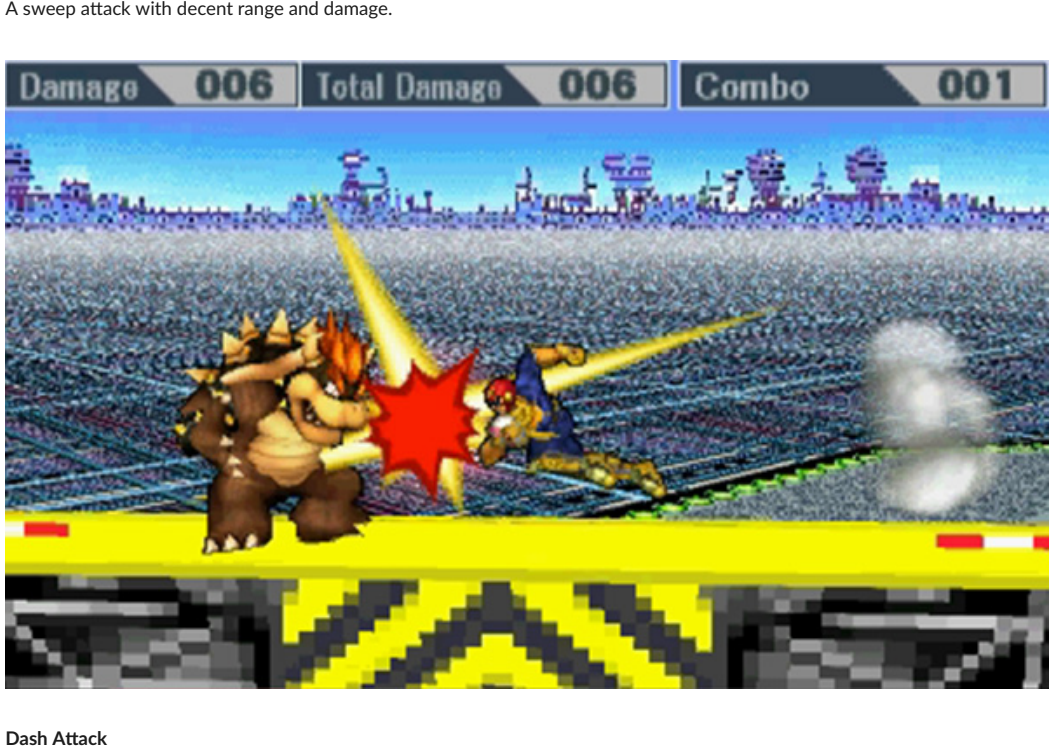
Up Tilt

A downward heel kick attack that has a meteor effect, bouncing opponents off the ground.


Damage 010 Total Damage 010 Combo 001
P1
CPU

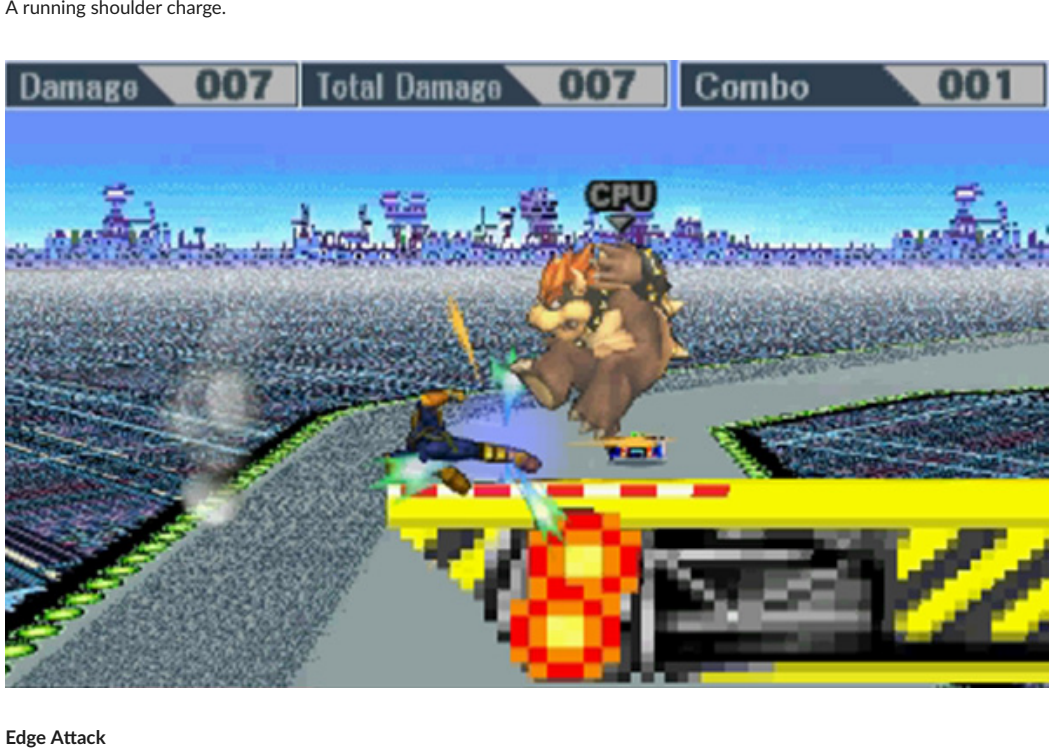
Down Tilt

A sweep attack with decent range and damage.


Damage 006 Total Damage 006 Combo 001

Dash Attack

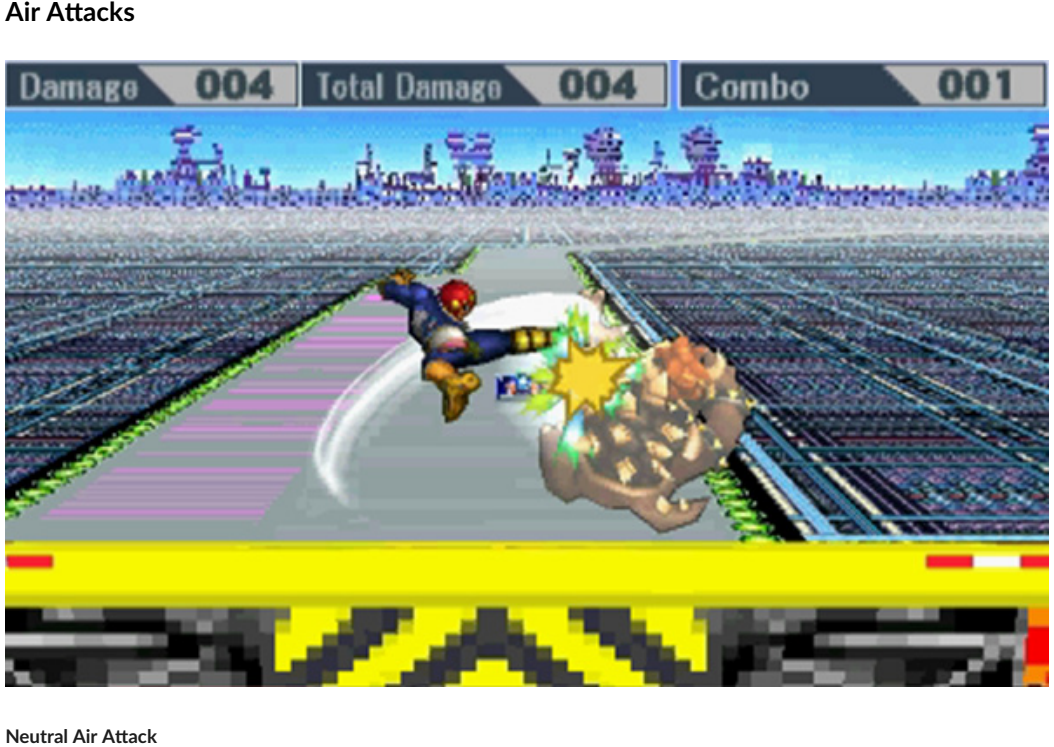
A running shoulder charge.


Damage 007 Total Damage 007 Combo 001
CPU

Edge Attack

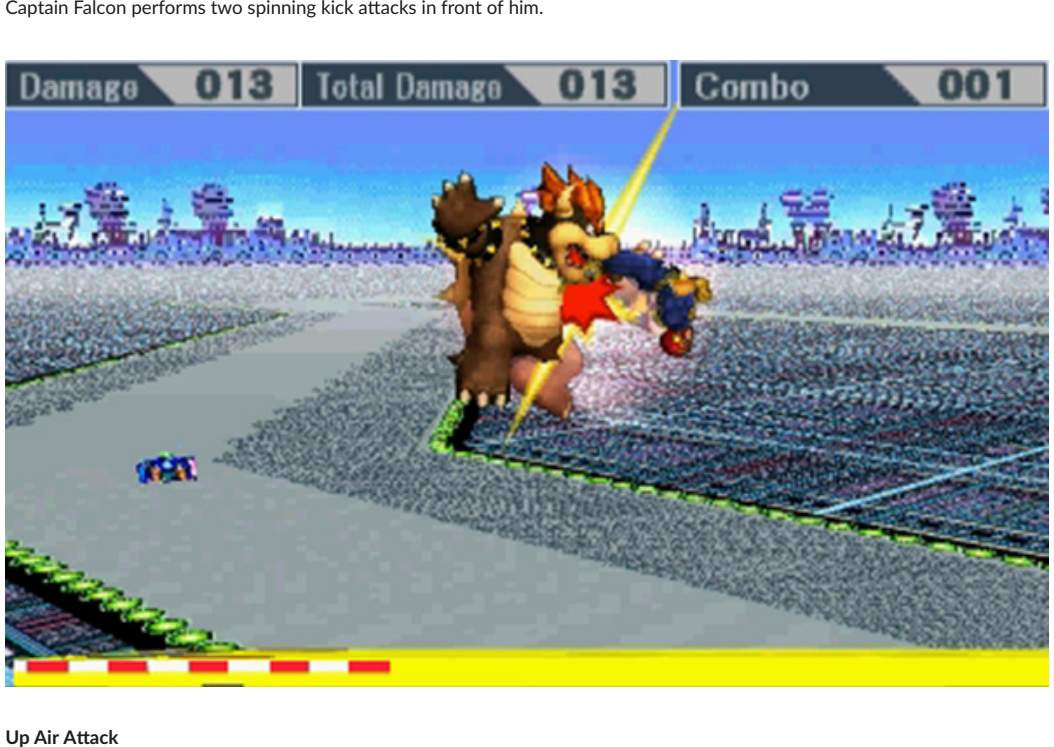
Captain Falcon pulls himself back up then sweeps the opponent's legs.

Air Attacks


Damage 004 Total Damage 004 Combo 001

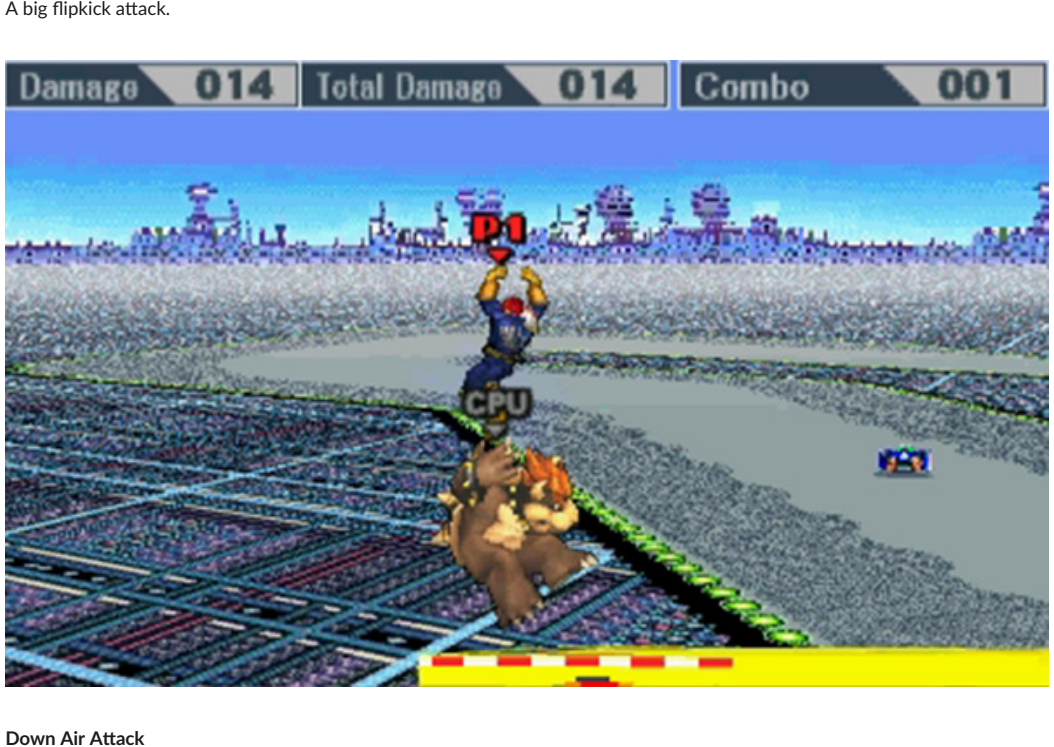
Neutral Air Attack

Captain Falcon performs two spinning kick attacks in front of him.


Damage 013 Total Damage 013 Combo 001

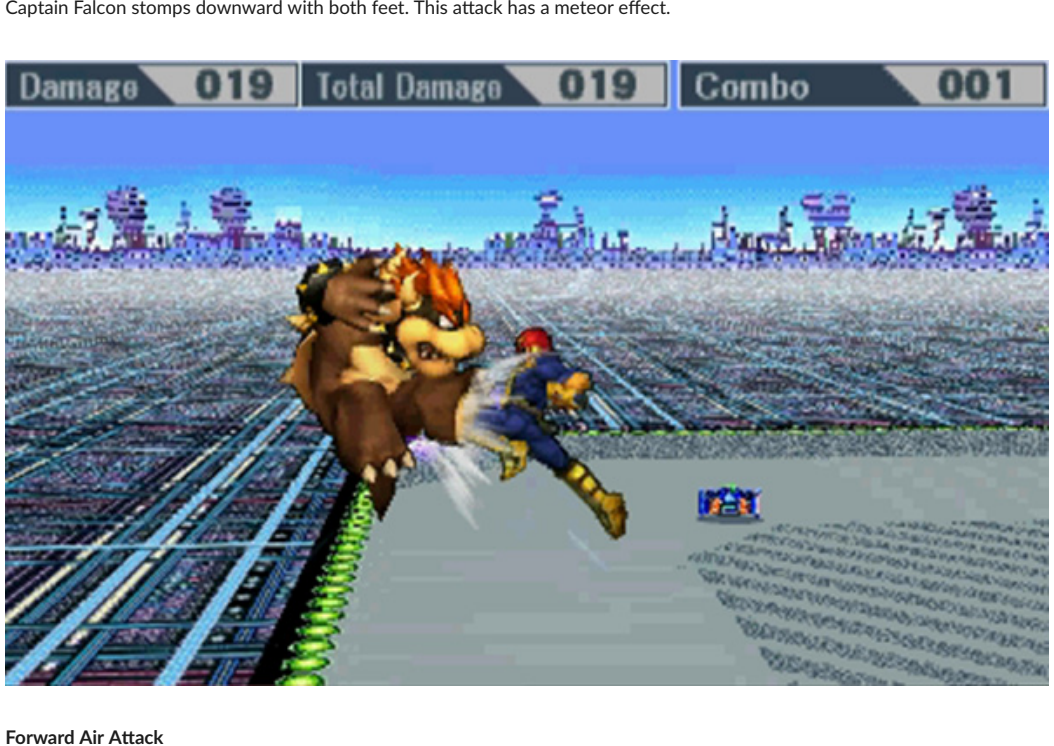
Up Air Attack

A big flipkick attack.


Damage 014 Total Damage 014 Combo 001
P1
CPU

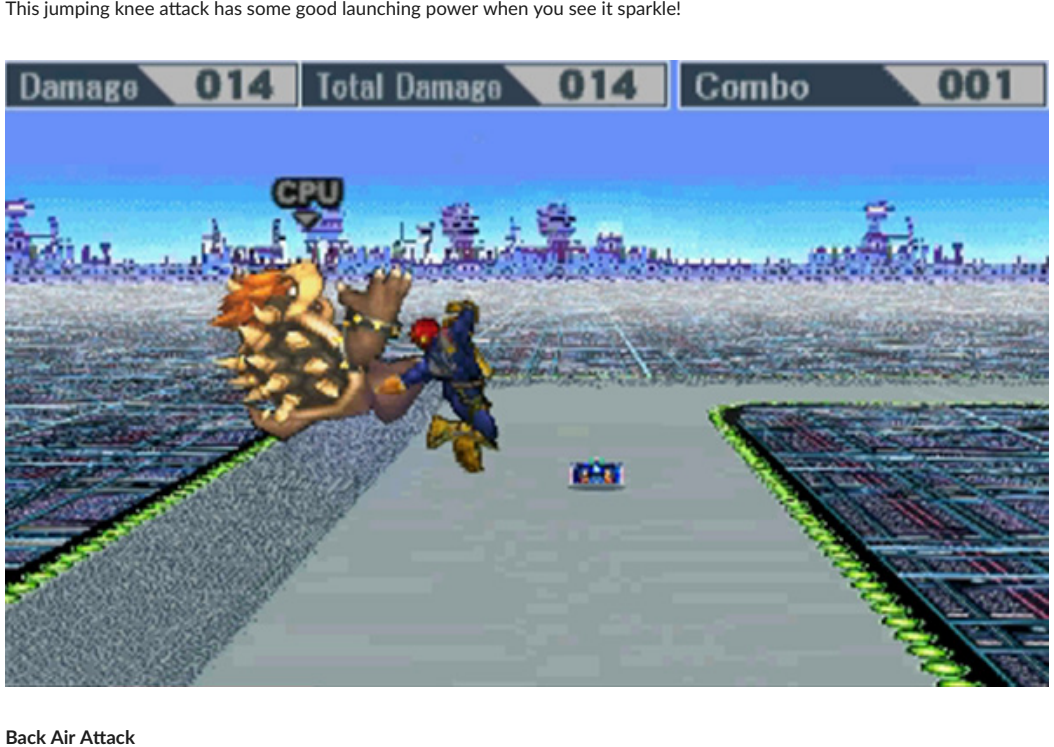
Down Air Attack

Captain Falcon stomps downward with both feet. This attack has a meteor effect.


Damage 019 Total Damage 019 Combo 001

Forward Air Attack

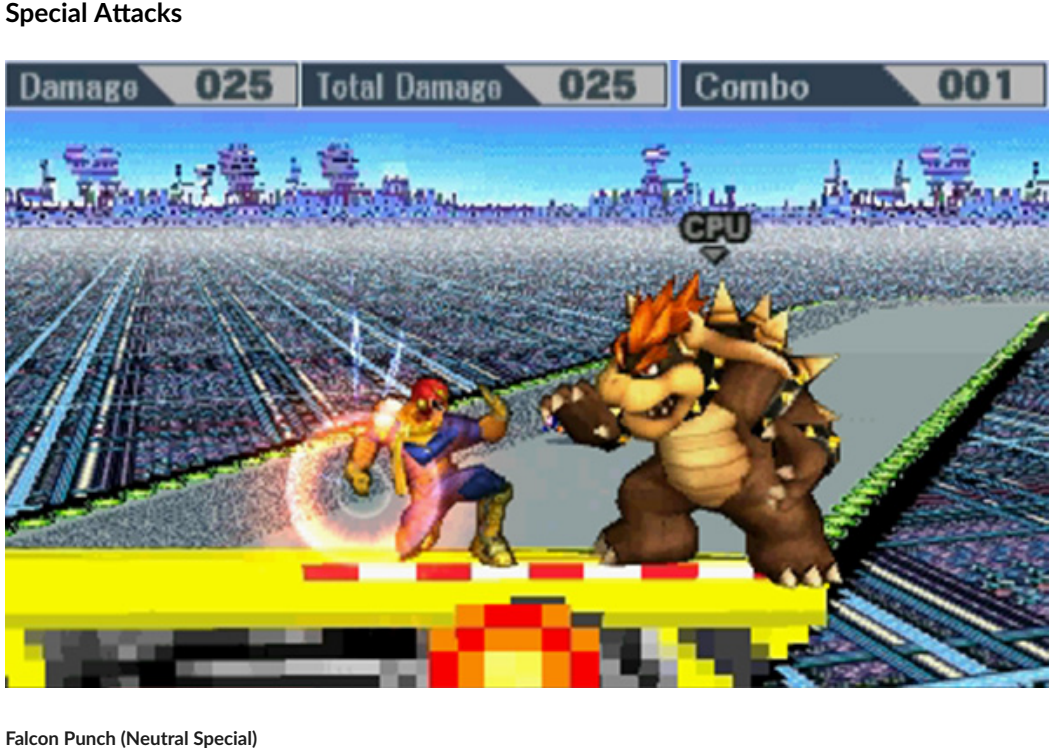
This jumping knee attack has some good launching power when you see it sparkle!


Damage 014 Total Damage 014 Combo 001
CPU

Back Air Attack

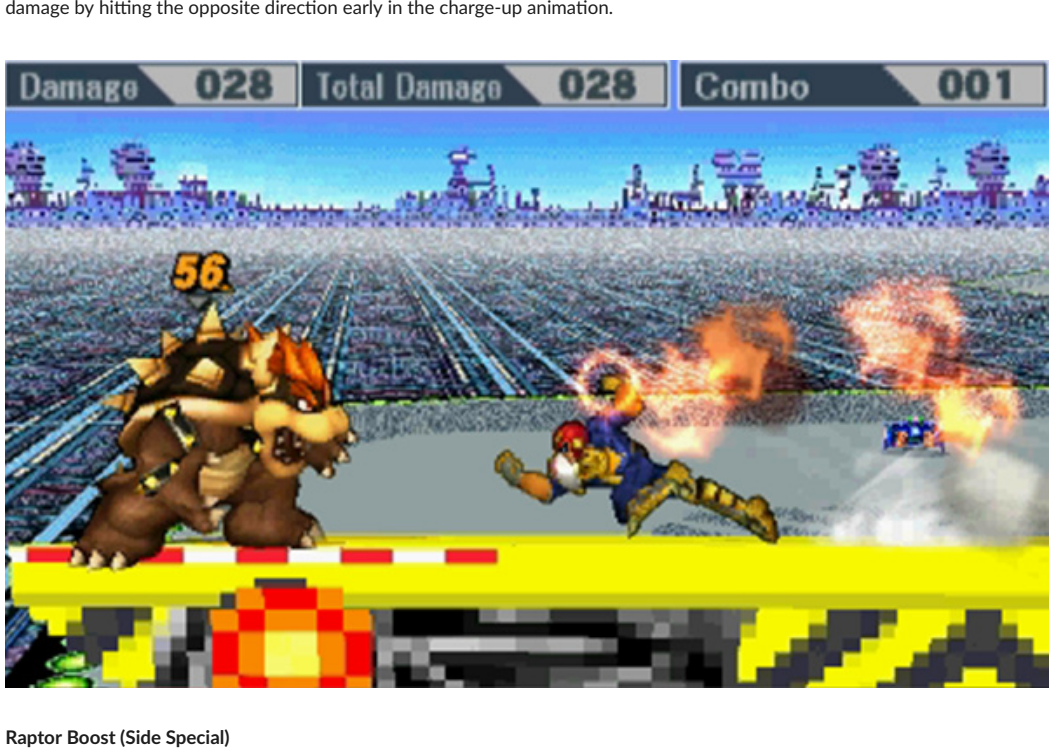
Captain Falcon rotates to attack behind him with his arm.

Special Attacks


Damage 025 Total Damage 025 Combo 001
CPU

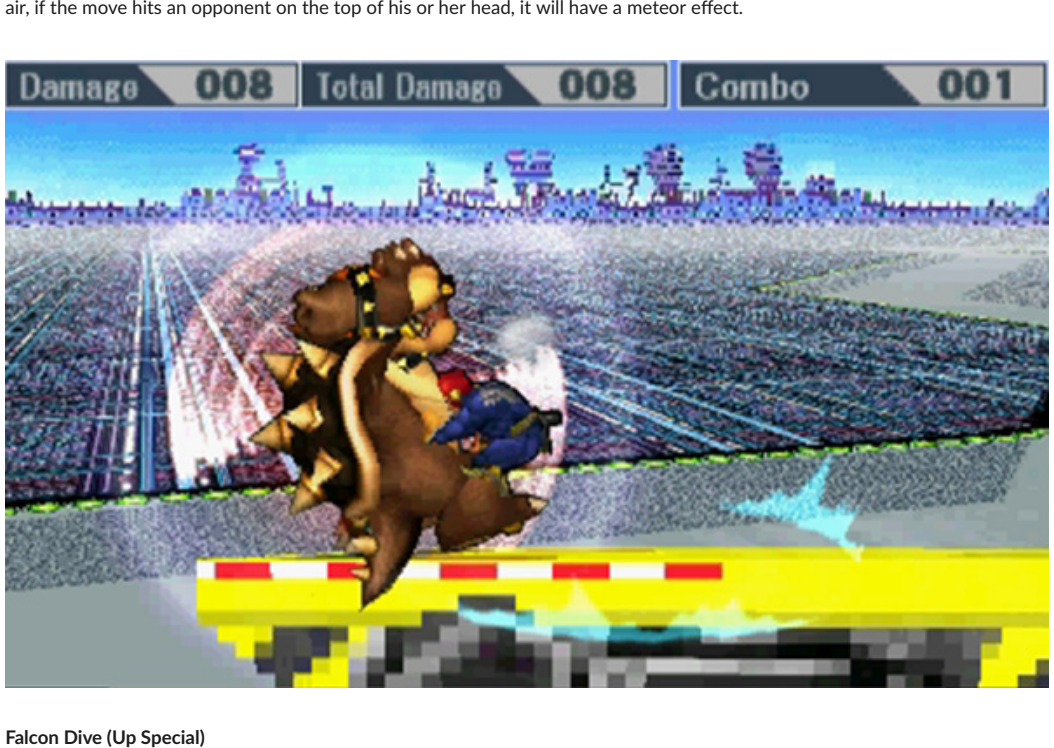
Falcon Punch (Neutral Special)

Captain Falcon charges up for a moment before releasing his trademark punch. You can swap directions of the punch for extra damage by hitting the opposite direction early in the charge-up animation.


Damage 028 Total Damage 028 Combo 001
56

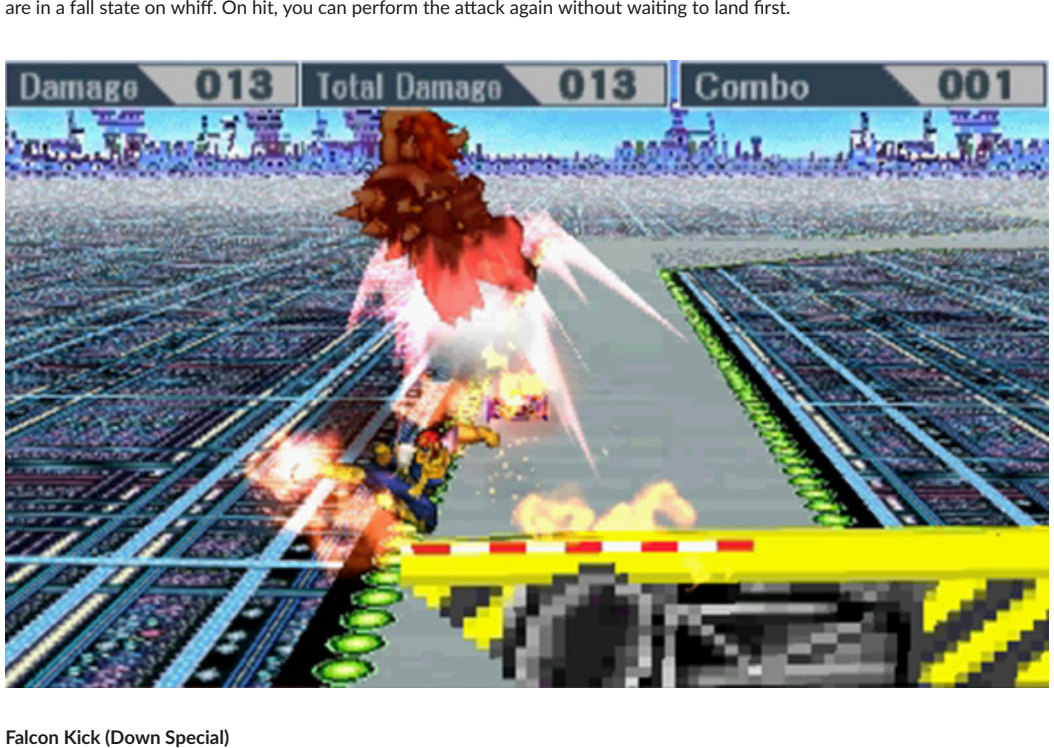
Raptor Boost (Side Special)

Captain Falcon dashes forward to launch his opponents with an uppercut. If he doesn't make contact with anyone, he falls to the ground. If you do this while airborne, be sure to land on a stage because you enter a fall state on whiff. When used in the air, if the move hits an opponent on the top of his or her head, it will have a meteor effect.


Damage 008 Total Damage 008 Combo 001

Falcon Dive (Up Special)

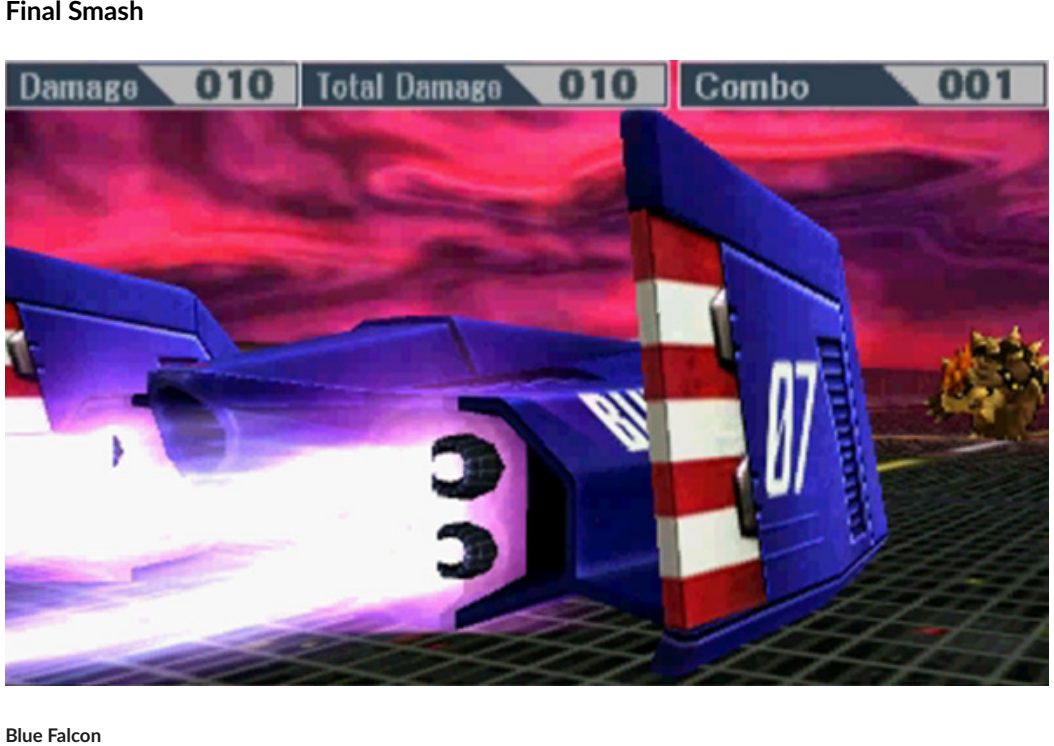
This jumping attack turns into a throw attack if you connect with an opponent. Useful for both recovery and attacking, but you are in a fall state on whiff. On hit, you can perform the attack again without waiting to land first.


Damage 013 Total Damage 013 Combo 001

Falcon Kick (Down Special)

This jumpkick attack differs greatly depending on whether it's used in the air or on the ground. In the air, Captain Falcon kicks downward diagonally. From the ground, Captain Falcon kicks sideways.

Final Smash

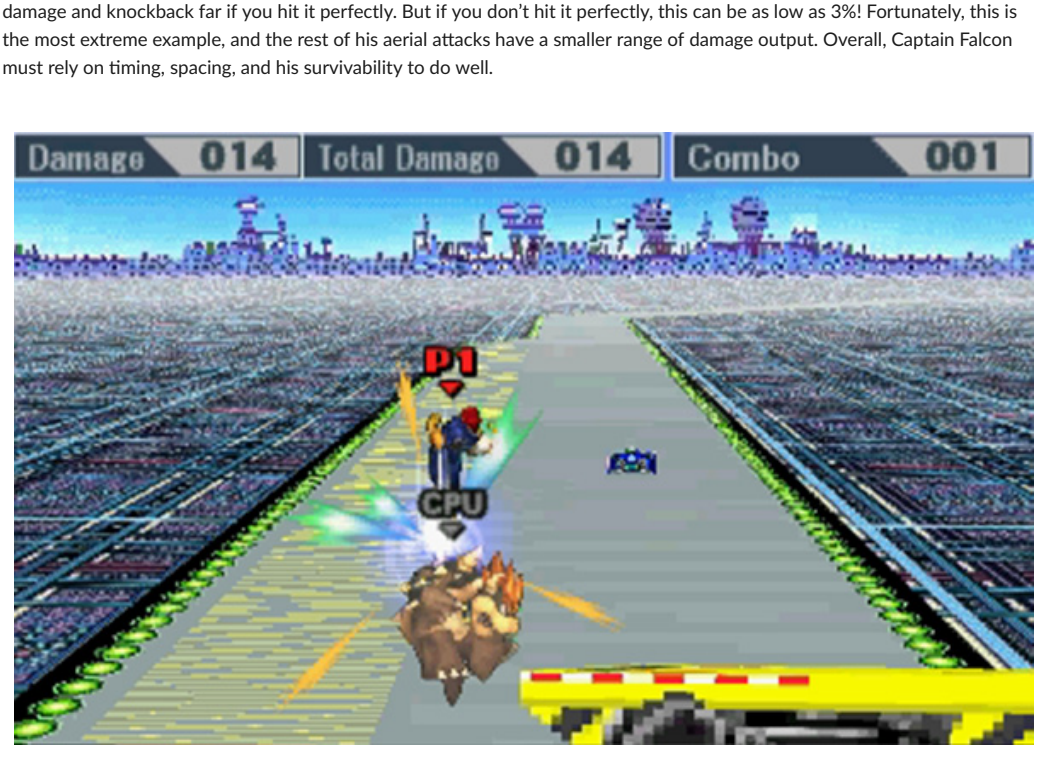

Damage 010 Total Damage 010 Combo 001
07

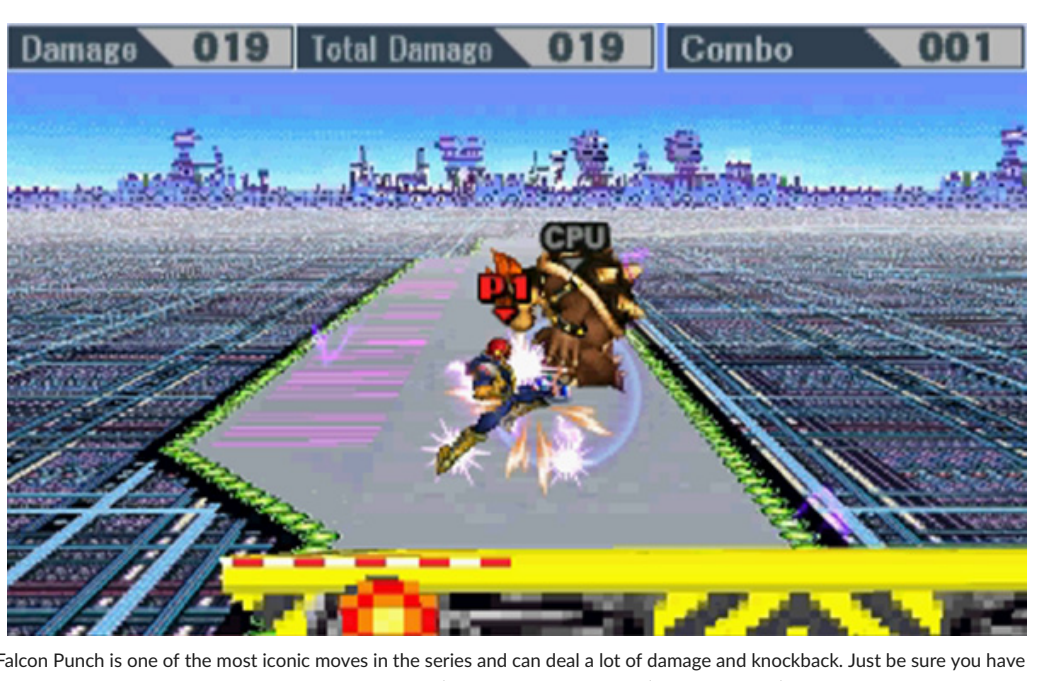
Blue Falcon

Captain Falcon calls in his vehicle, the Blue Falcon. The Blue Falcon swoops in from the screen and hits all characters in its path, sending them to a track. Captain Falcon is then shown driving the Blue Falcon to run over his opponents, blasting them into the air. The move deals about 40% damage to everyone it hits and knocks them back upward in the direction Captain Falcon is facing. Generally, use this when a character is closer to the side of a stage or else the knockback won't be enough to get the KO. The range on the Blue Falcon arriving is fairly limited, but it is still able to hit at least three characters if they are bunched together.

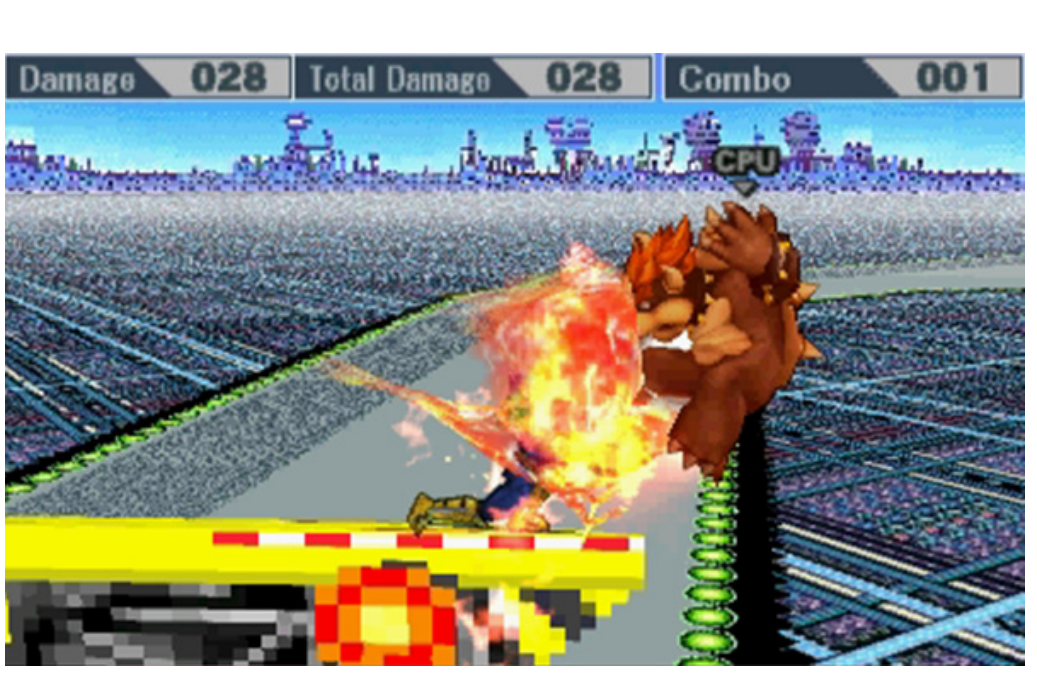
Strategy

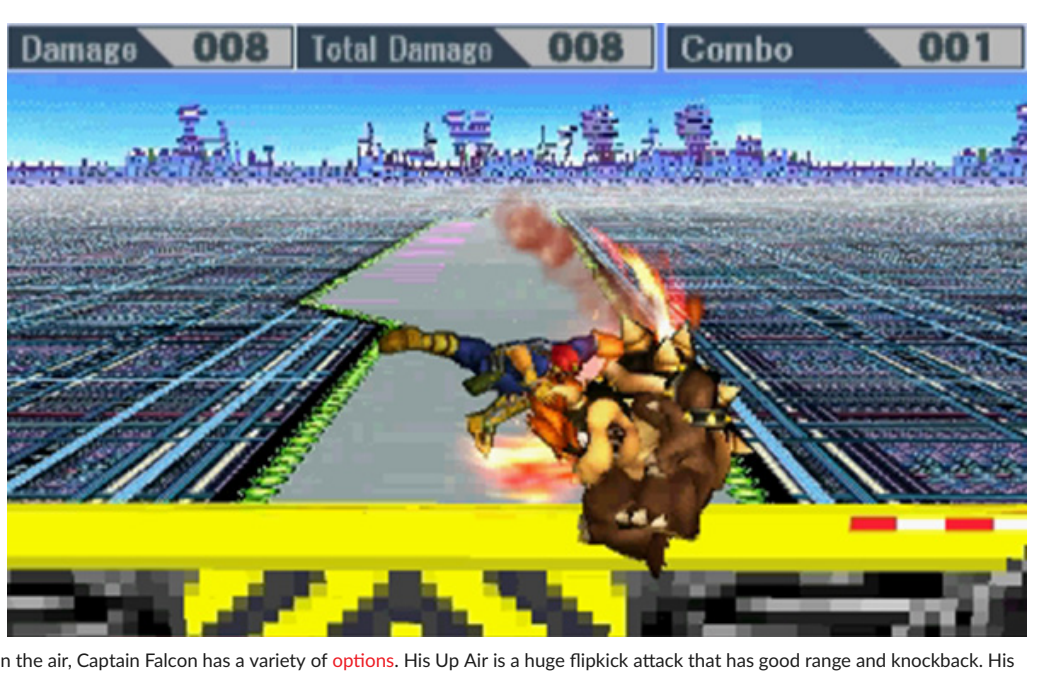
While Captain Falcon is a medium-weight character, the damage and recovery on some of his attacks might make you believe he is a heavyweight. He has a fast run speed on the ground, good air mobility, and decent range on his attacks. His aerials are fairly quick and have good range and power as well. A lot of his attacks have unfavorable recovery, however, as well as a dependency on hitting the sweet spots of moves to be most effective. For example, his Forward Air attack can deal 19% damage and knockback far if you hit it perfectly. But if you don't hit it perfectly, this can be as low as 3%! Fortunately, this is the most extreme example, and the rest of his aerial attacks have a smaller range of damage output. Overall, Captain Falcon must rely on timing, spacing, and his survivability to do well.


Damage 014 Total Damage 014 Combo 001
P1
CPU


Damage 019 Total Damage 019 Combo 001
CPU
P1

Falcon Punch is one of the most iconic moves in the series and can deal a lot of damage and knockback. Just be sure you have sufficient time to pull off this attack. Unlike Ganondorf's version, Captain Falcon's version doesn't have any sort of super armor, so you can easily be hit out of the startup of this attack. Raptor Boost is great at closing distance and can even go through some projectiles. But it is fairly slow, so players can see it coming. When used in the air, though, its meteor effect can be useful, especially when edge-guarding. Edge-guard while on stage because you are in a fall state after using this in the air. Similarly, use Falcon Kick to close distance on the ground. From the air, use Falcon Kick's downward trajectory to edge-guard as well. Falcon Dive is best used for recovery but can also be used as an air grab to surprise opponents. If off-stage with multiple opponents, hit and repeat this, as you can use it again when you connect with it in the air.

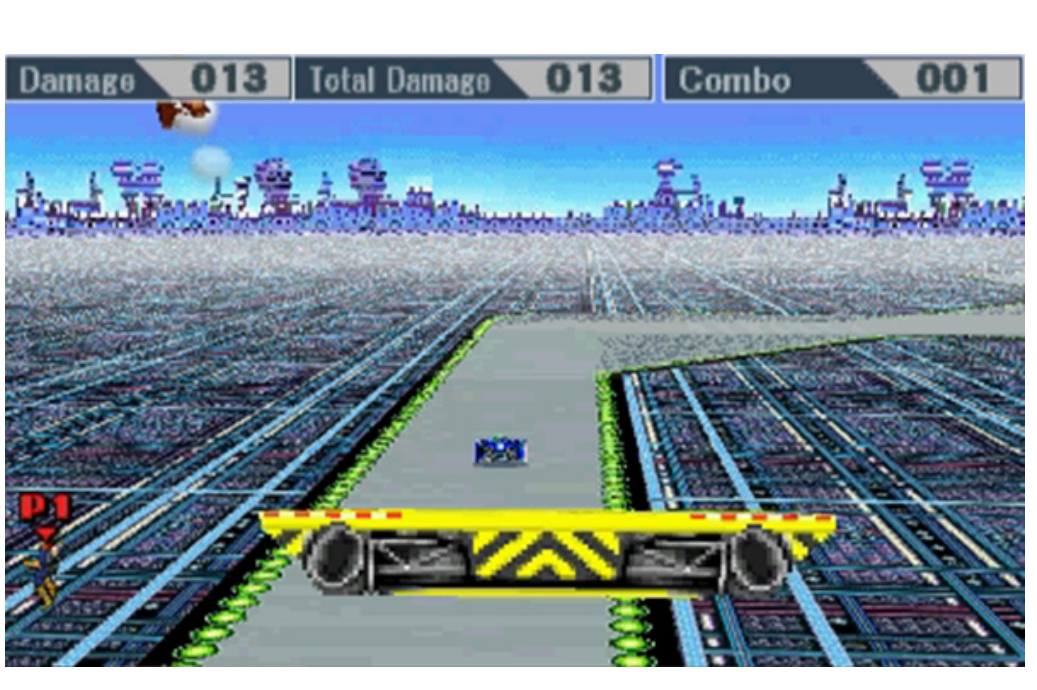

Damage 028 Total Damage 028 Combo 001
CPU

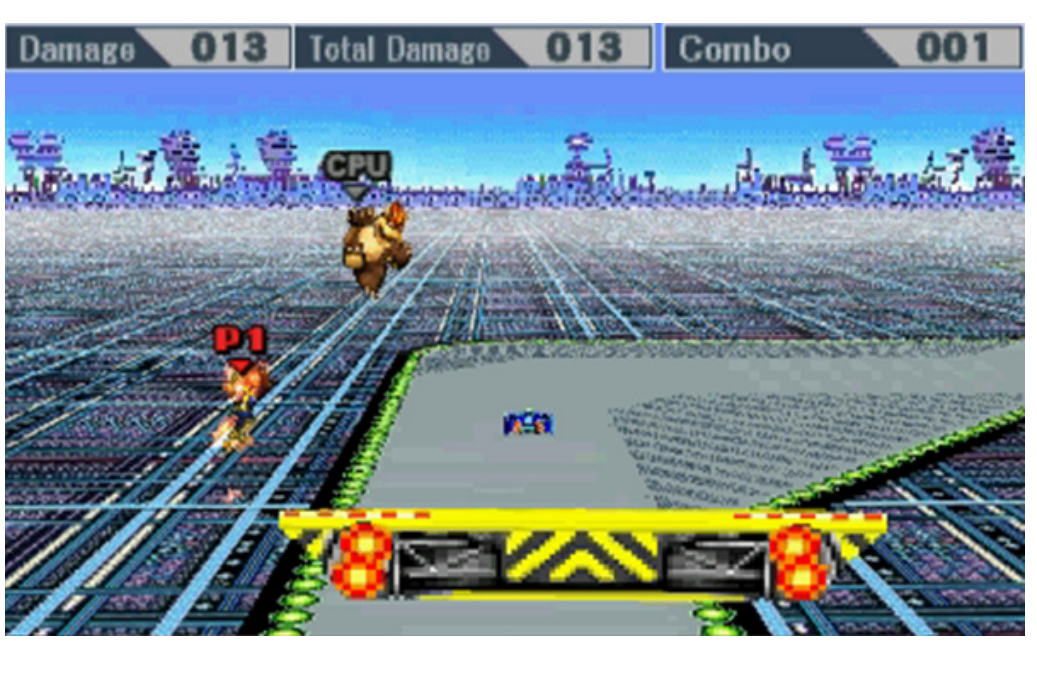

Damage 008 Total Damage 008 Combo 001

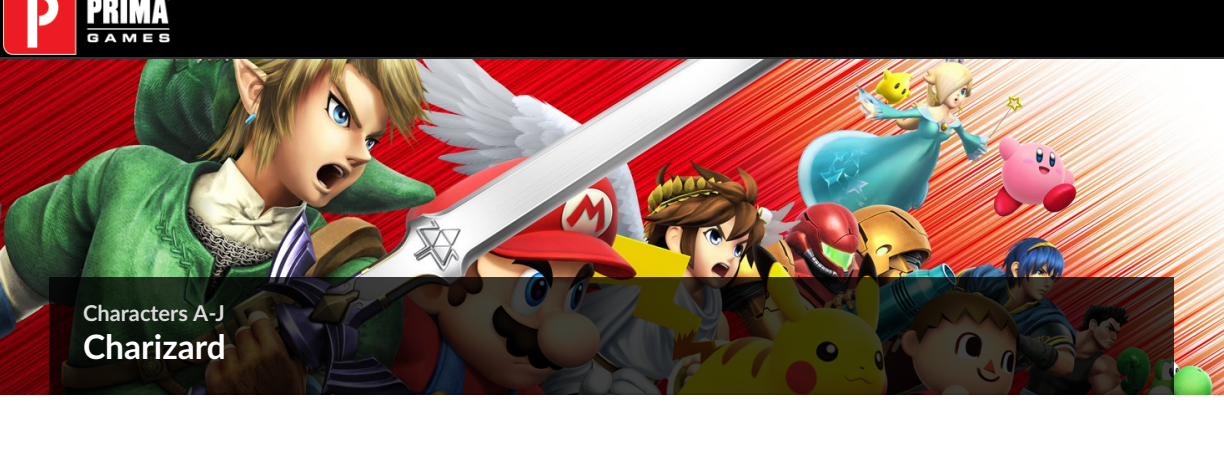
In the air, Captain Falcon has a variety of options. His Up Air is a huge flipkick attack that has good range and knockback. His Forward Air has incredible knockback and damage potential, but as previously mentioned, you have to hit on the sweet spot. It also has a lot of recovery when used low to the ground and starts up a little slowly, so consider this before using it. Down Air is best used for its meteor smash, especially when you're off-stage. On the ground, Captain Falcon's best options are Side Smash for horizontal KOs and Up Smash for vertical KOs. When edge-guarding, you can also use Falcon Punch against returning opponents. In general, use your speed to approach opponents, the range on your Neutral Air to keep opponents away, and close distance with Raptor Boost or Falcon Kick. Find opportunities to land your Falcon Punch, Forward Air, Side Smash, and Up Smash to rack up damage with throws when possible.

Recovery

Captain Falcon has an average set of recovery options. For horizontal recovery, use his Raptor Boost, but note that you enter a fall state if it fails to reach the stage. For vertical recovery, use his Falcon Dive. You can aim it a bit to the left or right once it begins but not by much. Finally, use Falcon Kick when returning to the stage from high above, but it's risky because you can self-destruct if you miss the stage.


Damage 013 Total Damage 013 Combo 001
P1


Damage 013 Total Damage 013 Combo 001
CPU
P1



Charizard

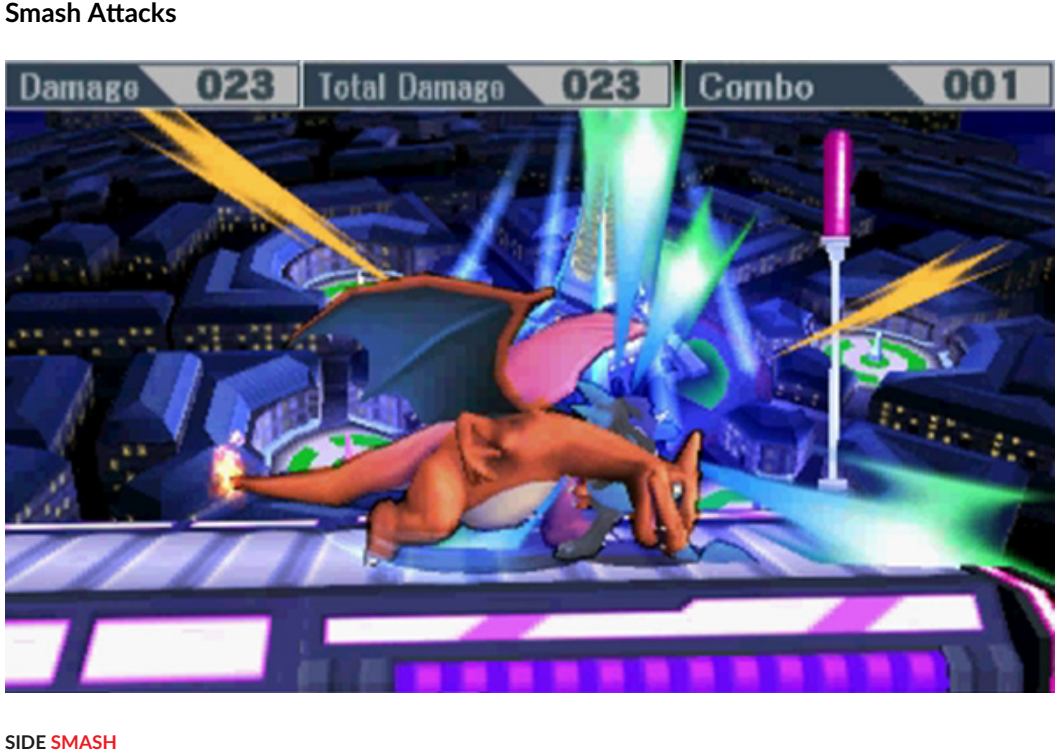
Trophy Description

The iconic Fire/Flying-type Pokémon. Charizard's scorching breath can melt anything in its path. It soars through the air, seeking only worthy foes to test itself against. In *Smash Bros.*, Charizard unleashes the destructive Flare Blitz Special move—a move so strong, it even injures the user!

Statistics

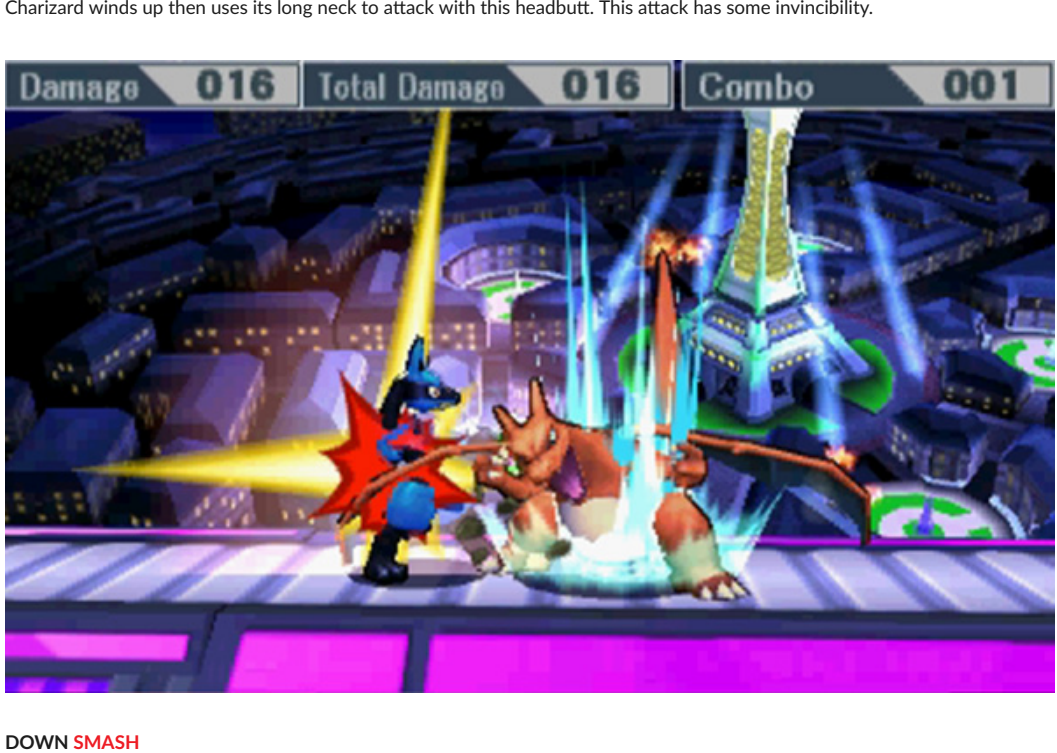
- **Maximum Number of Jumps**: 3
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 023
Total Damage 023
Combo 001

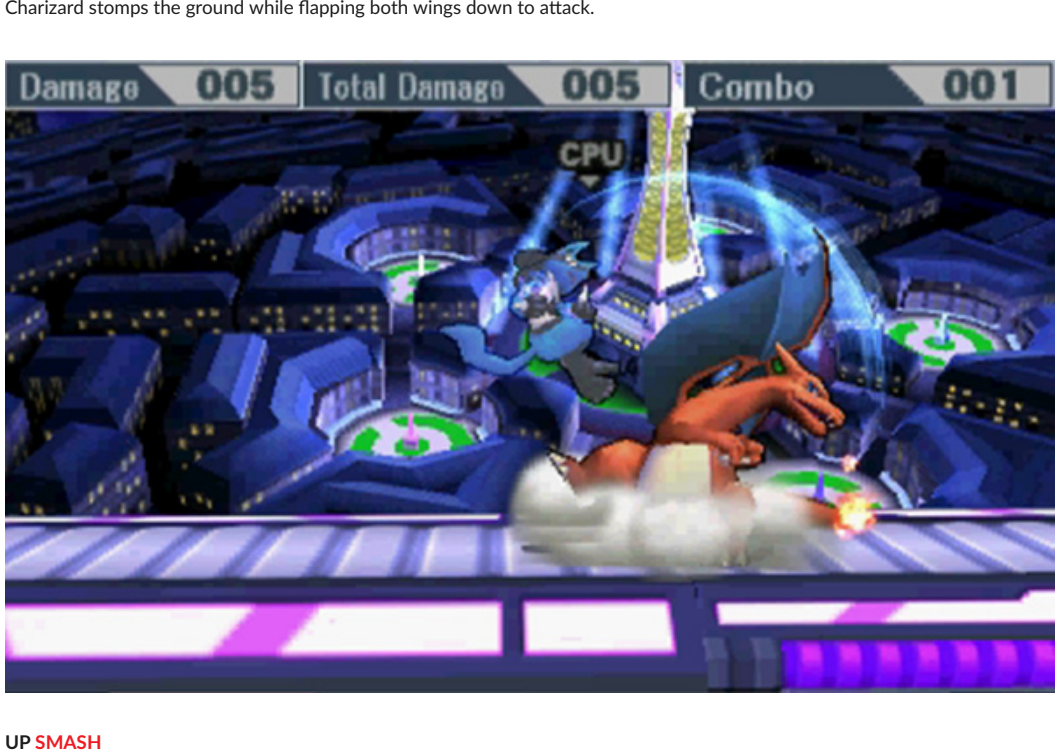
SIDE SMASH

Charizard winds up then uses its long neck to attack with this headbutt. This attack has some invincibility.


Damage 016
Total Damage 016
Combo 001

DOWN SMASH

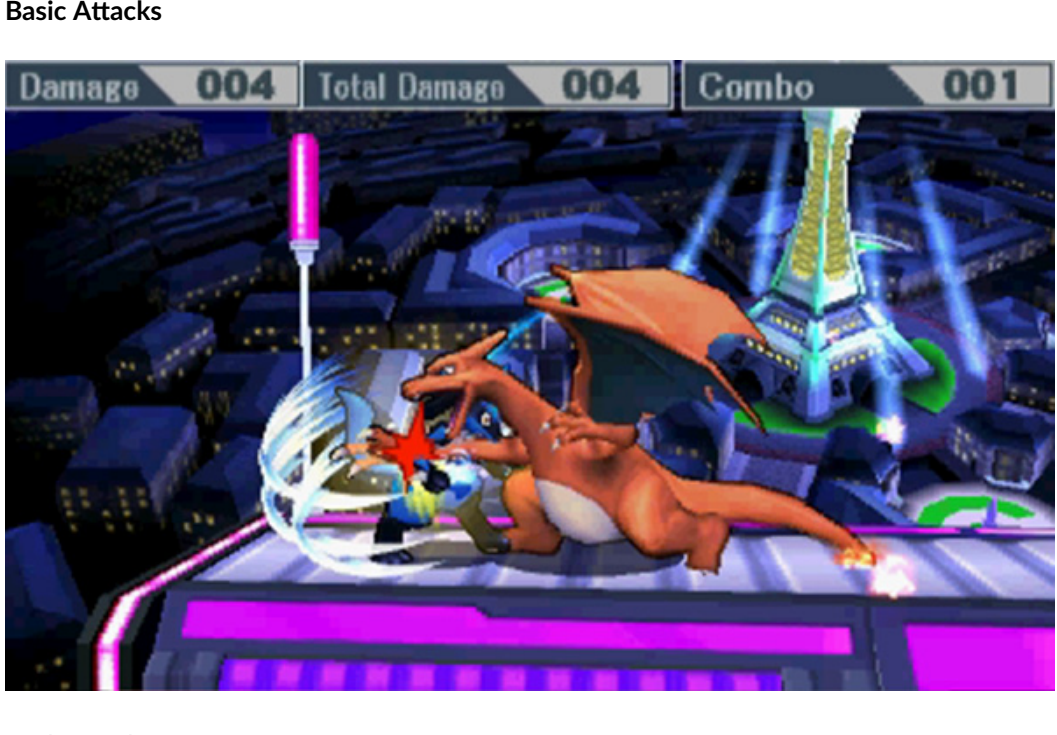
Charizard stomps the ground while flapping both wings down to attack.


Damage 005
Total Damage 005
Combo 001
CPU

UP SMASH

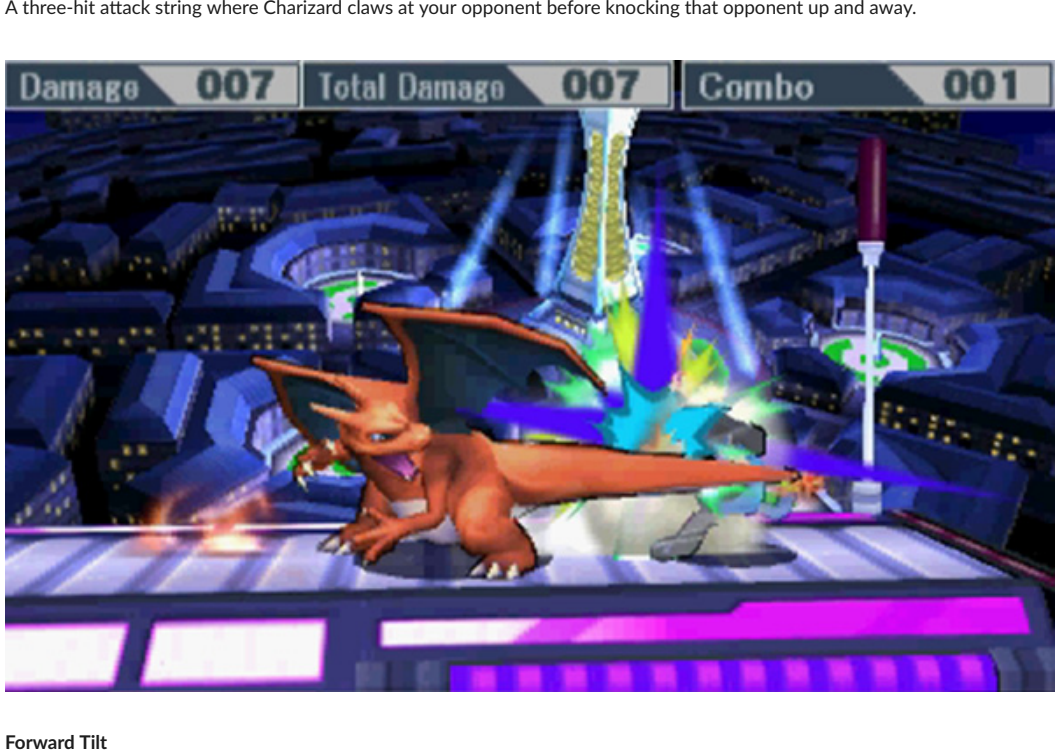
Charizard uses each wing to attack in an upward motion. The second attack pops opponents up into the air.

Basic Attacks


Damage 004
Total Damage 004
Combo 001

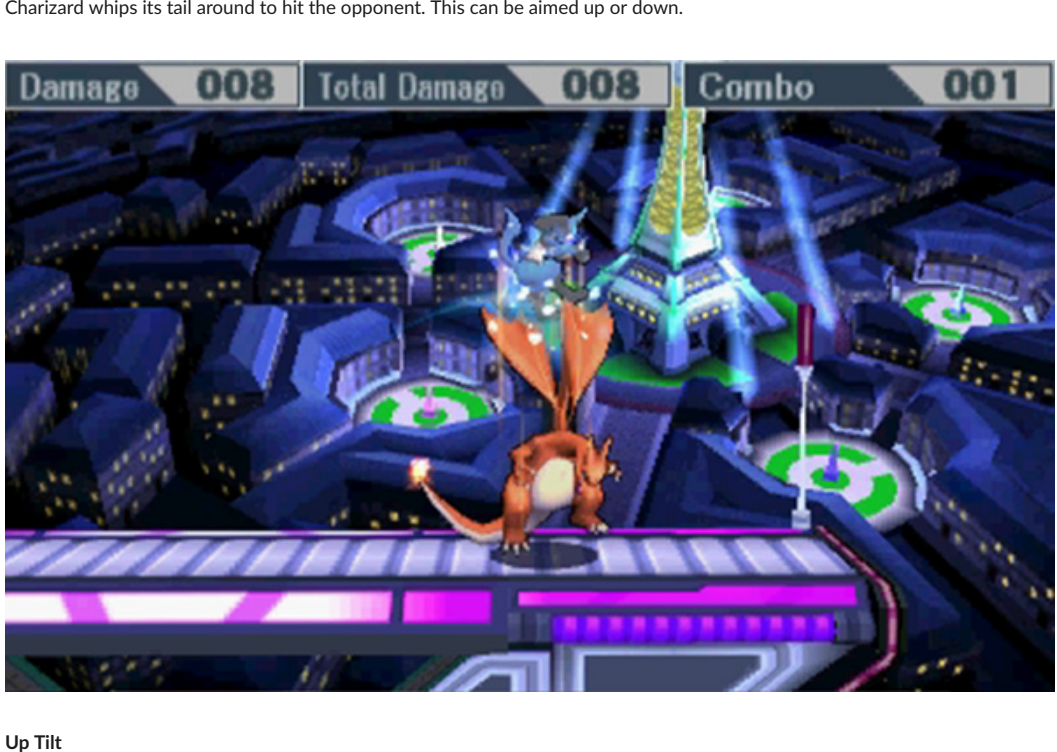
Standing Attack

A three-hit attack string where Charizard claws at your opponent before knocking that opponent up and away.


Damage 007
Total Damage 007
Combo 001

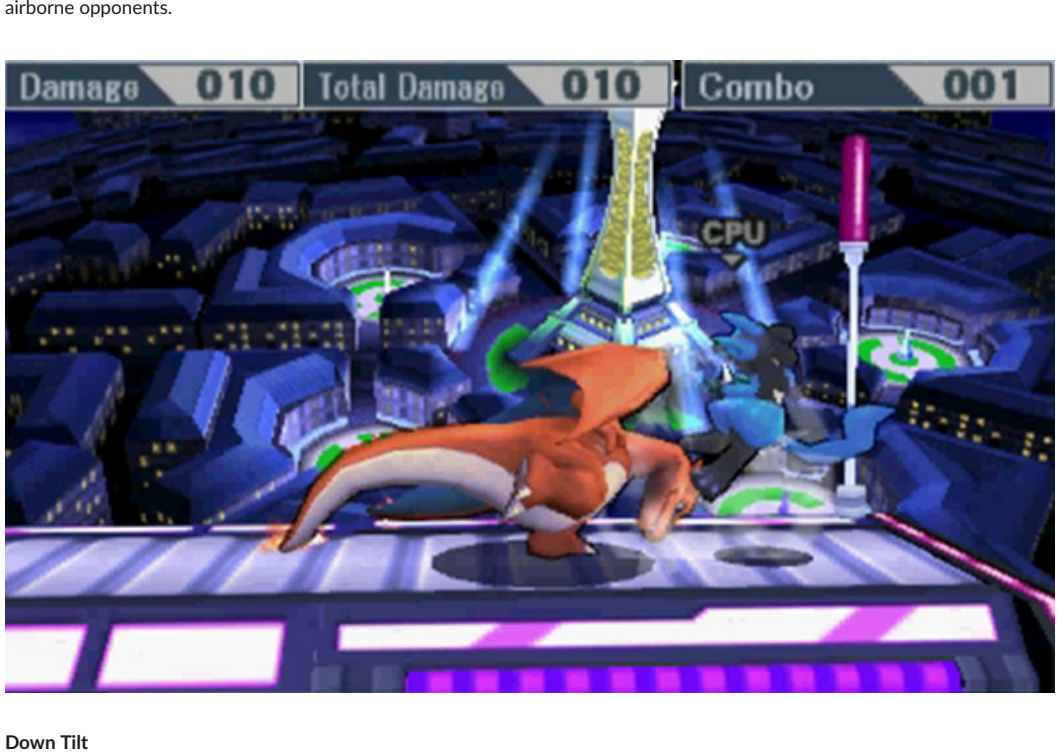
Forward Tilt

Charizard whips its tail around to hit the opponent. This can be aimed up or down.


Damage 008
Total Damage 008
Combo 001

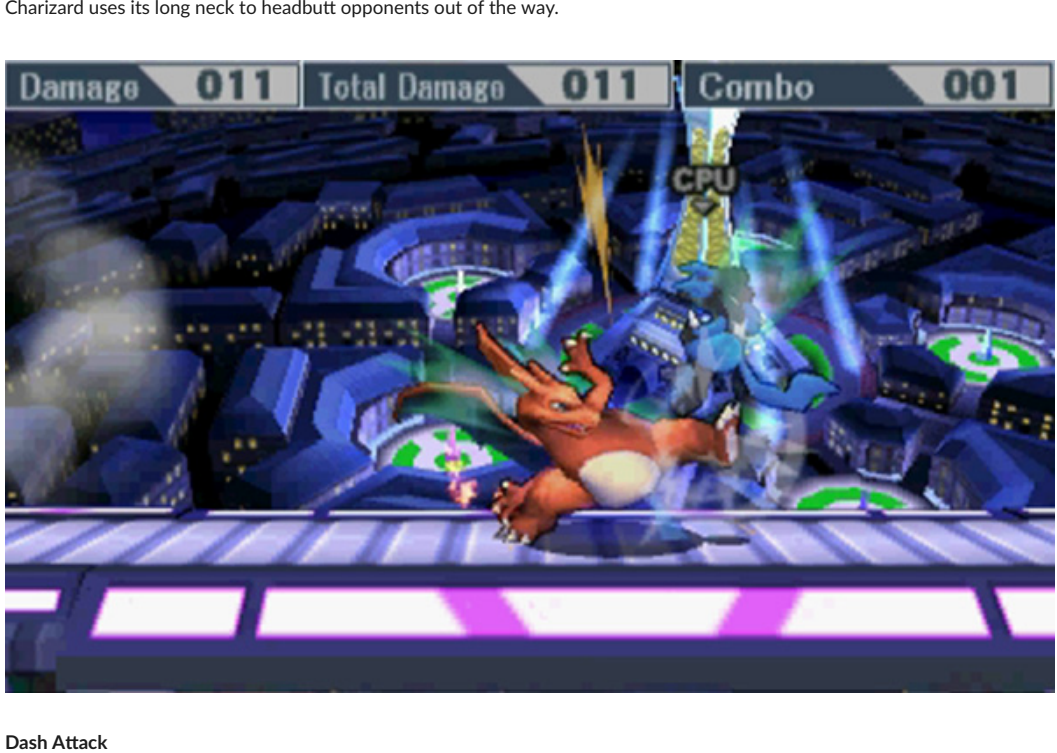
Up Tilt

Charizard hops and attacks upwards with its wings. The wings do not take damage here, so this is especially useful against airborne opponents.


Damage 010
Total Damage 010
Combo 001
CPU

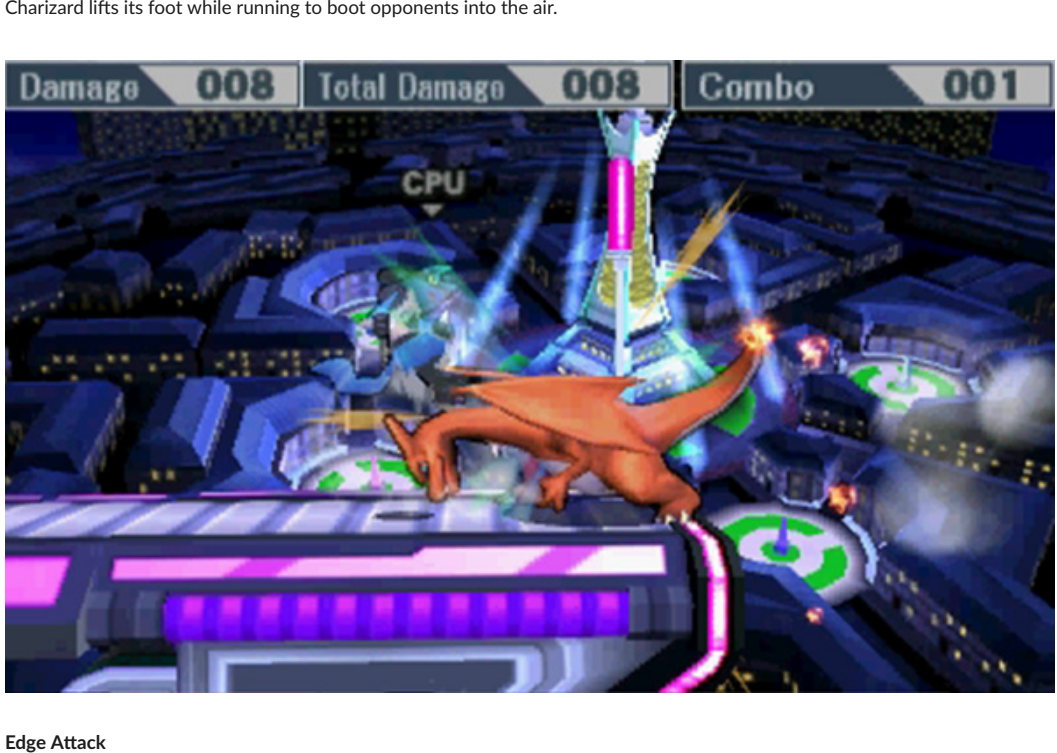
Down Tilt

Charizard uses its long neck to headbutt opponents out of the way.


Damage 011
Total Damage 011
Combo 001
CPU

Dash Attack

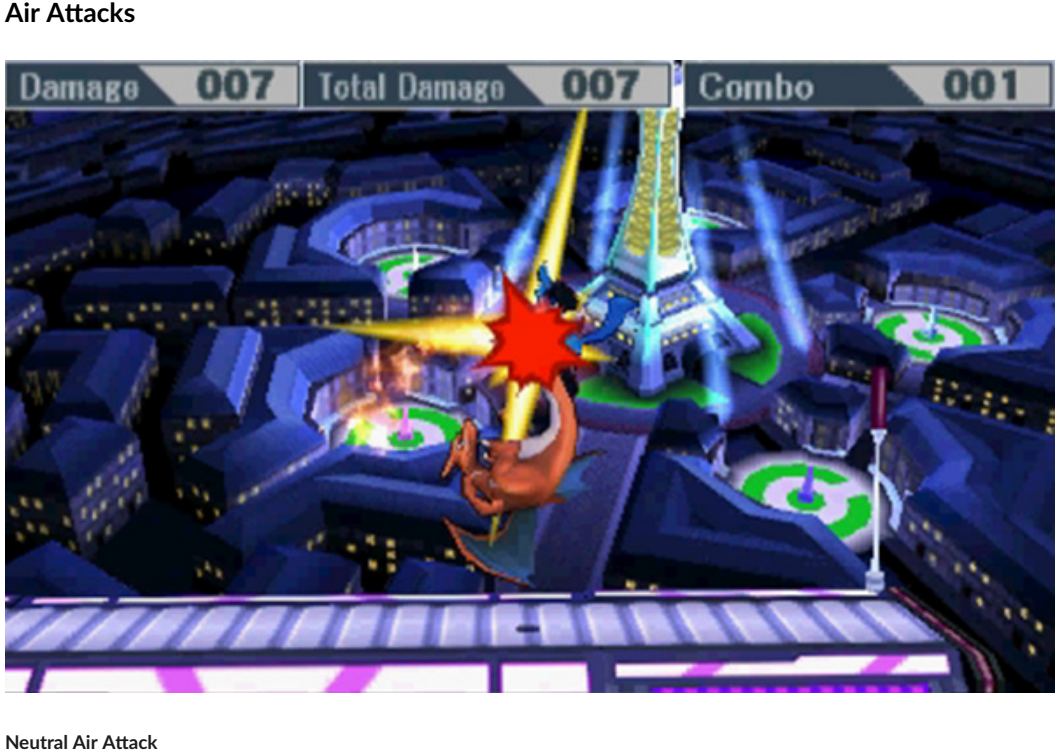
Charizard lifts its foot while running to boot opponents into the air.


Damage 008
Total Damage 008
Combo 001
CPU

Edge Attack

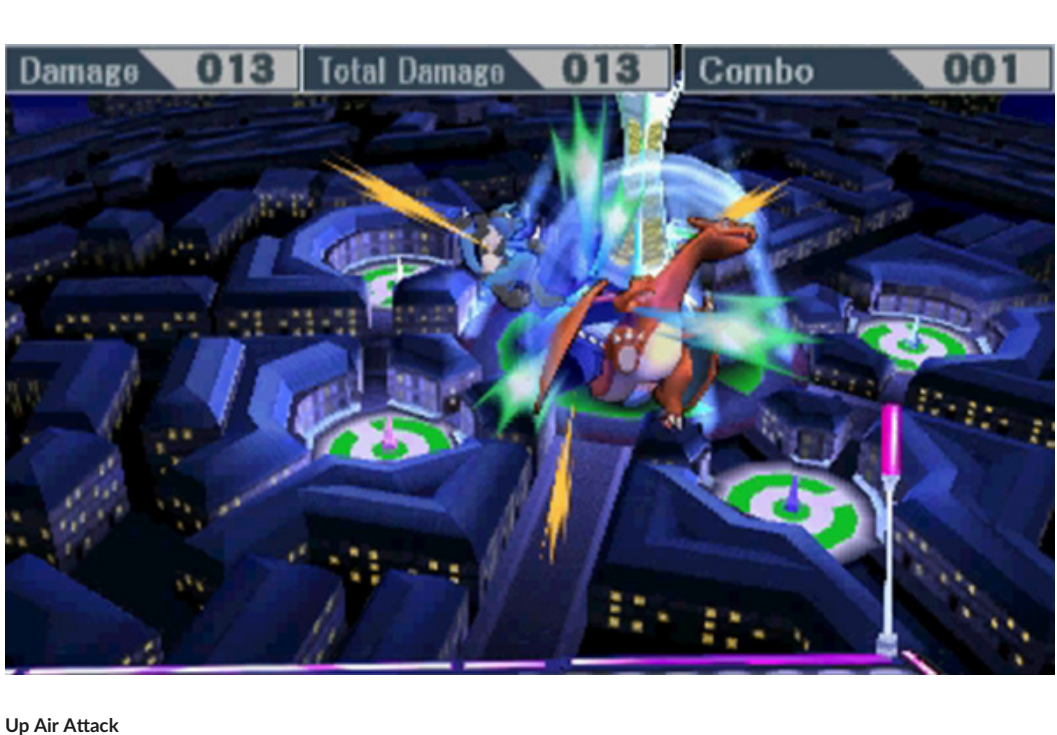
Charizard returns to the stage with a headbutt attack.

Air Attacks


Damage 007
Total Damage 007
Combo 001

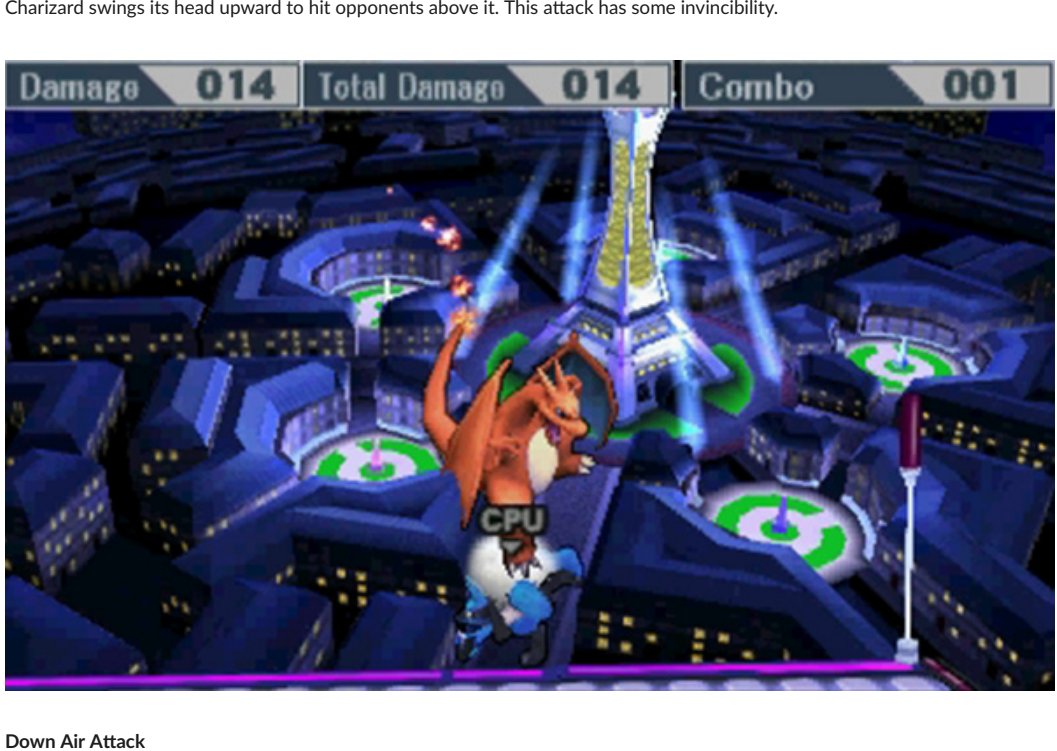
Neutral Air Attack

Charizard performs a front flip while attacking with its tail.


Damage 013
Total Damage 013
Combo 001

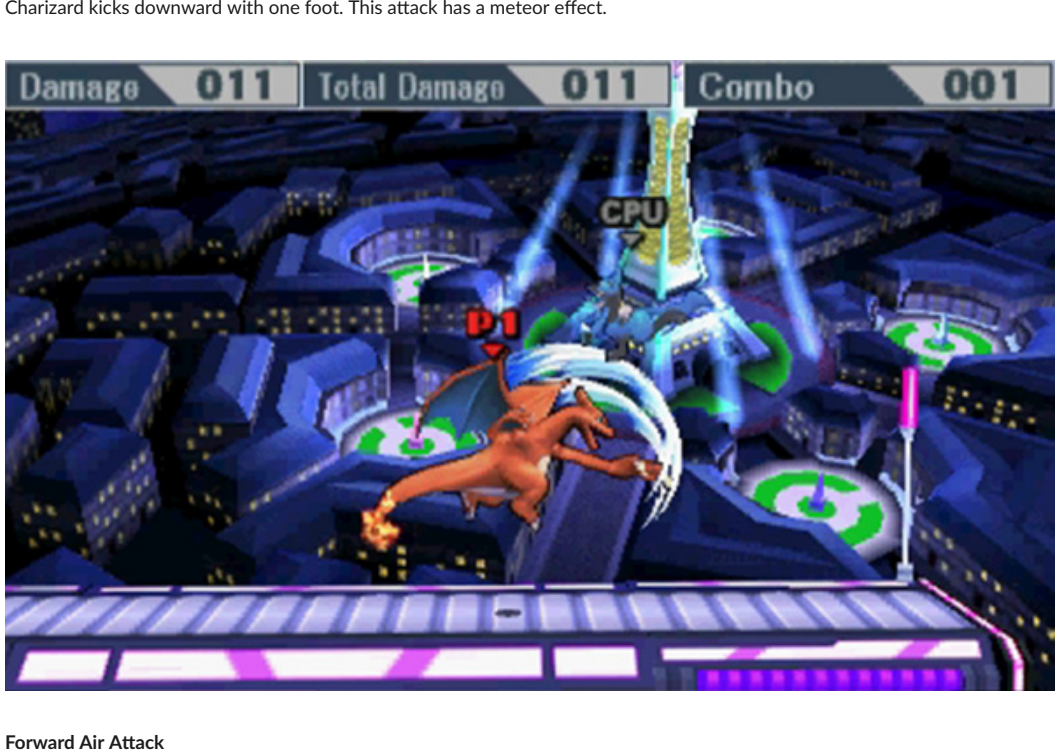
Up Air Attack

Charizard swings its head upward to hit opponents above it. This attack has some invincibility.


Damage 014
Total Damage 014
Combo 001
CPU

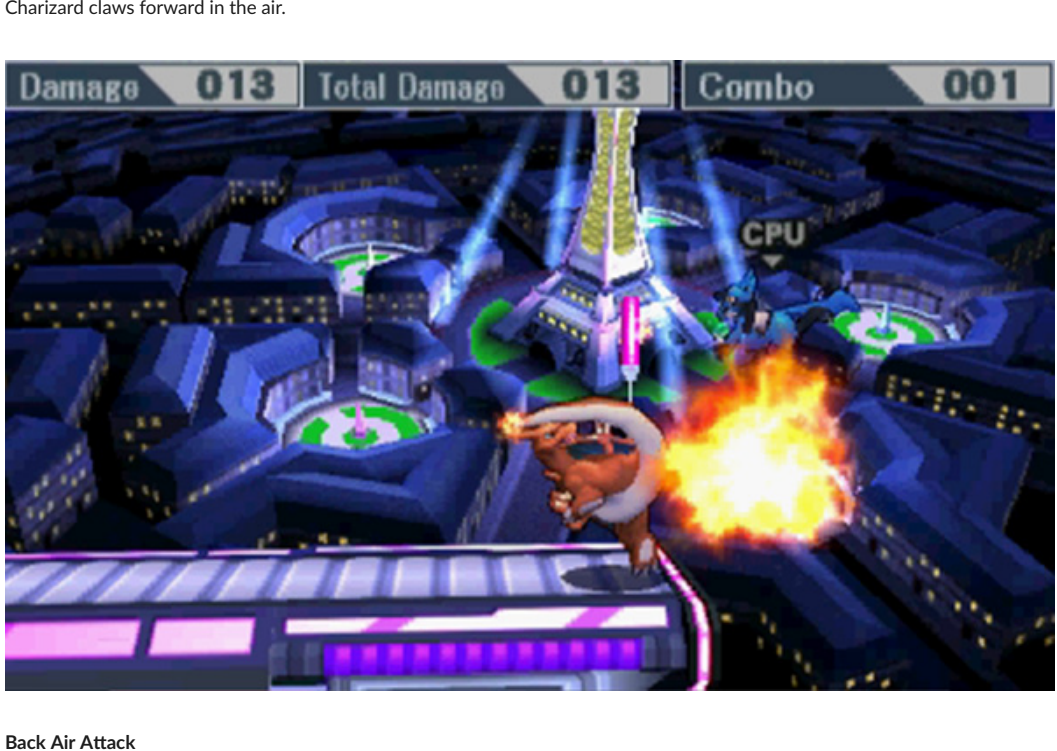
Down Air Attack

Charizard kicks downward with one foot. This attack has a meteor effect.


Damage 011
Total Damage 011
Combo 001
CPU

Forward Air Attack

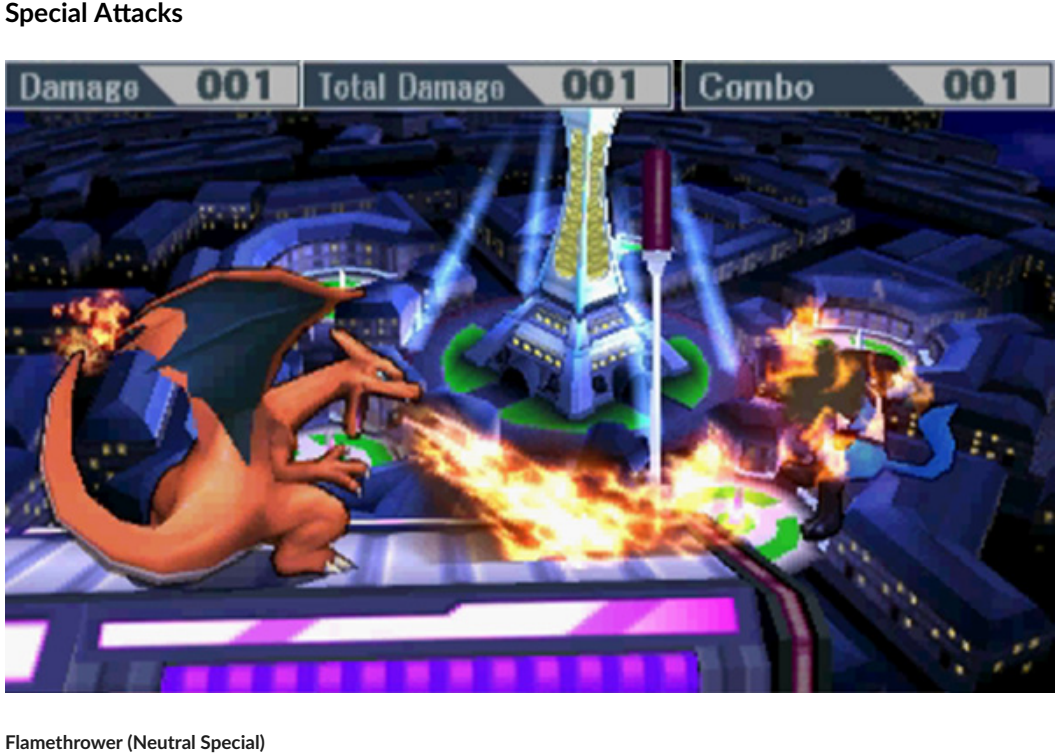
Charizard claws forward in the air.


Damage 013
Total Damage 013
Combo 001
CPU

Back Air Attack

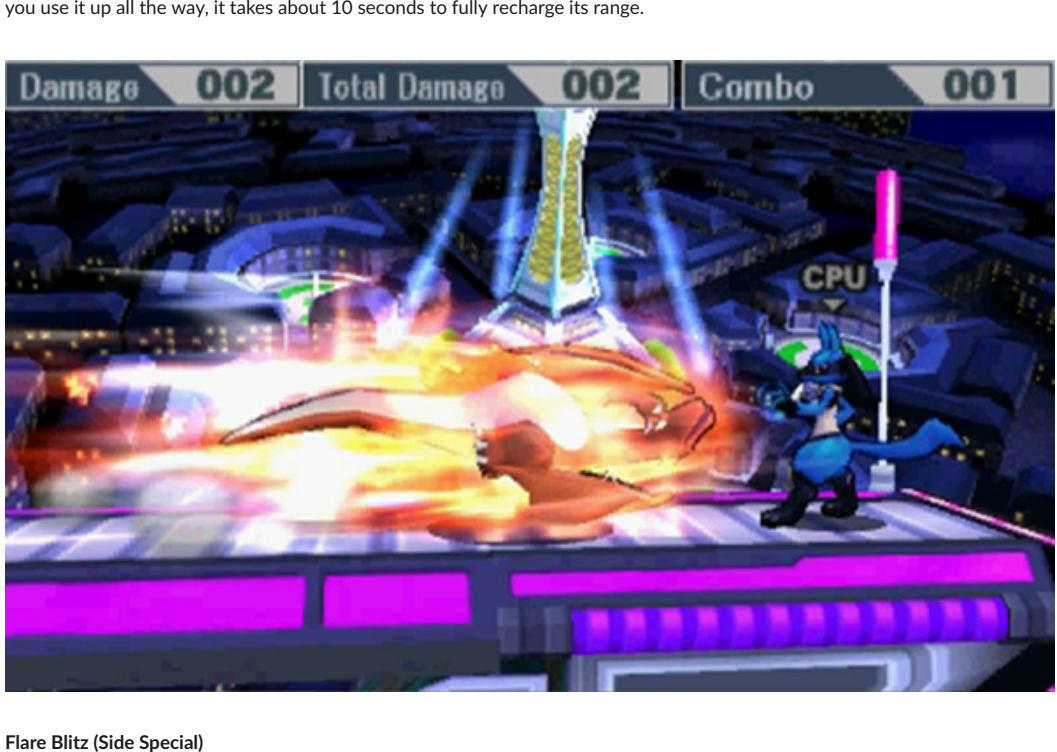
A strong tail attack with long range.

Special Attacks


Damage 001
Total Damage 001
Combo 001

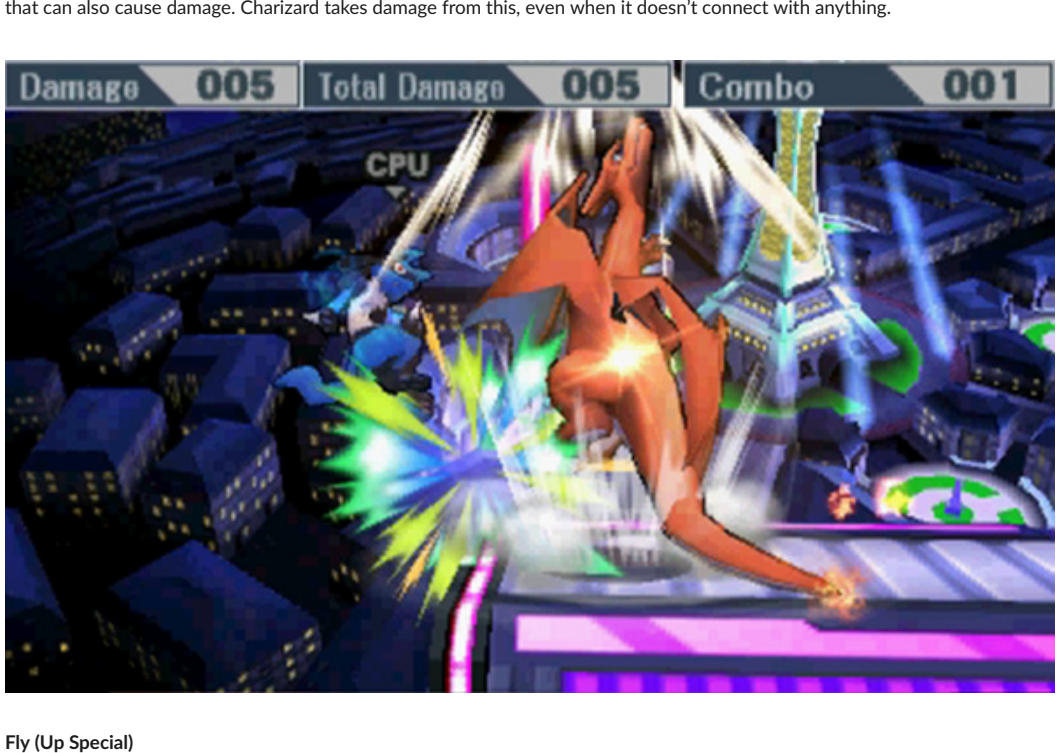
Flamethrower (Neutral Special)

Charizard breathes fire onto nearby opponents. You can aim it up and down, but the longer you use it, the shorter its range. If you use it up all the way, it takes about 10 seconds to fully recharge its range.


Damage 002
Total Damage 002
Combo 001
CPU

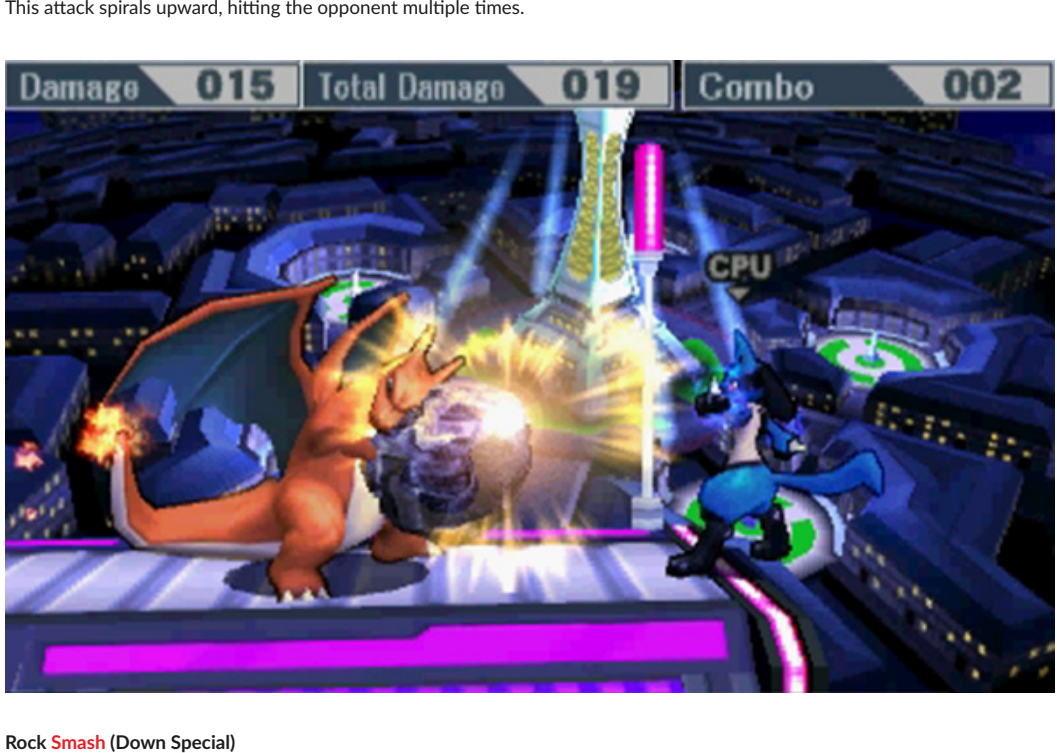
Flare Blitz (Side Special)

Engulfed in flames, Charizard flies far forward in a damaging attack. Striking an enemy or obstacle results in a small explosion that can also cause damage. Charizard takes damage from this, even when it doesn't connect with anything.


Damage 005
Total Damage 005
Combo 001
CPU

Fly (Up Special)

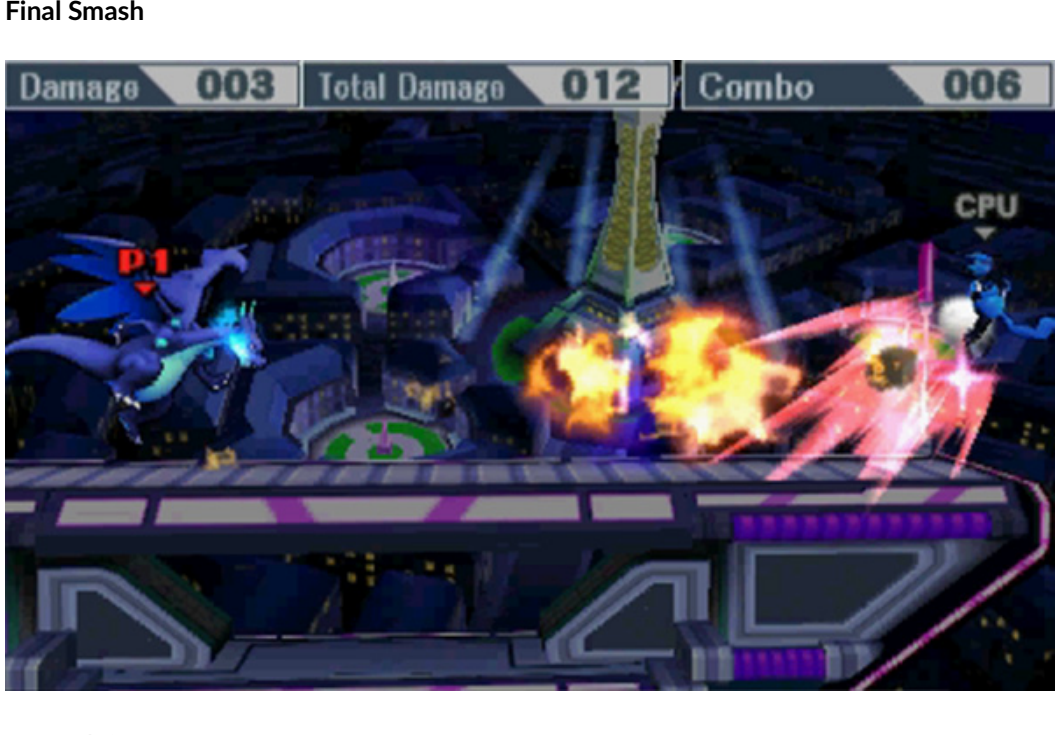
This attack spirals upward, hitting the opponent multiple times.


Damage 015
Total Damage 019
Combo 002
CPU

Rock Smash (Down Special)

Charizard headbutts a rock so that its fragments hit the opponents. The fragments fly out in random directions, so be close to maximize efficiency. Charizard has some super armor here and will not flinch if hit during this attack.

Final Smash


Damage 003
Total Damage 012
Combo 006
P1
CPU

Mega Evolution

Charizard transforms into Mega Charizard X. In this form, it can fly in all directions, you can press the Special button to shoot fireballs, and Charizard has super armor for the duration of the transformation. Pressing the Attack button does an attack similar to Charizard's Up Special, except you can do it in any direction and it knocks the opponent away horizontally. Each fireball does about 16% damage, while each spiral attack does about 24% damage. The fireballs temporarily trap the opponent in a flame pillar, giving you a chance to hit with the spiral attack. Be sure you're over ground before the transformation wears off!

Strategy

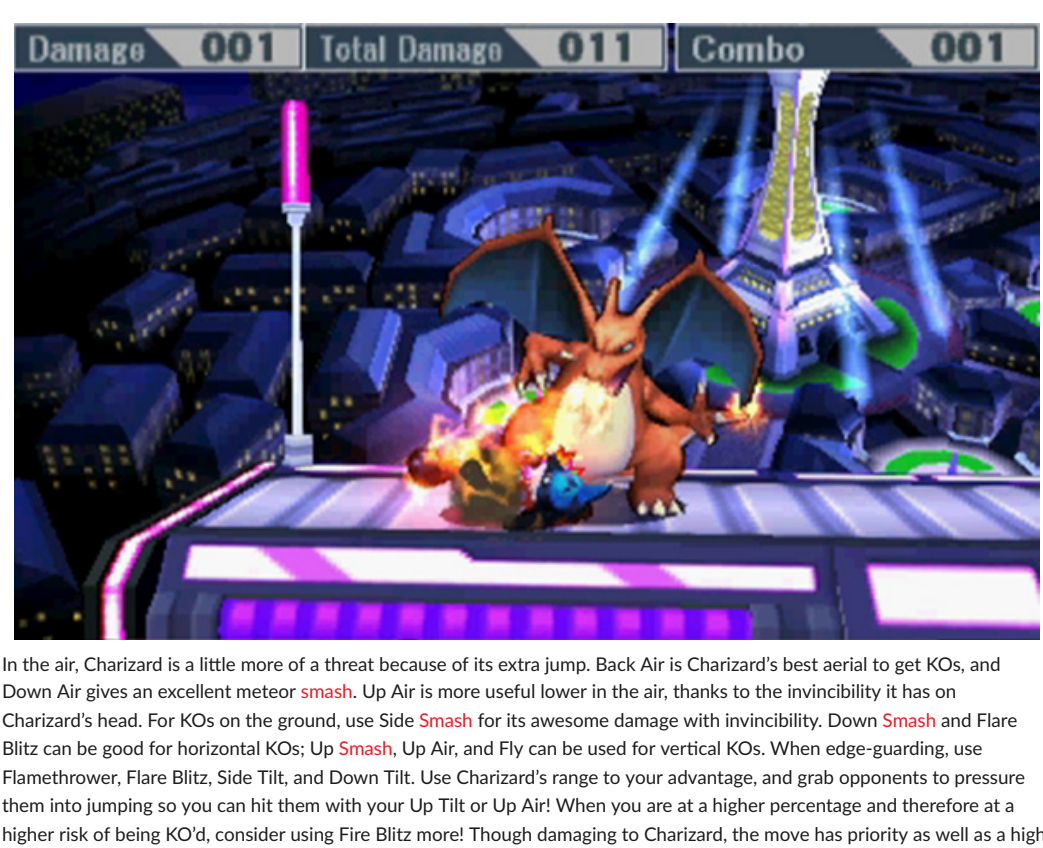
Charizard is a heavier character with below-average mobility and attack speed. It makes up for this with above-average damage output and long range on its attacks and throws. Its Flamethrower and Flare Blitz can be useful in wearing down faster opponents from a distance. To compensate for its slower attack speed, Charizard also has various invincibilities and super armor to use with Side Smash, Up Air, and Rock Smash.

Damage 015
Total Damage 019
Combo 002

Damage 014
Total Damage 014
Combo 001

From a distance, Charizard can pressure opponents to approach by using its Flamethrower attack. This doesn't do much damage, but it's very disruptive, so use it mainly to set up additional offense. It's also useful for dealing with projectiles or when edge-guarding. Flare Blitz is useful for punishing opponents at a distance, for backing away from opponents, or for just crashing into groups of opponents and dealing damage to everyone. Charizard takes about 4% damage for using this, even if Charizard doesn't make contact for the explosion. You can also make contact and explode if you merely crash into a wall or a steep slope, so take care when these obstacles are nearby. Rock Smash is best used up close or at a small distance away from opponents. Its super armor allows this attack to complete and damage opponents, even if they're hitting you. This is particularly useful if opponents have high damage and you're looking for a KO. (Note that the headbutt is the primary damage, not the rock pieces.) Fly has some super armor at the beginning, making it more viable as an attack as well, but its primary use is still for recovery. You can also control Fly a bit to the left or right.

Damage 011
Total Damage 011
Combo 001


Damage 001
Total Damage 011
Combo 001

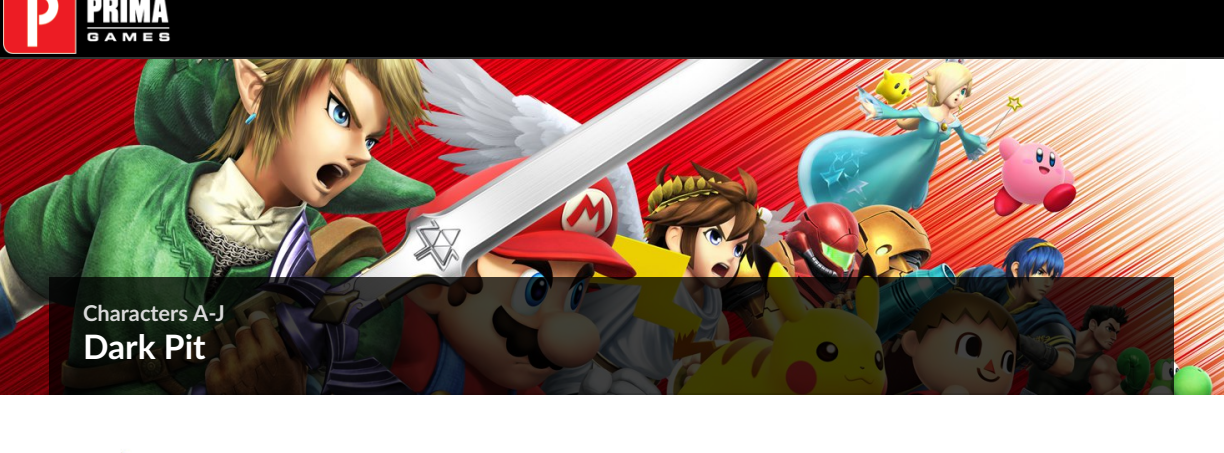
In the air, Charizard is a little more of a threat because of its extra jump. Back Air is Charizard's best aerial to get KOs, and Down Air gives an excellent meteor smash. Up Air is more useful lower in the air, thanks to the invincibility it has on Charizard's head. For KOs on the ground, use Side Smash for its awesome damage with invincibility. Down Smash and Flare Blitz can be good for horizontal KOs; Up Smash, Up Air, and Fly can be used for vertical KOs. When edge-guarding, use Flamethrower, Flare Blitz, Side Tilt, and Down Tilt. Use Charizard's range to your advantage, and grab opponents to pressure them into jumping so you can hit them with your Up Tilt or Up Air! When you are at a higher percentage and therefore at a higher risk of being KO'd, consider using Fire Blitz more! Though damaging to Charizard, the move has priority as well as a high KO potential.

Recovery

Charizard has a couple of good tools for recovery. Flare Blitz is its best option for horizontal recovery, but be aware it will always damage you, even if it doesn't make contact with an opponent. You are not put into a fall state after Flare Blitz, but if you crash into a stage with it, then you end up in a fall state. For vertical recovery, Charizard's best option is its Fly Special. Finally, don't forget that Charizard has three jumps instead of two like everyone else!

Damage 015
Total Damage 019
Combo 002
P1
CPU

Damage 002
Total Damage 008
Combo 004



Dark Pit

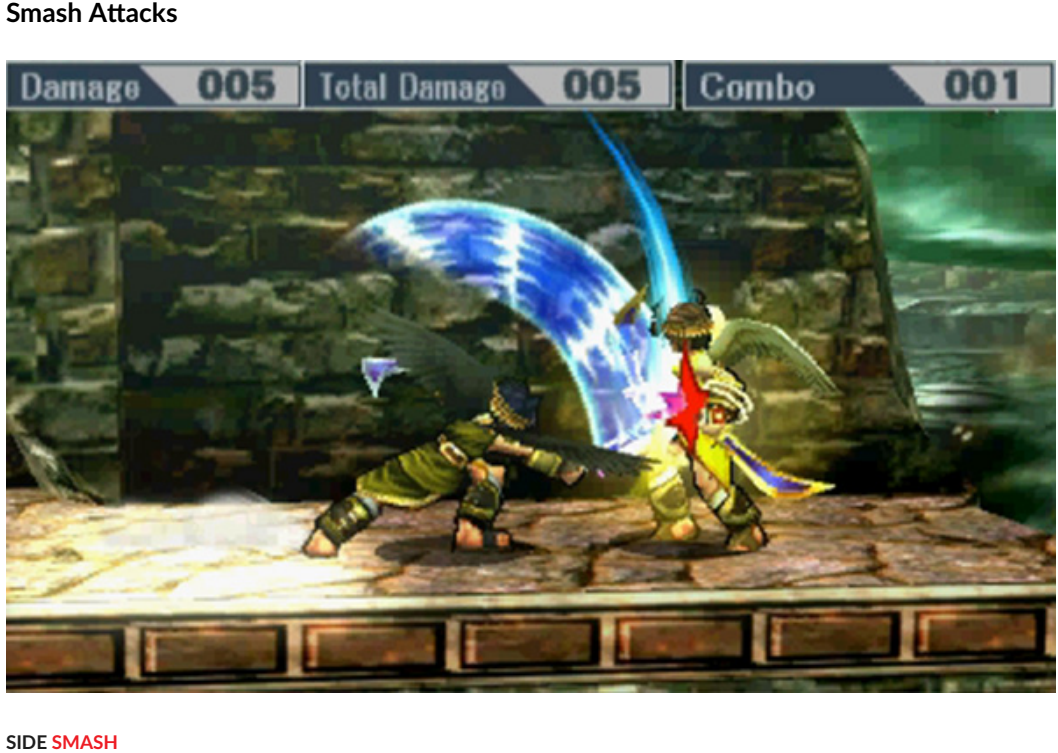
Trophy Description

Pit's mysterious, black-clad doppelgänger, Dark Pit. (Some call him Pittoo, but he really doesn't like that.) When he first appears, he immediately goes after both Pit and the Underworld Army. In *Smash Bros.*, he uses moves a lot like Pit's, though both his bow and his Sacred Treasures are different.

Statistics

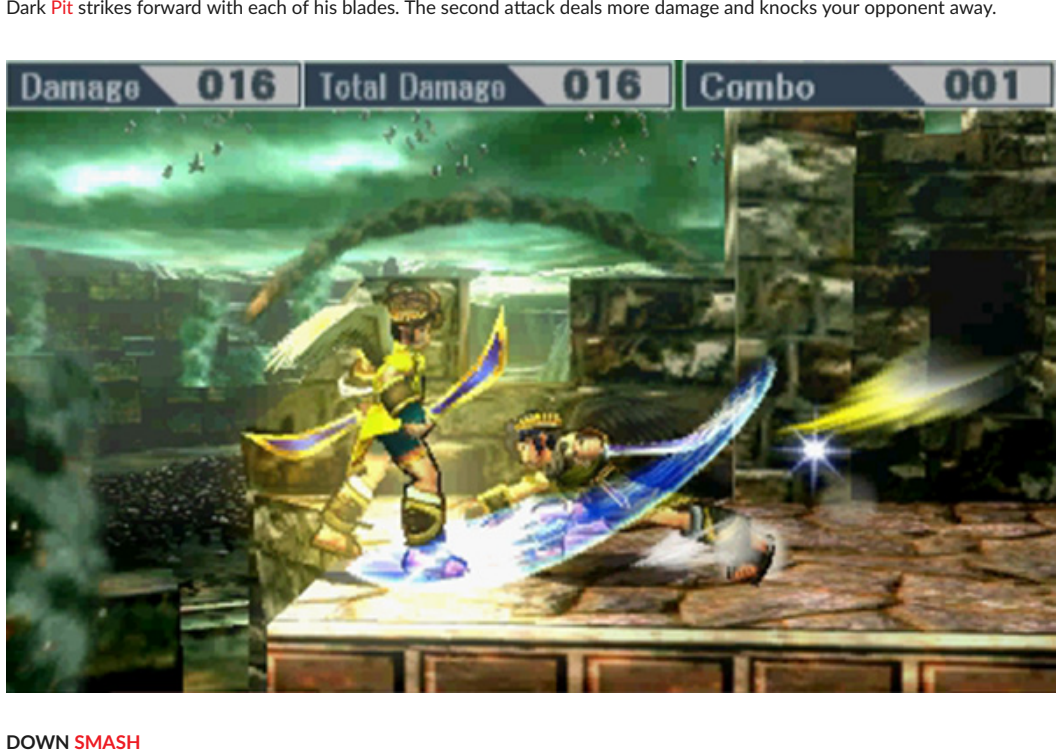
- **Maximum Number of Jumps**: 4
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 005
Total Damage 005
Combo 001

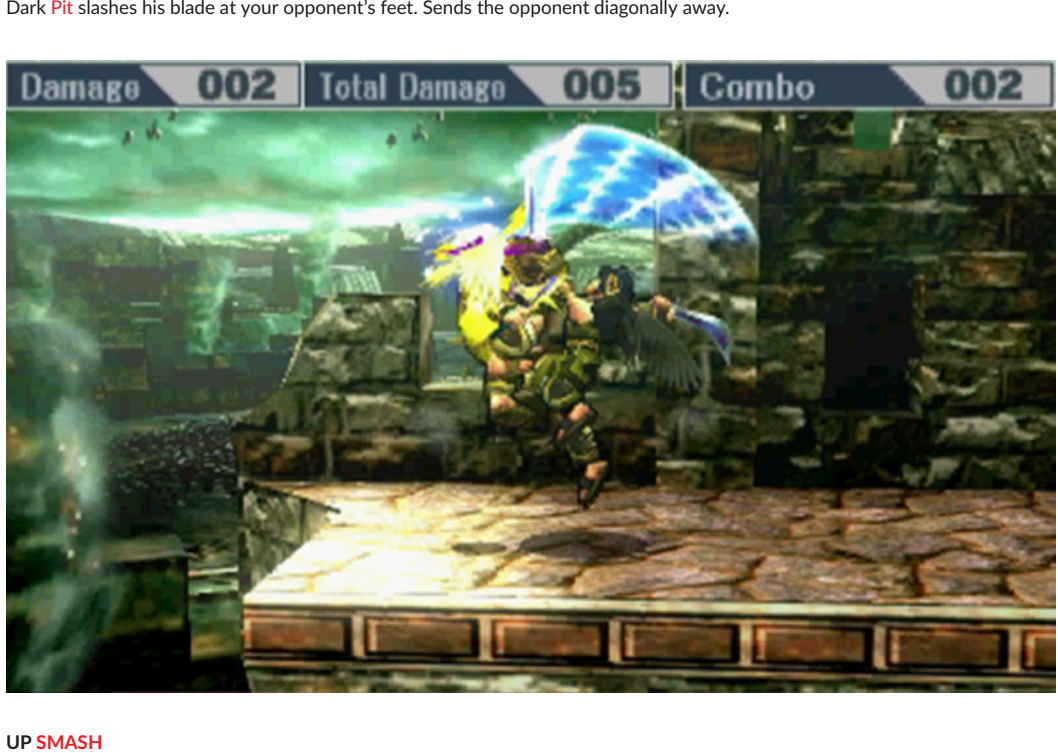
SIDE SMASH

Dark Pit strikes forward with each of his blades. The second attack deals more damage and knocks your opponent away.


Damage 016
Total Damage 016
Combo 001

DOWN SMASH

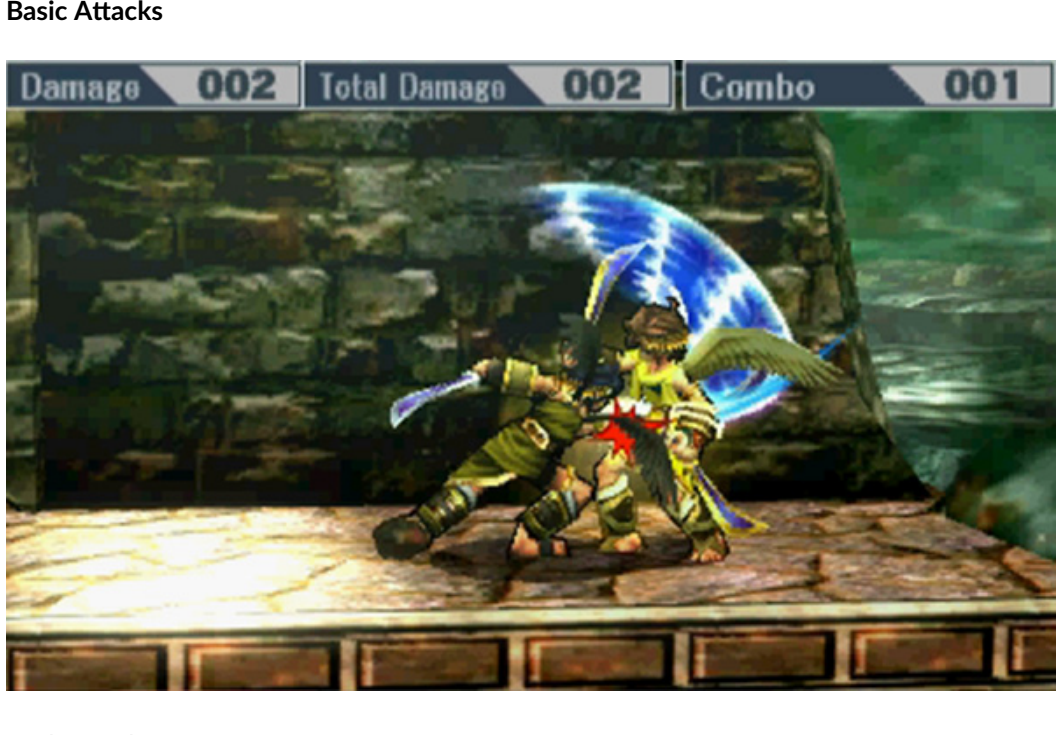
Dark Pit slashes his blade at your opponent's feet. Sends the opponent diagonally away.


Damage 002
Total Damage 005
Combo 002

UP SMASH

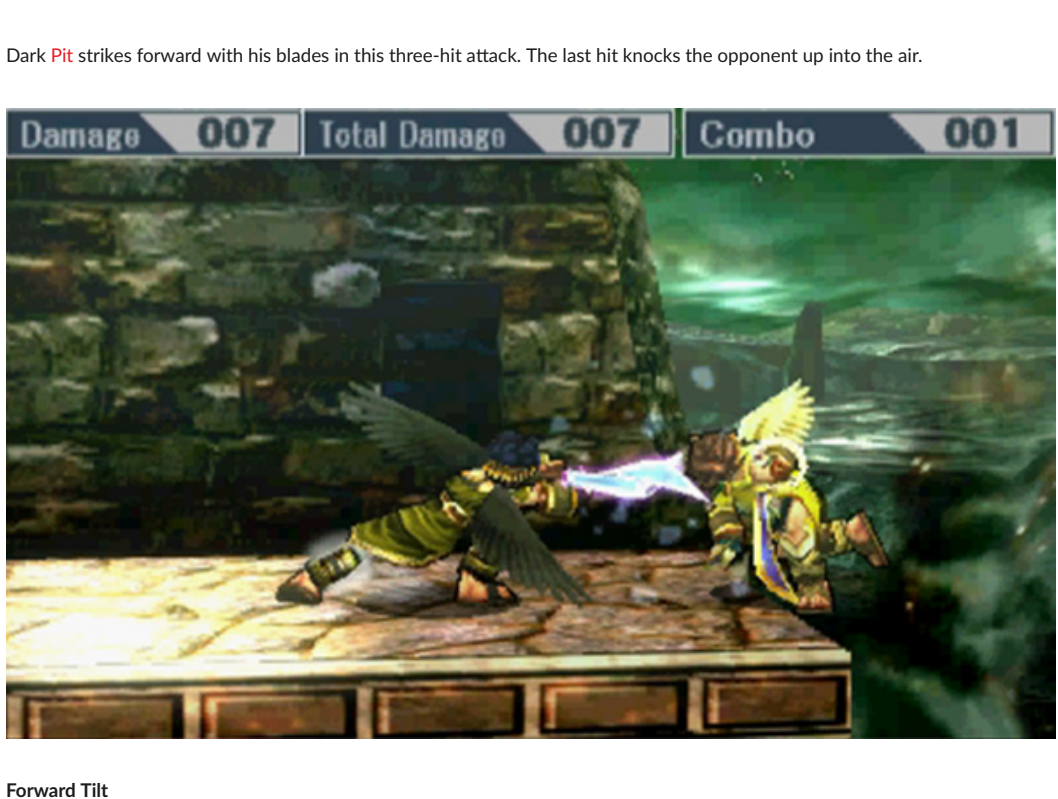
Dark Pit swings his blades around as he leaps into the air, hitting your opponent multiple times. The last hit sends the opponent upward.

Basic Attacks


Damage 002
Total Damage 002
Combo 001

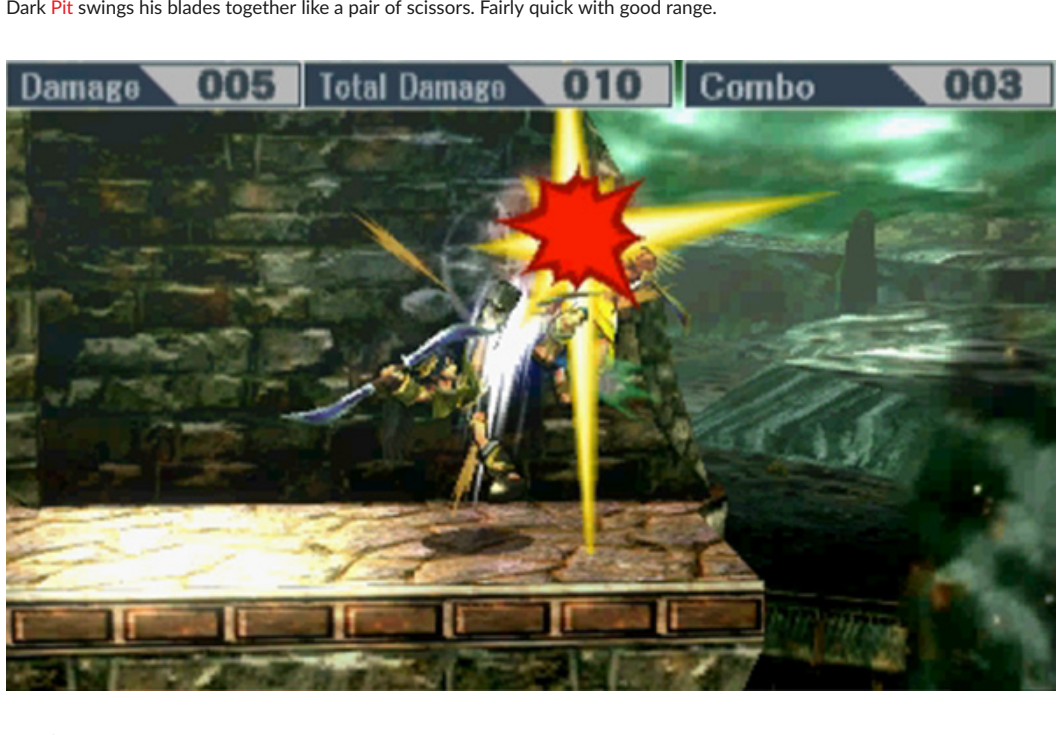
Standing Attack

Dark Pit strikes forward with his blades in this three-hit attack. The last hit knocks the opponent up into the air.


Damage 007
Total Damage 007
Combo 001

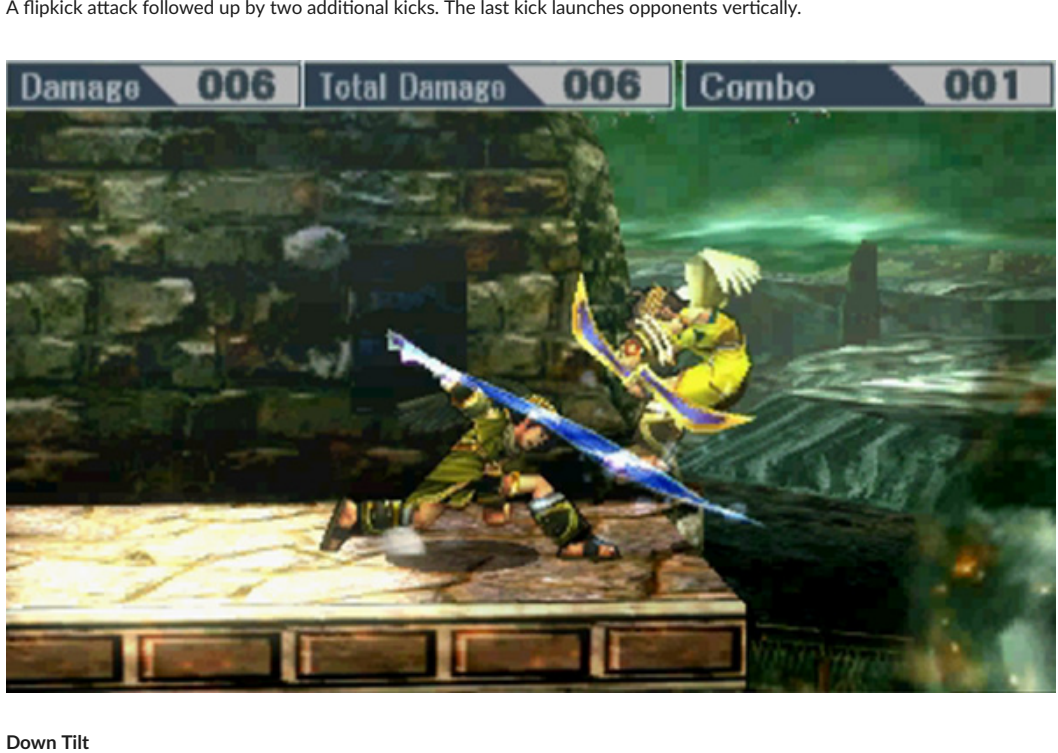
Forward Tilt

Dark Pit swings his blades together like a pair of scissors. Fairly quick with good range.


Damage 005
Total Damage 010
Combo 003

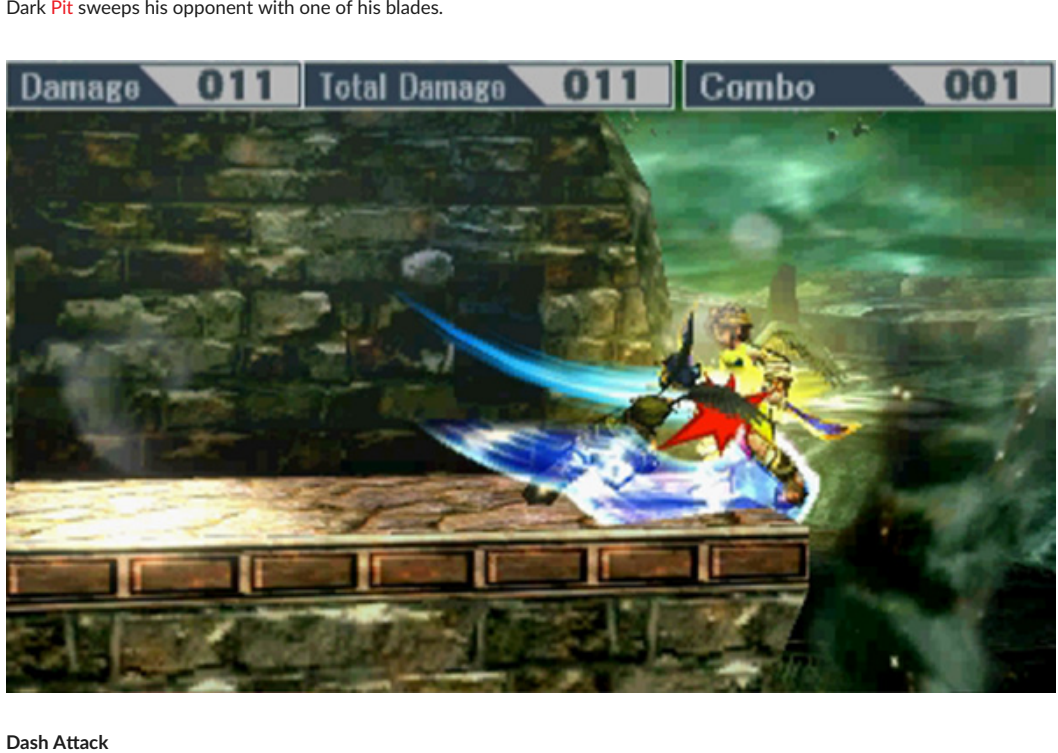
Up Tilt

A flipkick attack followed up by two additional kicks. The last kick launches opponents vertically.


Damage 006
Total Damage 006
Combo 001

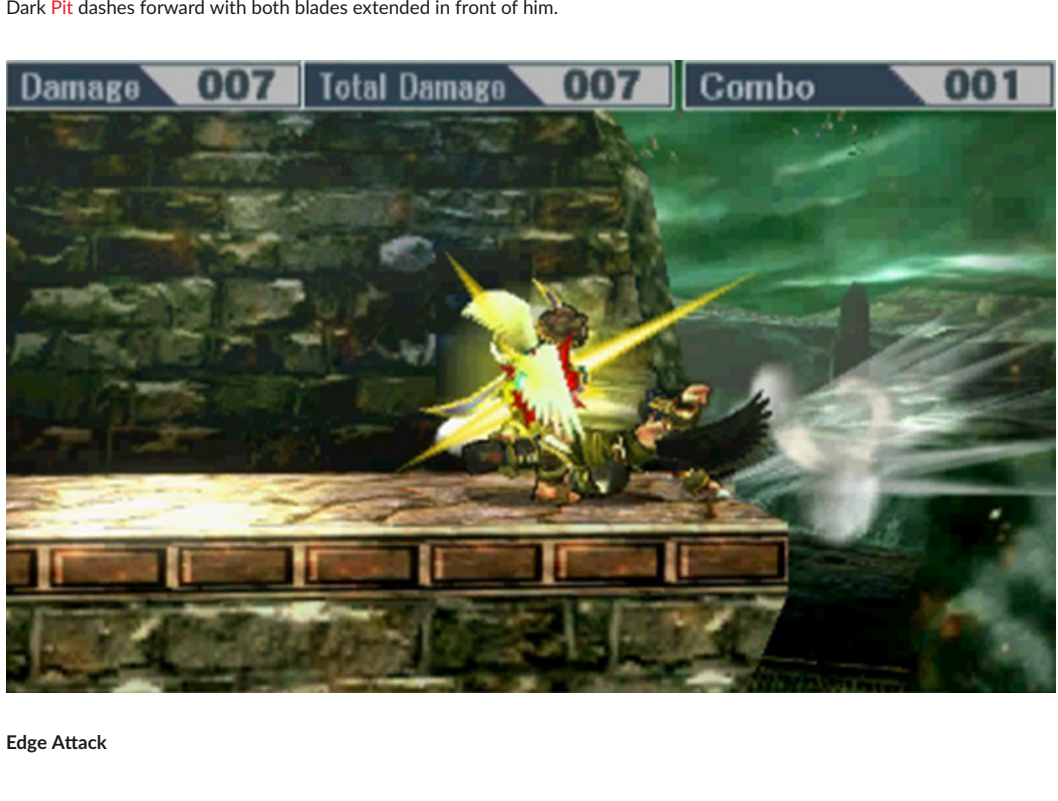
Down Tilt

Dark Pit sweeps his opponent with one of his blades.


Damage 011
Total Damage 011
Combo 001

Dash Attack

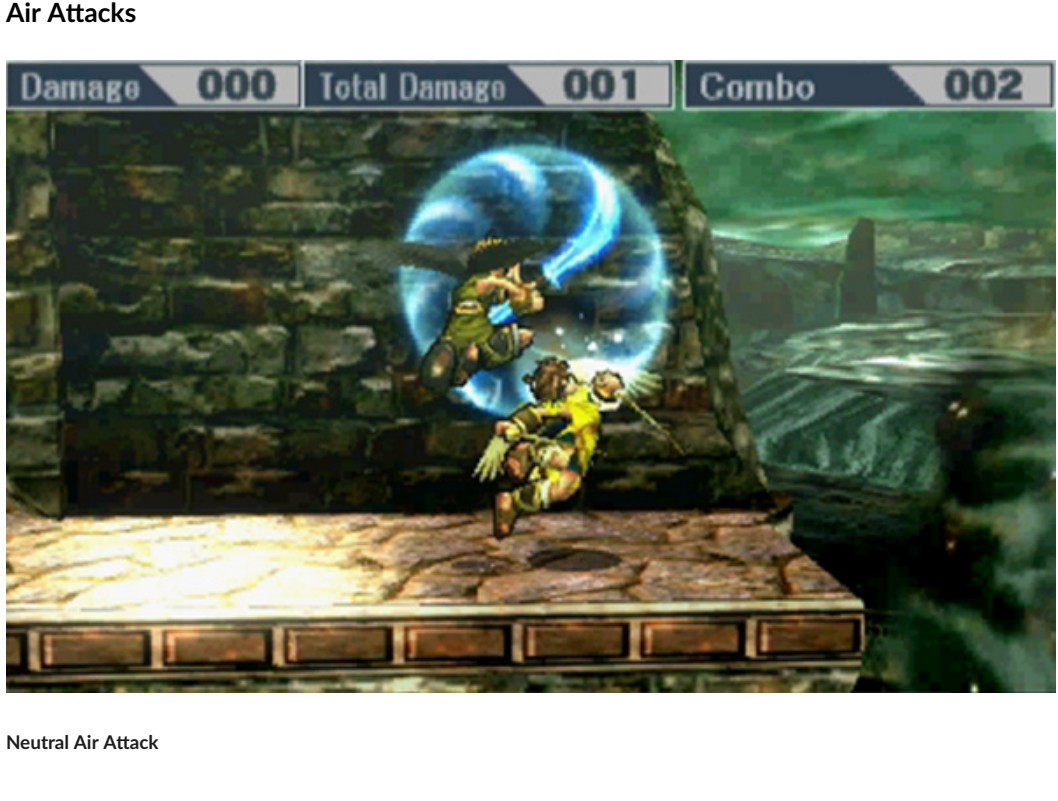
Dark Pit dashes forward with both blades extended in front of him.


Damage 007
Total Damage 007
Combo 001

Edge Attack

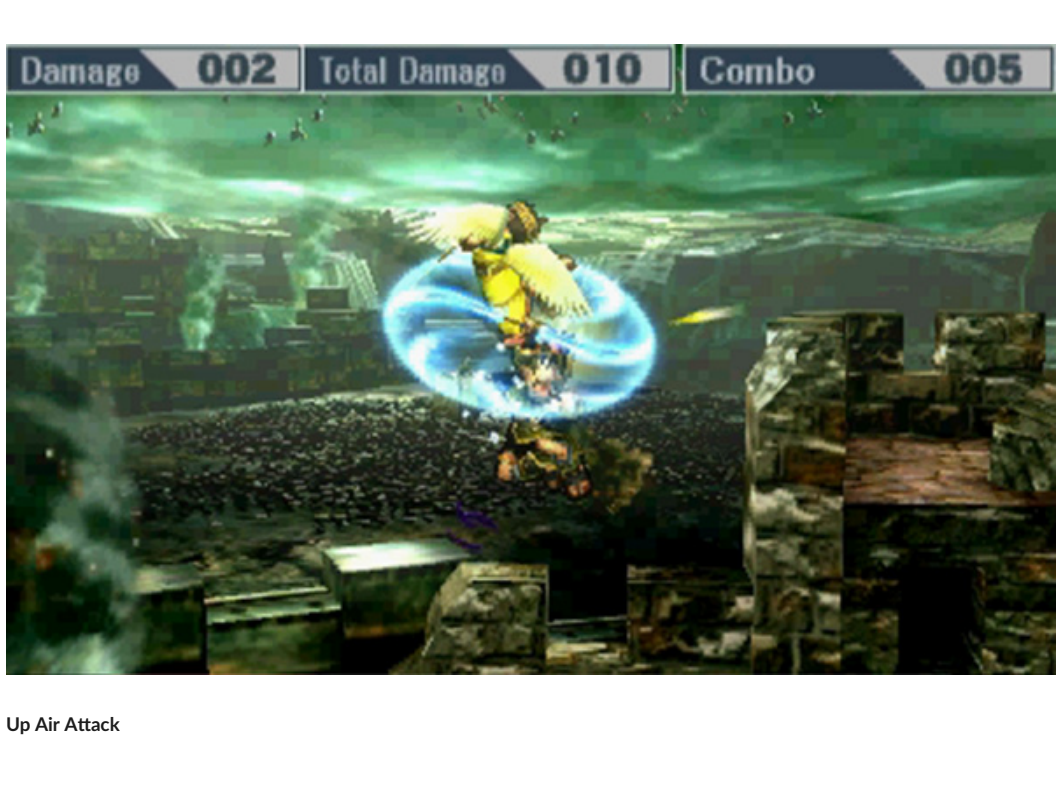
Dark Pit swings himself back up to the stage and kicks your opponent away.

Air Attacks


Damage 000
Total Damage 001
Combo 002

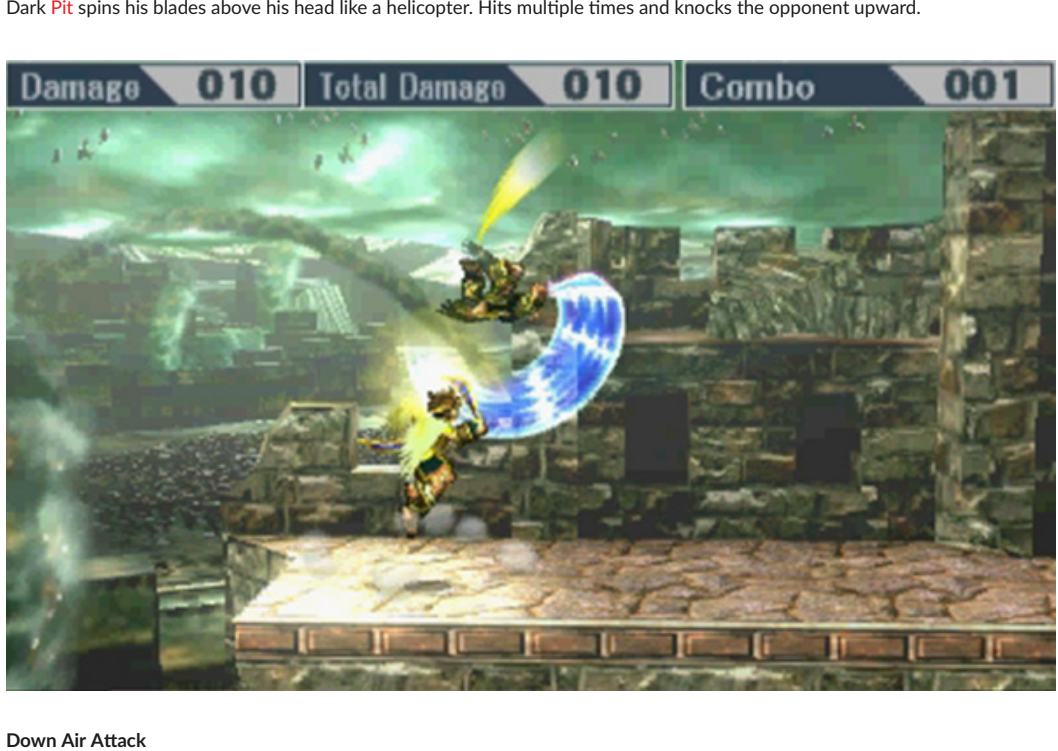
Neutral Air Attack

Dark Pit spins his blades around his body, hitting opponents multiple times. Only the last hit knocks the opponent away.


Damage 002
Total Damage 010
Combo 005

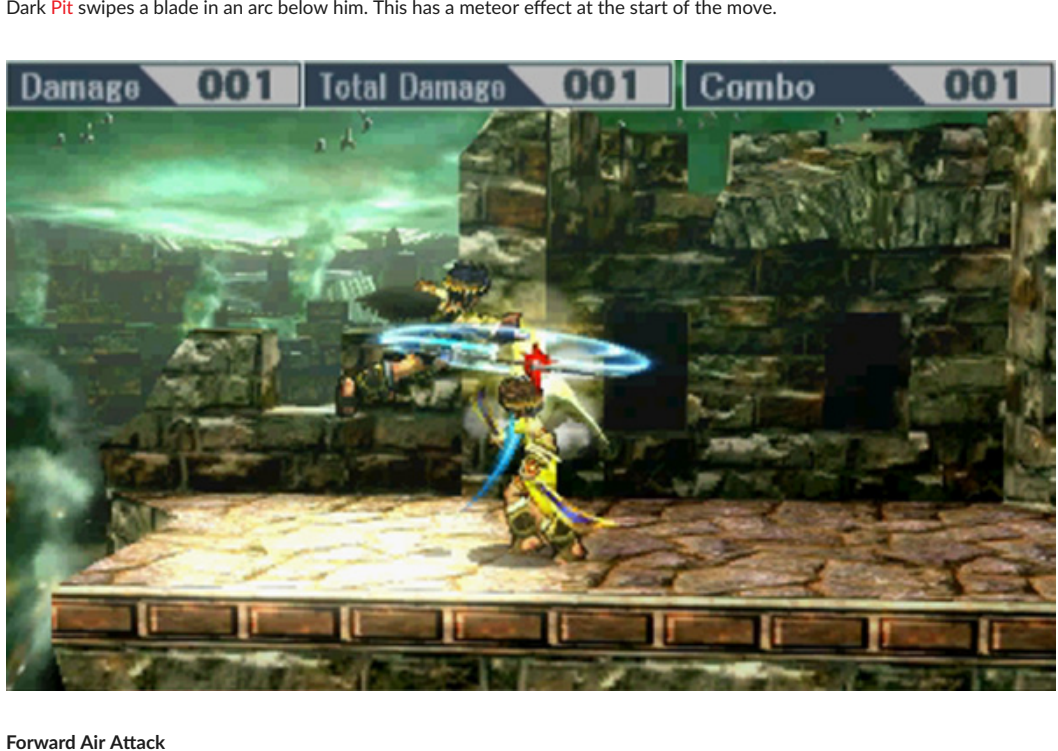
Up Air Attack

Dark Pit spins his blades above his head like a helicopter. Hits multiple times and knocks the opponent upward.


Damage 010
Total Damage 010
Combo 001

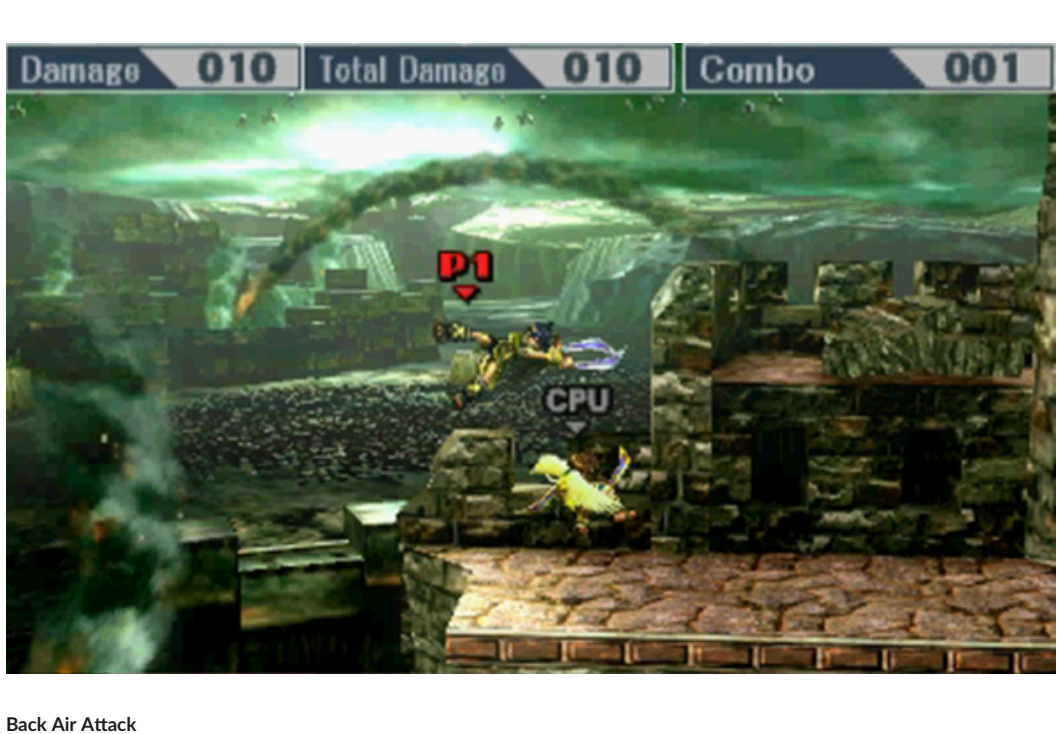
Down Air Attack

Dark Pit swipes a blade in an arc below him. This has a meteor effect at the start of the move.


Damage 001
Total Damage 001
Combo 001

Forward Air Attack

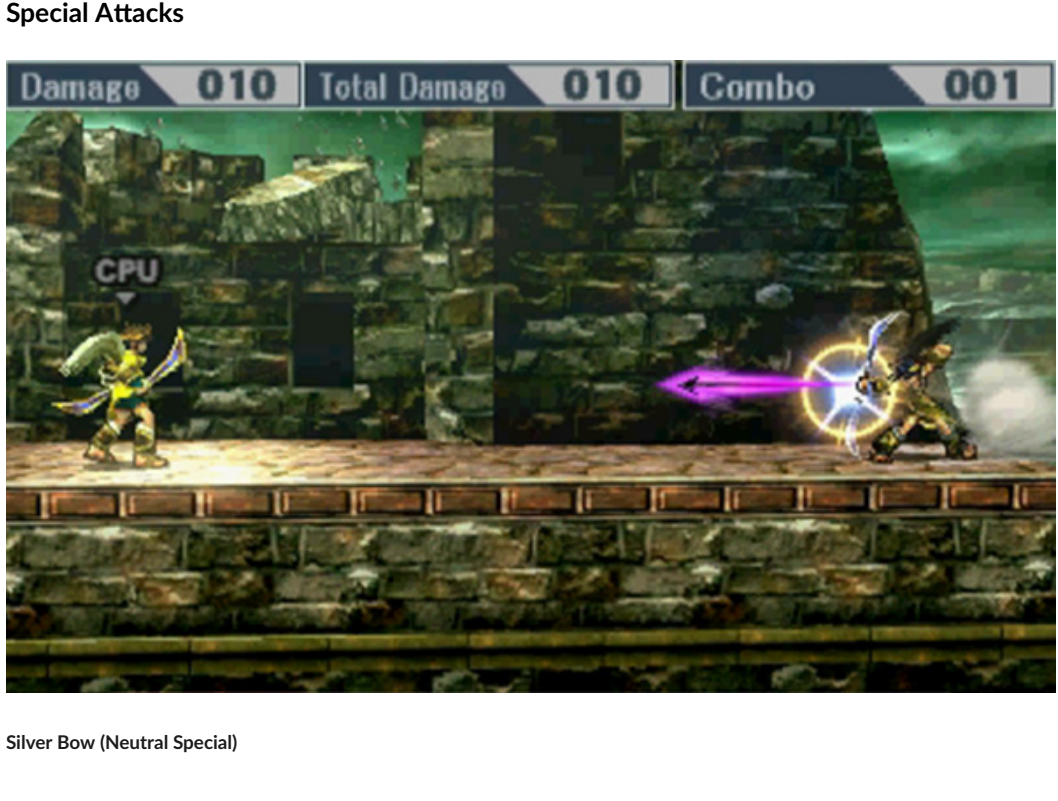
Dark Pit spins his blades in front of him. Opponents caught in this attack are hit multiple times and are launched away diagonally.


Damage 010
Total Damage 010
Combo 001
P1
CPU

Back Air Attack

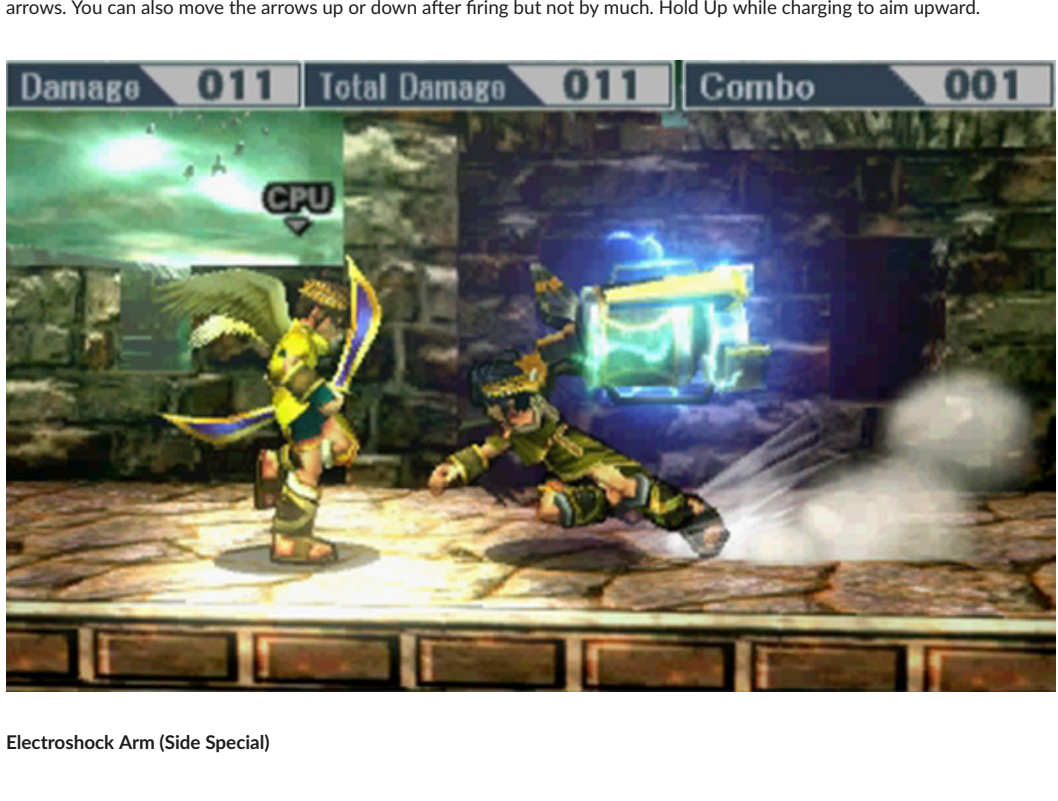
Dark Pit quickly thrusts both blades behind him. Great range and knockback.

Special Attacks


Damage 010
Total Damage 010
Combo 001
CPU

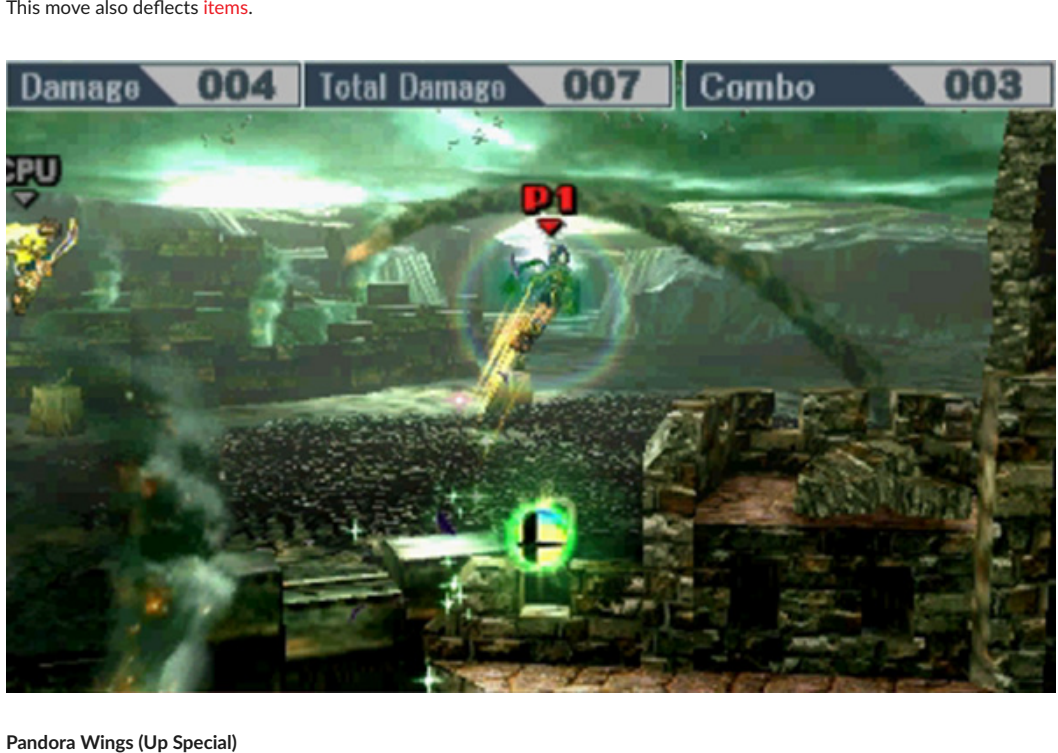
Silver Bow (Neutral Special)

With this primary projectile attack, Dark Pit fires an arrow of darkness. Charge it to add strength, range, and speed to the arrows. You can also move the arrows up or down after firing but not by much. Hold Up while charging to aim upward.


Damage 011
Total Damage 011
Combo 001
CPU

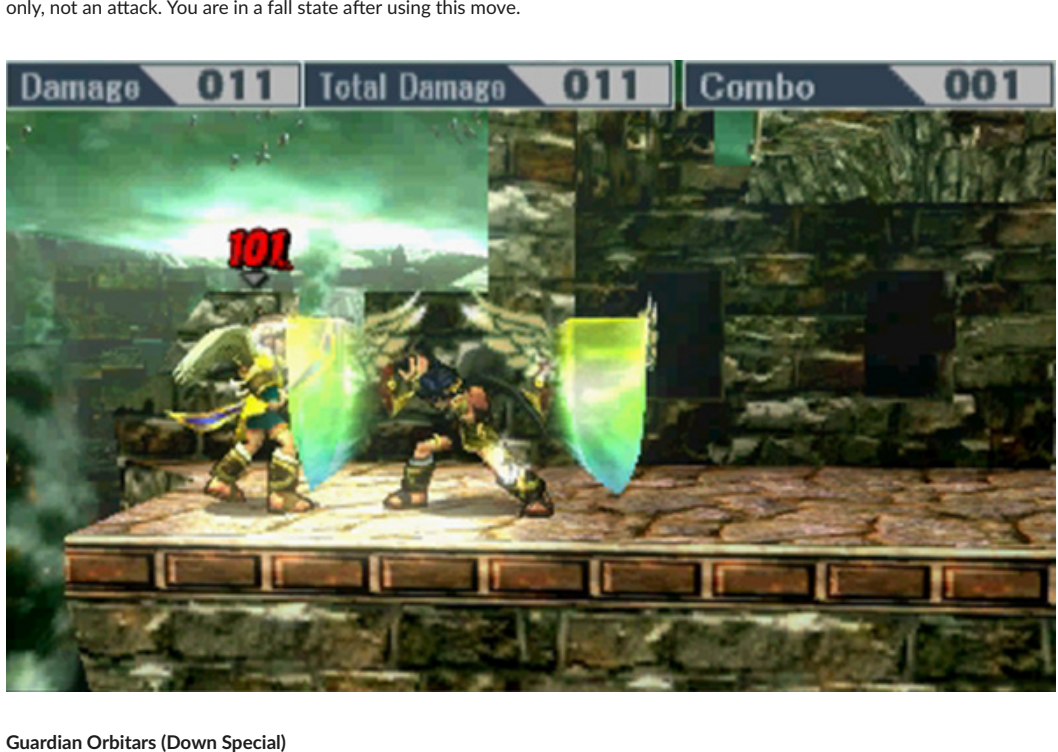
Electroshock Arm (Side Special)

Dark Pit charges forward before releasing an uppercut to his opponent. This attack launches the opponent diagonally away. This move also deflects items.


Damage 004
Total Damage 007
Combo 003
CPU
P1

Pandora Wings (Up Special)

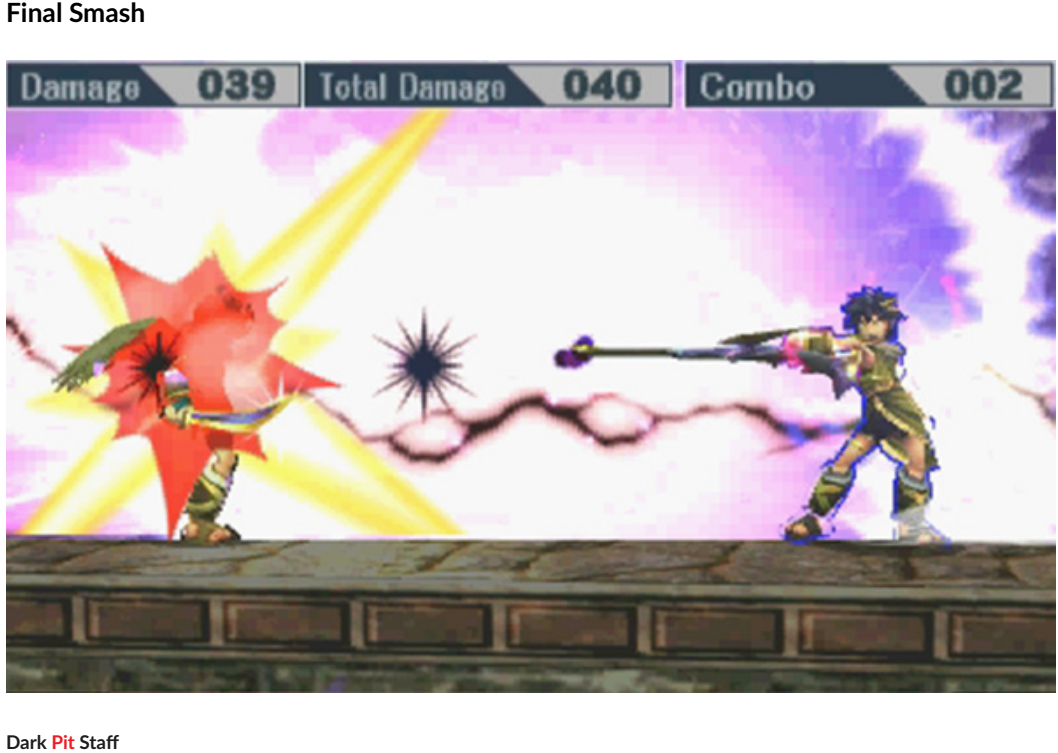
Dark Pit launches himself extremely far, thanks to his wings. You can aim this in any upward direction, but it's a recovery tool only, not an attack. You are in a fall state after using this move.


Damage 011
Total Damage 011
Combo 001
101

Guardian Orbitars (Down Special)

Bring out shields to reflect projectiles and block attacks. The shields also push away any opponents who are too close. This only protects Dark Pit from the sides.

Final Smash

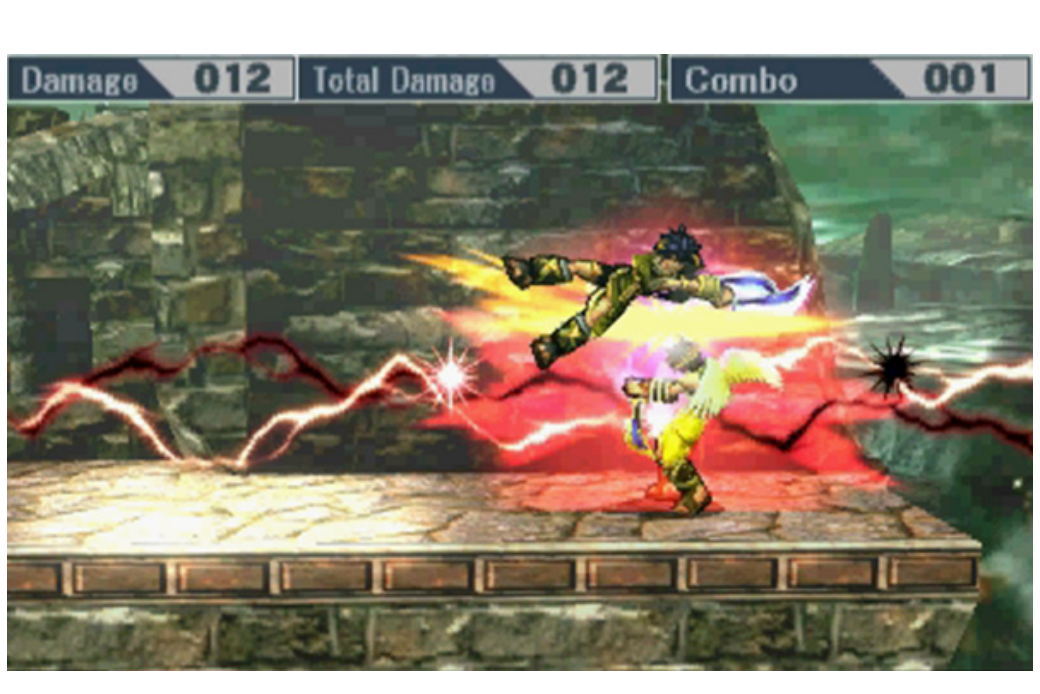

Damage 039
Total Damage 040
Combo 002

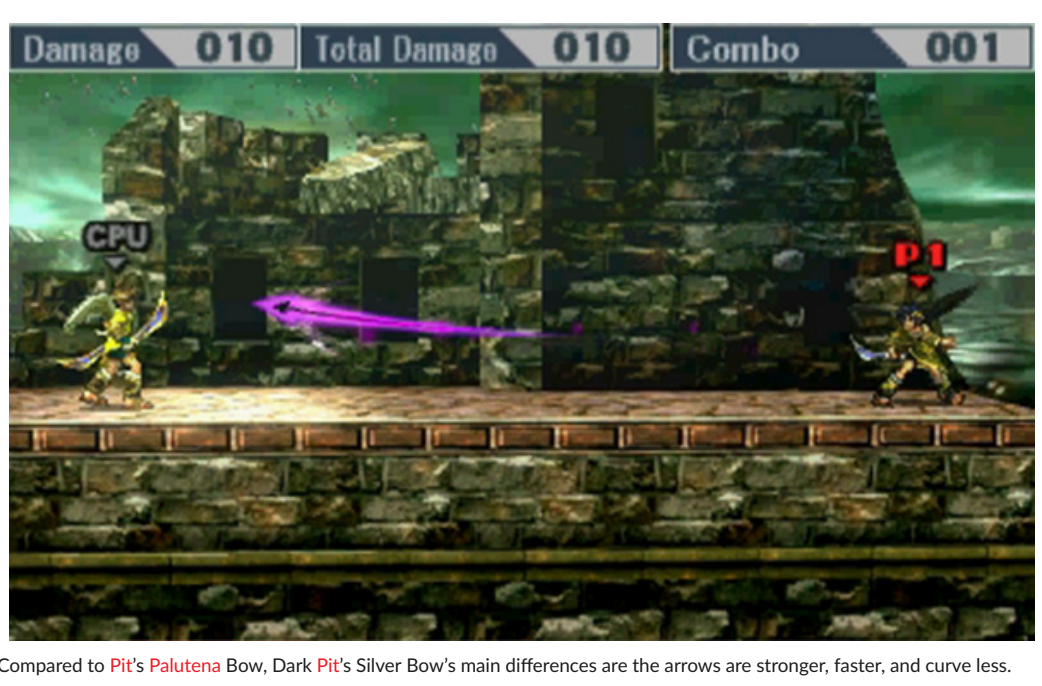
Dark Pit Staff

Dark Pit fires a beam from his staff that KOs anyone in its path. This directional Final Smash has incredibly long range, able to reach nearly all the way across Gerudo Valley! As this has minimal vertical range, line up as many opponents as possible. The camera will zoom in on anyone hit by the beam.

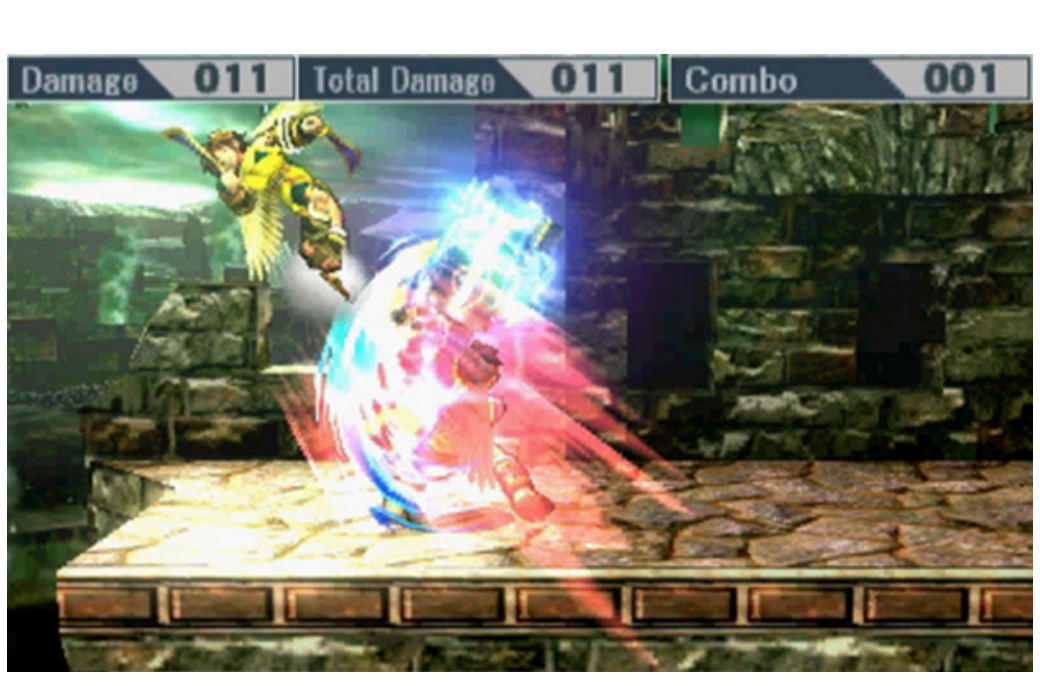
Strategy

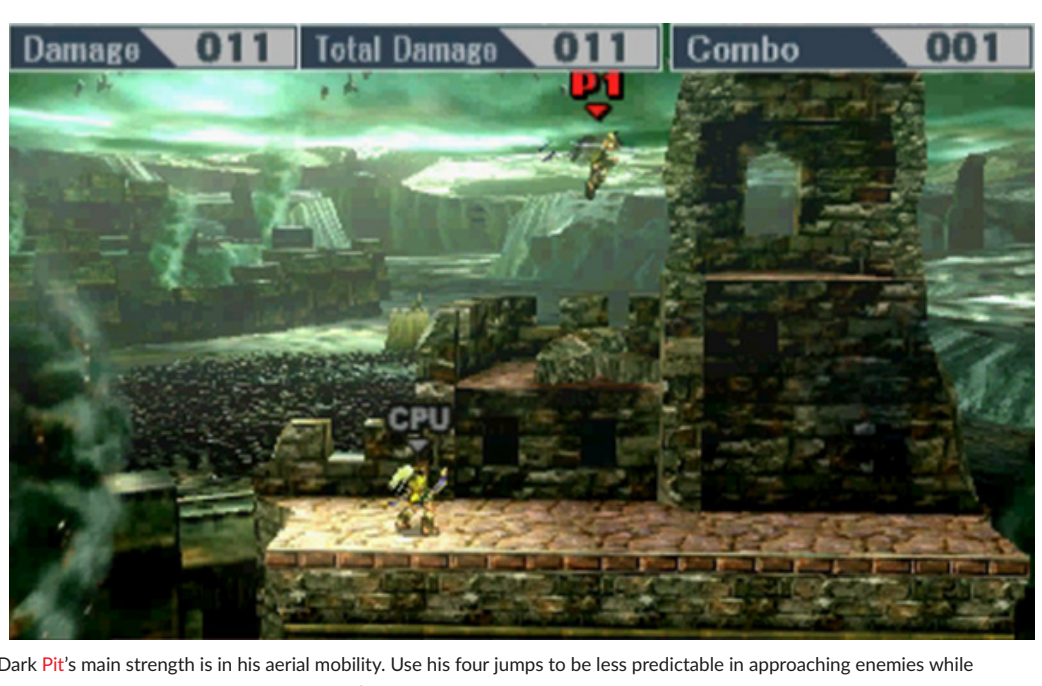
Dark Pit is an average-weight character with great air mobility, thanks to his multiple jumps. Overall, the main difference between Pit and Dark Pit is in the arrows they shoot with their Neutral Special. The angle at which opponents are launched with their Side Special is also slightly different. They suffer from the same weakness in that their KO power is lacking. Both must rack up damage with their multi-hitting attacks before trying to KO opponents. On the ground, your multi-hitting options are rapid jabs, Up Tilt, Side Smash, and Up Smash. In general, your ground options start up quickly, have decent range, and recover fairly quickly. For ground-based pokes, try Side Tilt, Down Tilt and Dark Pit's three-hit jab string.


Damage 012
Total Damage 012
Combo 001


Damage 010
Total Damage 010
Combo 001
CPU
P1

Compared to Pit's Palutena Bow, Dark Pit's Silver Bow's main differences are the arrows are stronger, faster, and curve less. This means they are slightly easier to avoid because they are a little easier to predict. If they do hit, though, they do a little more damage. It's still important to move them up and down when fighting at a distance, especially from the air. Electroshock Arm launches less vertically than Pit's similar Special, but it also does slightly more damage and is a good horizontal approach option. To aid in your defense, Guardian Orbitars are useful to push out close opponents, shield Dark Pit from attacks, and reflect projectiles.

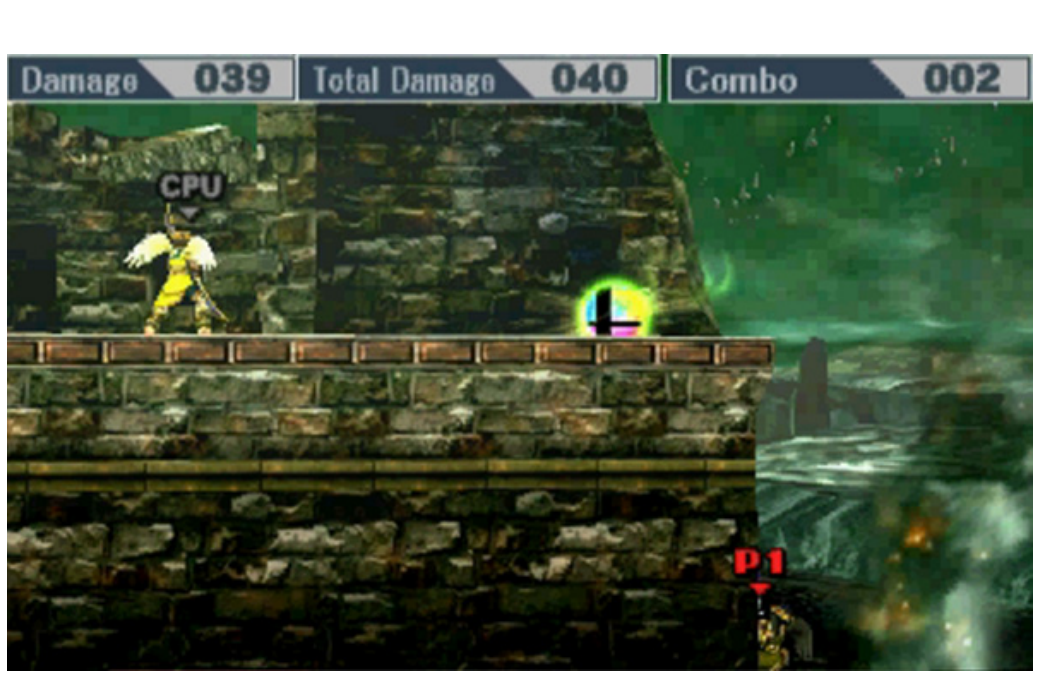

Damage 011
Total Damage 011
Combo 001

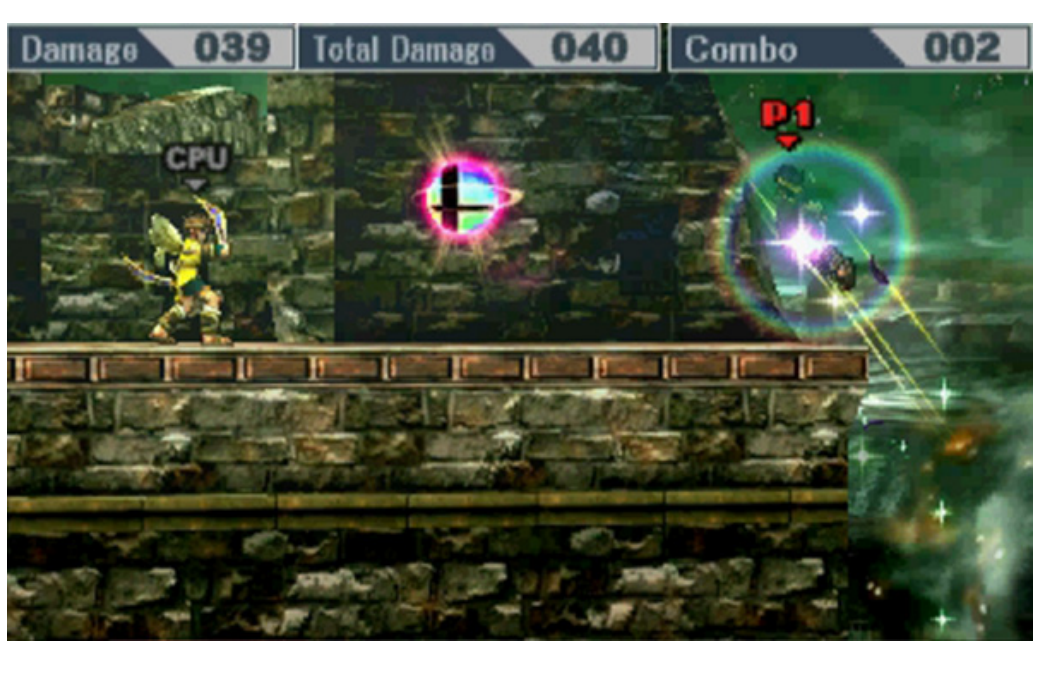

Damage 011
Total Damage 011
Combo 001
P1
CPU

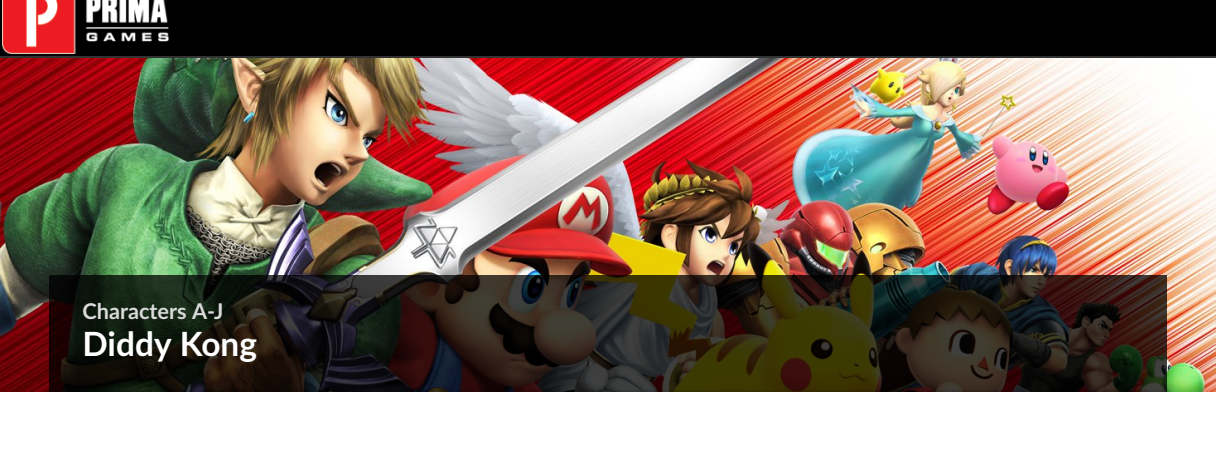
Dark Pit's main strength is in his aerial mobility. Use his four jumps to be less predictable in approaching enemies while harassing them with Silver Bow. All Dark Pit's aerial attacks except Back Air and Down Air will hit multiple times to rack up damage. Since they all use his blades, they extend Dark Pit's range, keeping him a little safer. Back Air is your best option to KO opponents when airborne, and Down Air's meteor effect can be useful against opponents off-stage. Down Air is also useful when it doesn't meteor smash, though, because it launches opponents up and away.

Recovery

Dark Pit has a bunch of great options for recovery. First, he has four jumps, but vertically the third and fourth jumps gain less and less height. You can still use the four jumps to cover great horizontal distance. And for horizontal recovery, Dark Pit can use Electroshock Arm, which sends him flying across the stage but doesn't put him in a fall state! Finally, for vertical recovery, Dark Pit has Pandora Wings, which is one of the longest-reaching tools in the game. The only downside to it is that it is not an attack. Still, you can also use it as either a horizontal or a diagonal recovery. Between Dark Pit's four jumps, Pandora Wings, and Electroshock Arm, you shouldn't have too much difficulty getting him back to the stage.


Damage 039
Total Damage 040
Combo 002
CPU
P1


Damage 039
Total Damage 040
Combo 002
P1
CPU



Characters A-J

Diddy Kong

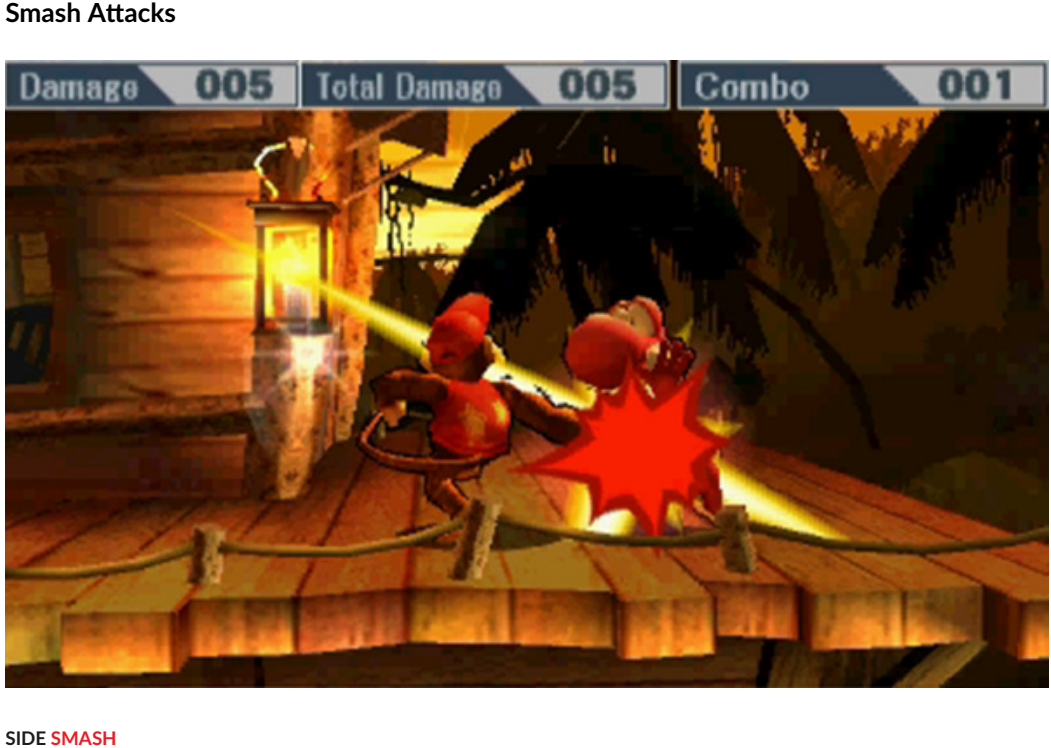
Trophy Description

Donkey Kong's trusty partner. He sports his signature look: red hat, red shirt, Rocketbarrel Pack. In *Smash Bros.*, he's incredibly agile. Charge the Rocketbarrel Pack by holding down the button before launch, and you can steer with left and right. Don't forget to drop banana peels—enemies love that!

Statistics

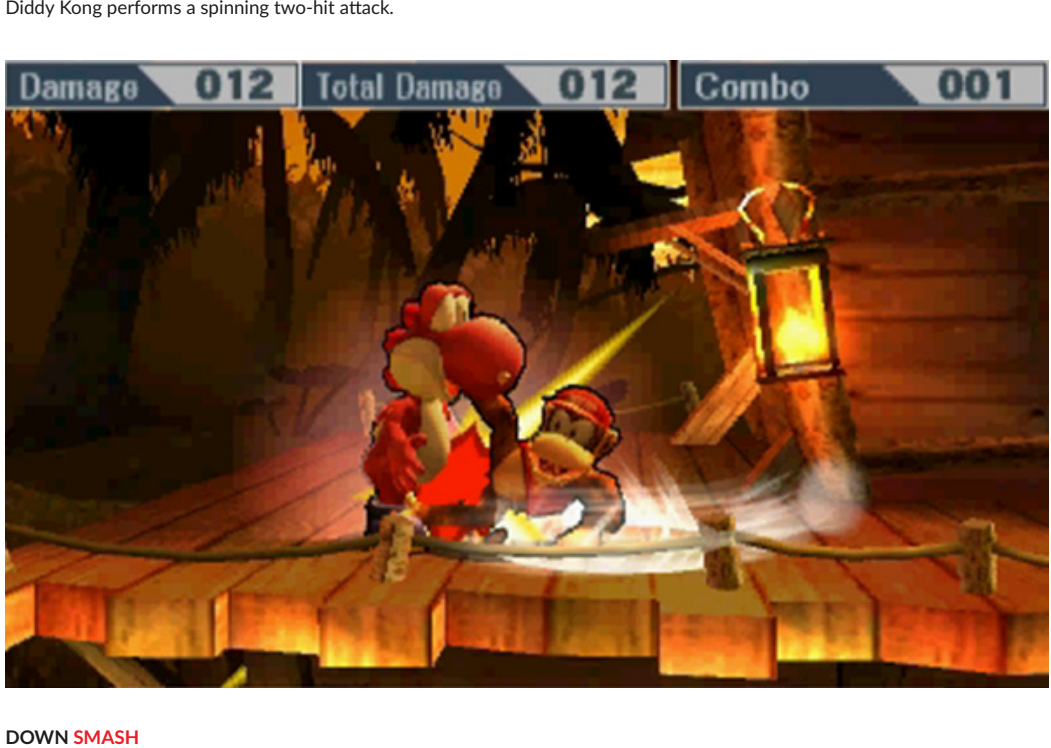
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: Yes
- **Can Crawl**: Yes

Smash Attacks


Damage 005 Total Damage 005 Combo 001

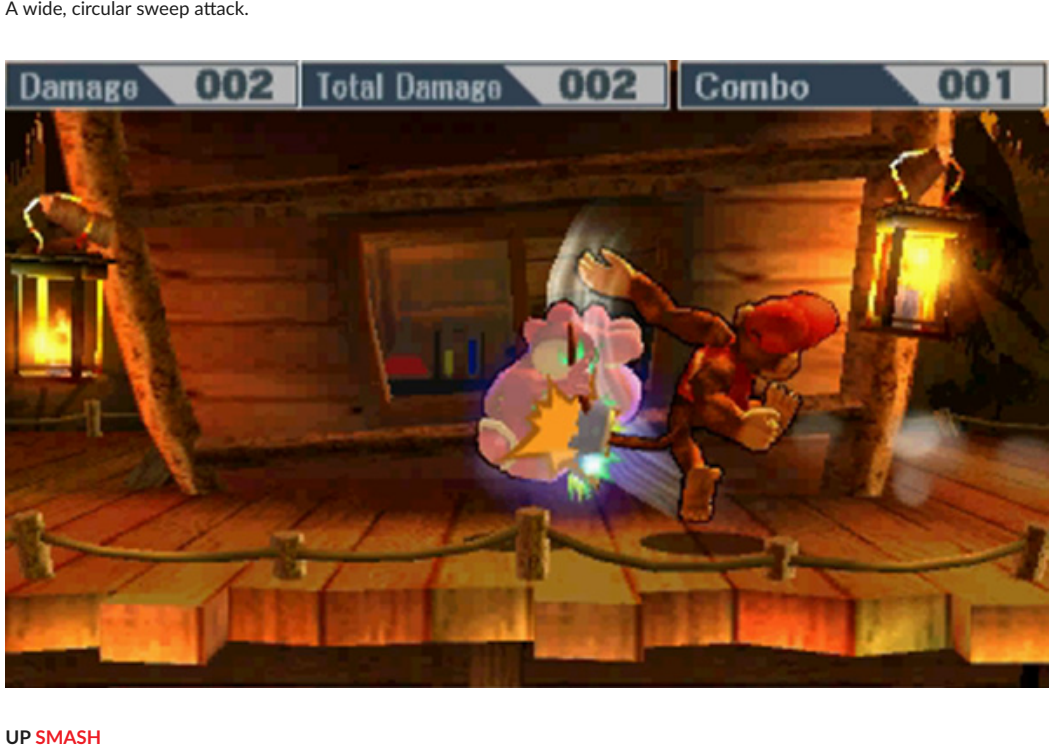
SIDE SMASH

Diddy Kong performs a spinning two-hit attack.


Damage 012 Total Damage 012 Combo 001

DOWN SMASH

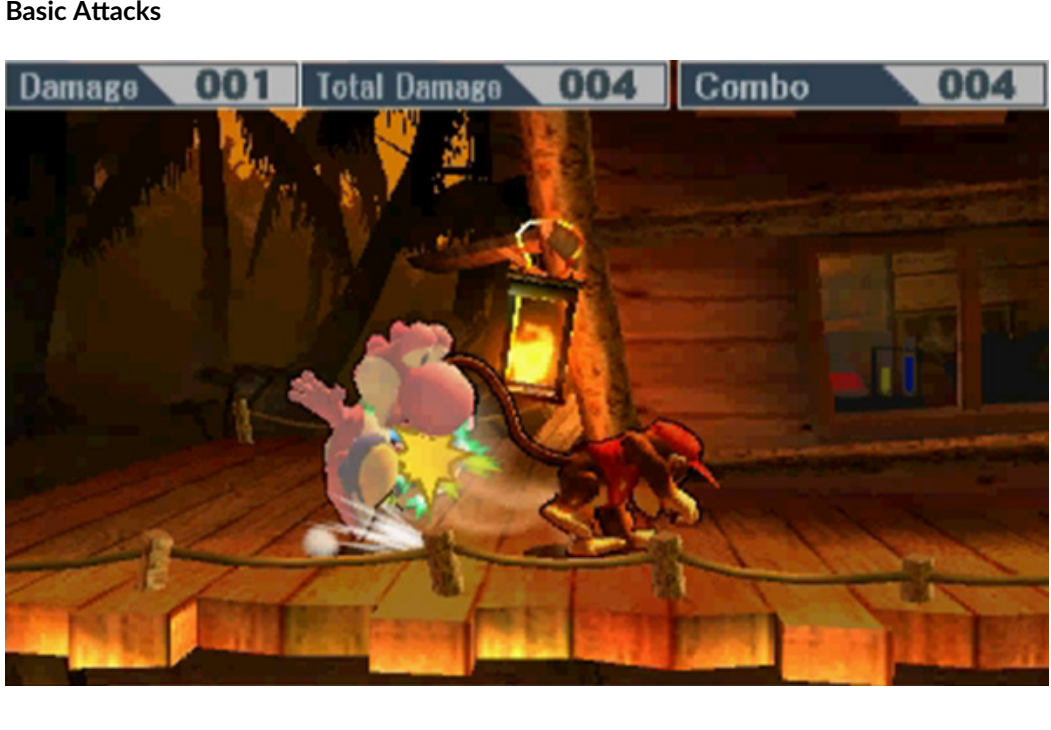
A wide, circular sweep attack.


Damage 002 Total Damage 002 Combo 001

UP SMASH

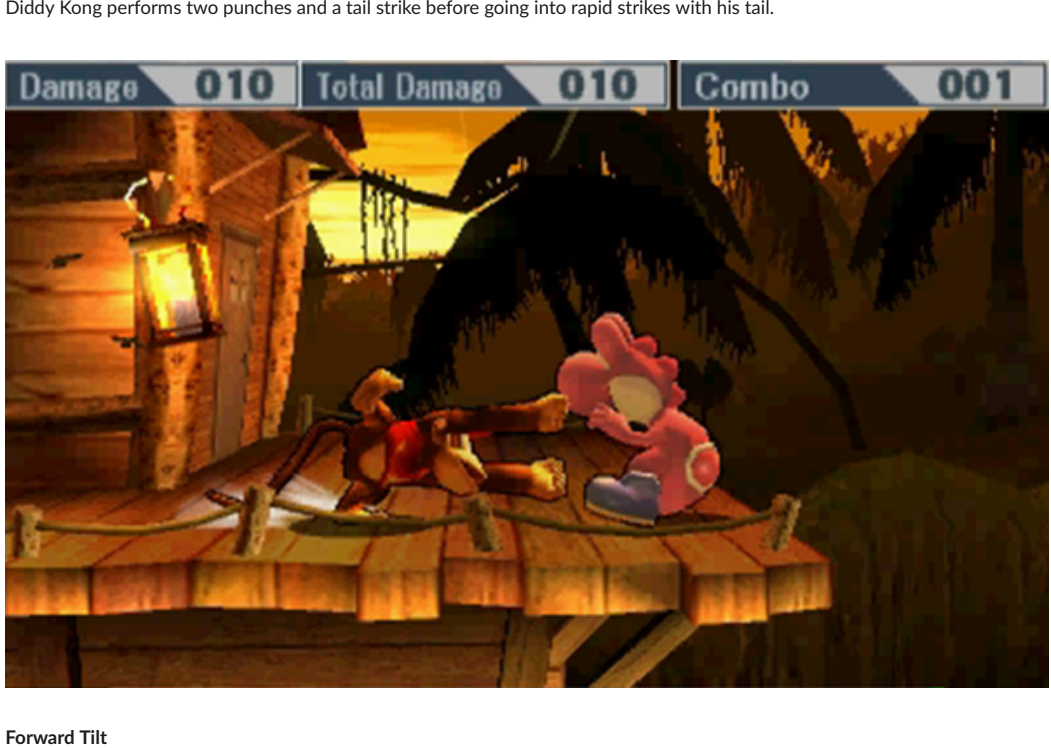
Diddy Kong flips upward, hitting multiple times and ending with an uppercut that sends opponents upward.

Basic Attacks


Damage 001 Total Damage 004 Combo 004

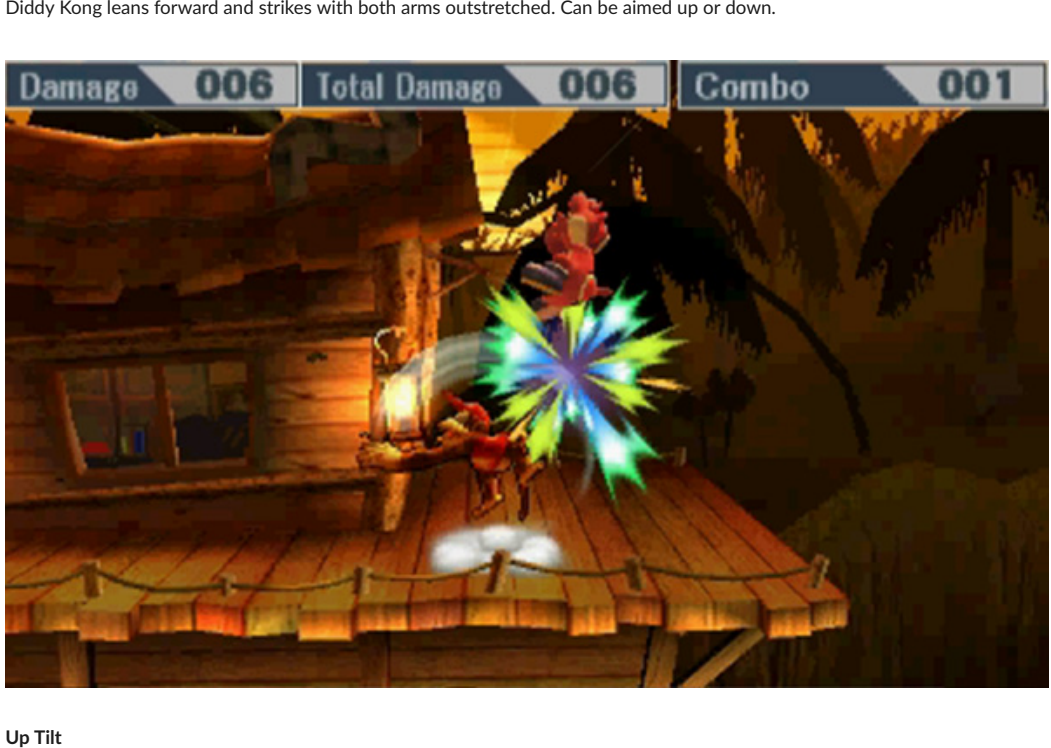
Standing Attack

Diddy Kong performs two punches and a tail strike before going into rapid strikes with his tail.


Damage 010 Total Damage 010 Combo 001

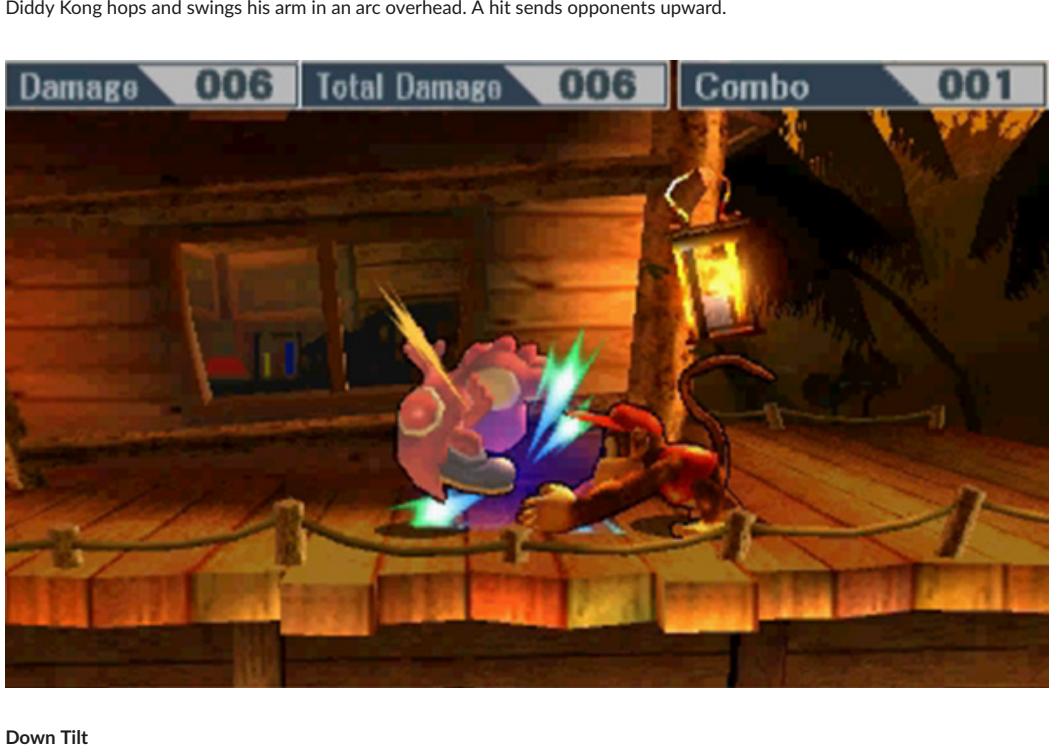
Forward Tilt

Diddy Kong leans forward and strikes with both arms outstretched. Can be aimed up or down.


Damage 006 Total Damage 006 Combo 001

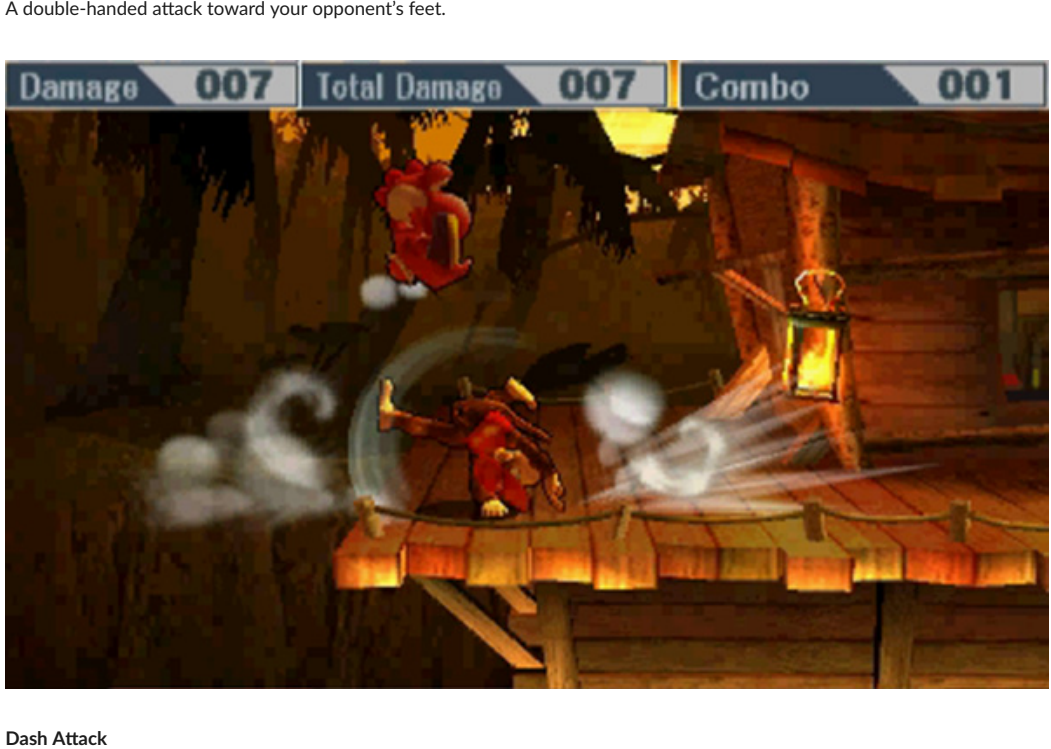
Up Tilt

Diddy Kong hops and swings his arm in an arc overhead. A hit sends opponents upward.


Damage 006 Total Damage 006 Combo 001

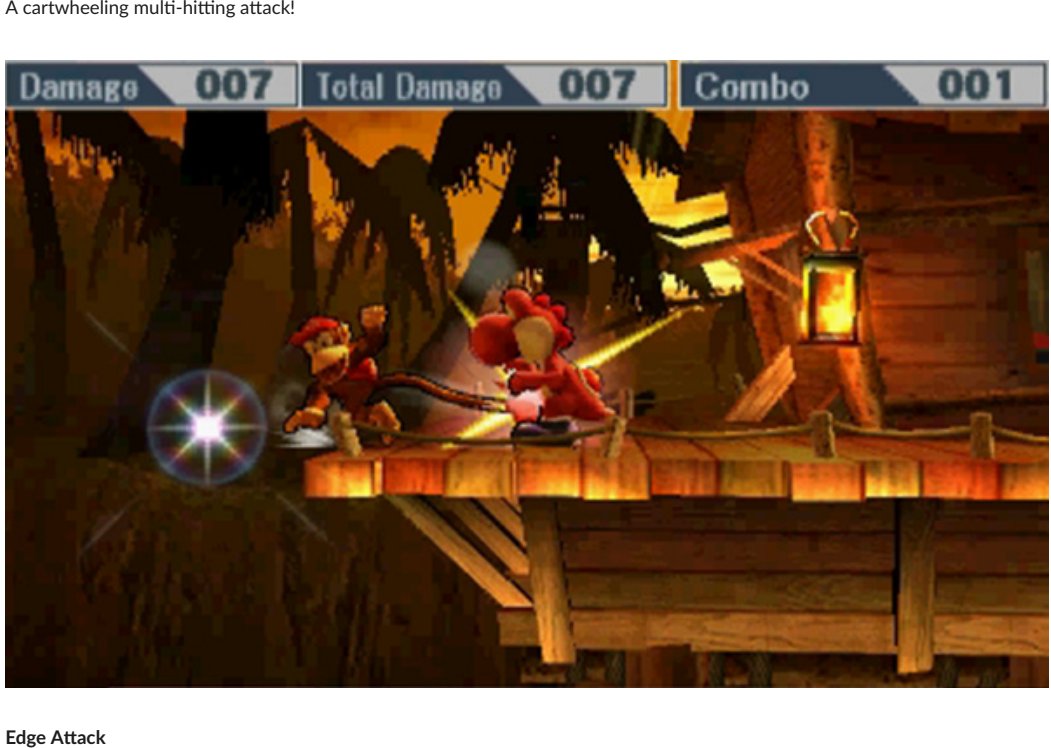
Down Tilt

A double-handed attack toward your opponent's feet.


Damage 007 Total Damage 007 Combo 001

Dash Attack

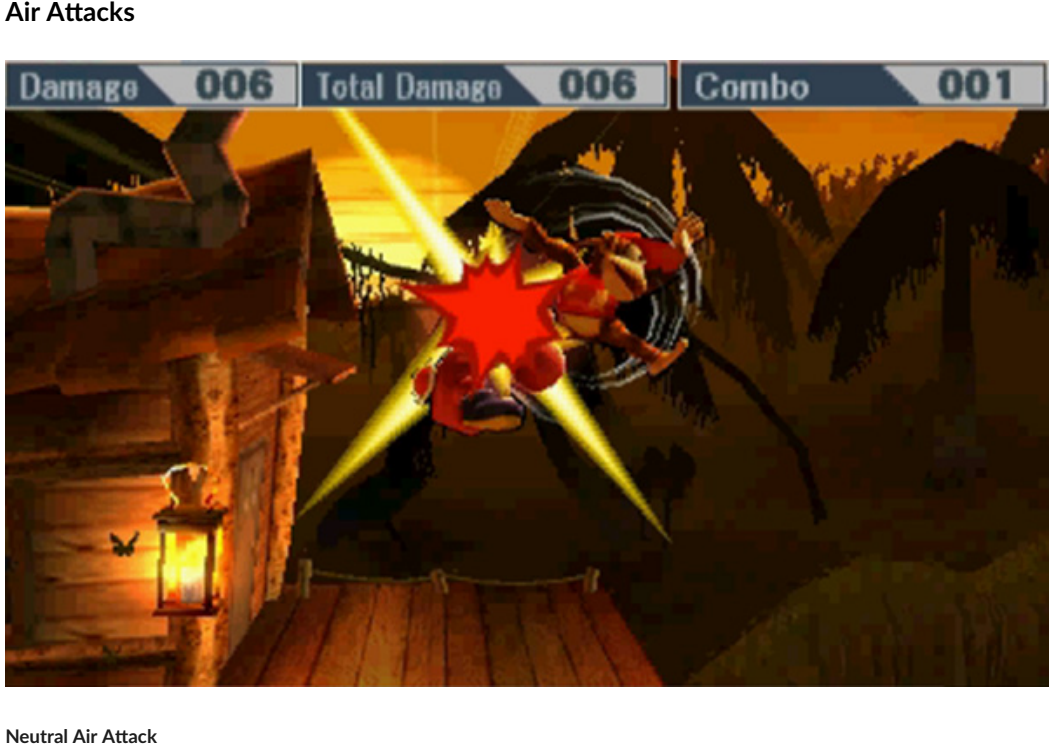
A cartwheeling multi-hitting attack!


Damage 007 Total Damage 007 Combo 001

Edge Attack

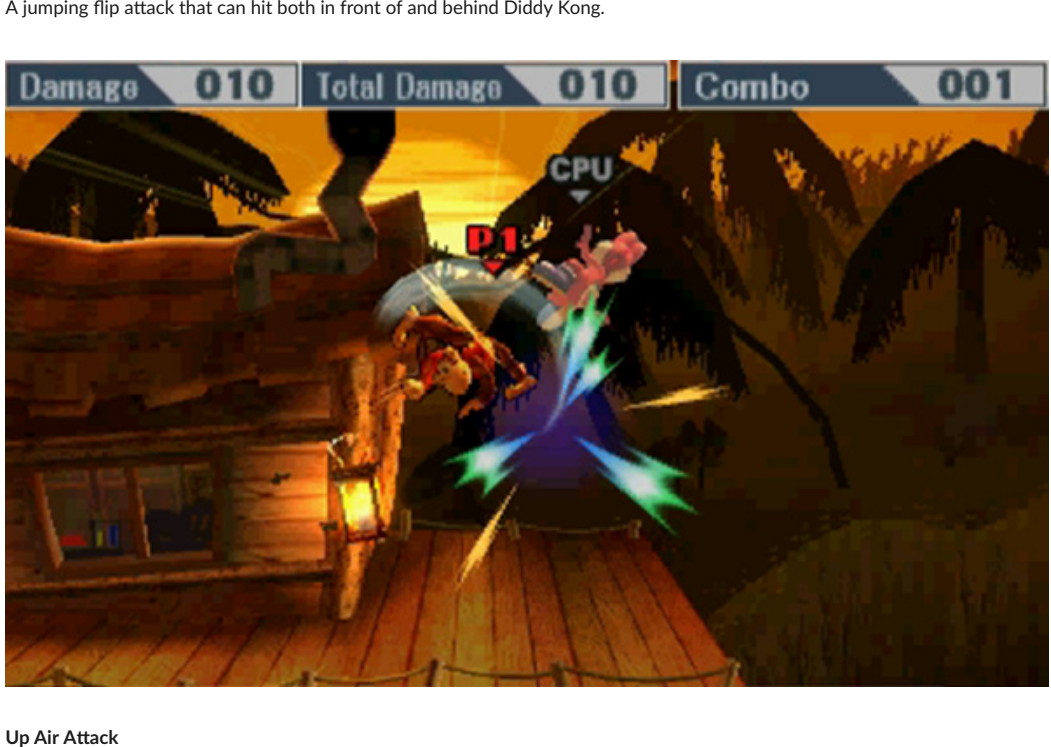
Diddy Kong hops back to the stage while swinging his tail around to hit anyone nearby.

Air Attacks


Damage 006 Total Damage 006 Combo 001

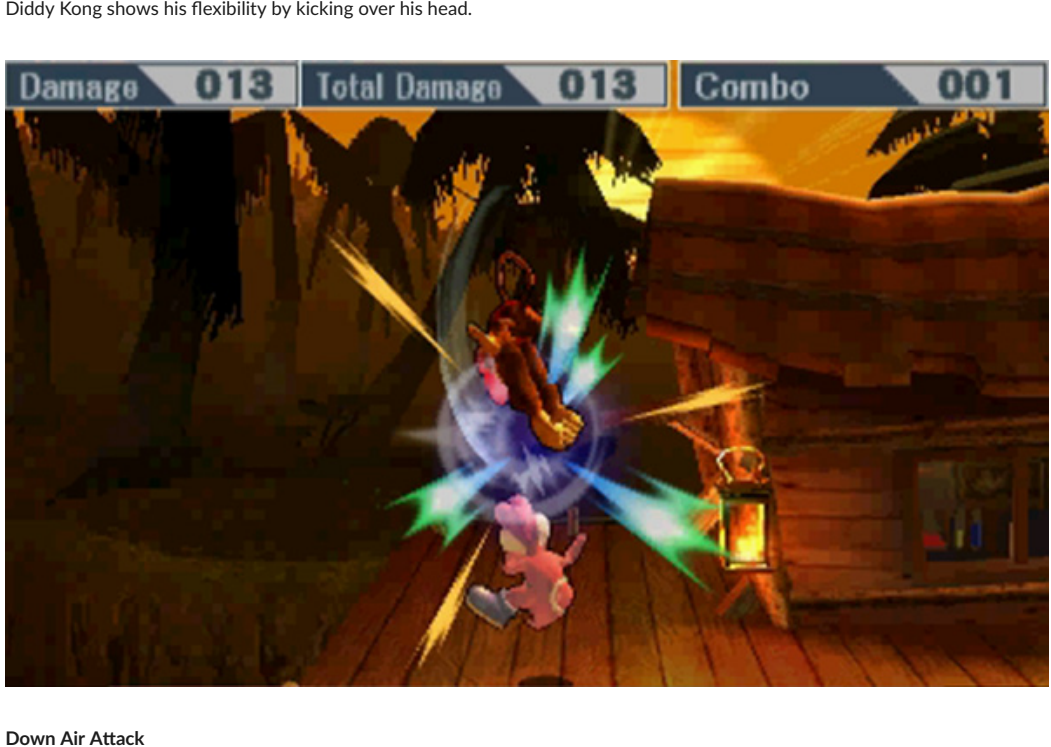
Neutral Air Attack

A jumping flip attack that can hit both in front of and behind Diddy Kong.


Damage 010 Total Damage 010 Combo 001
CPU
P1

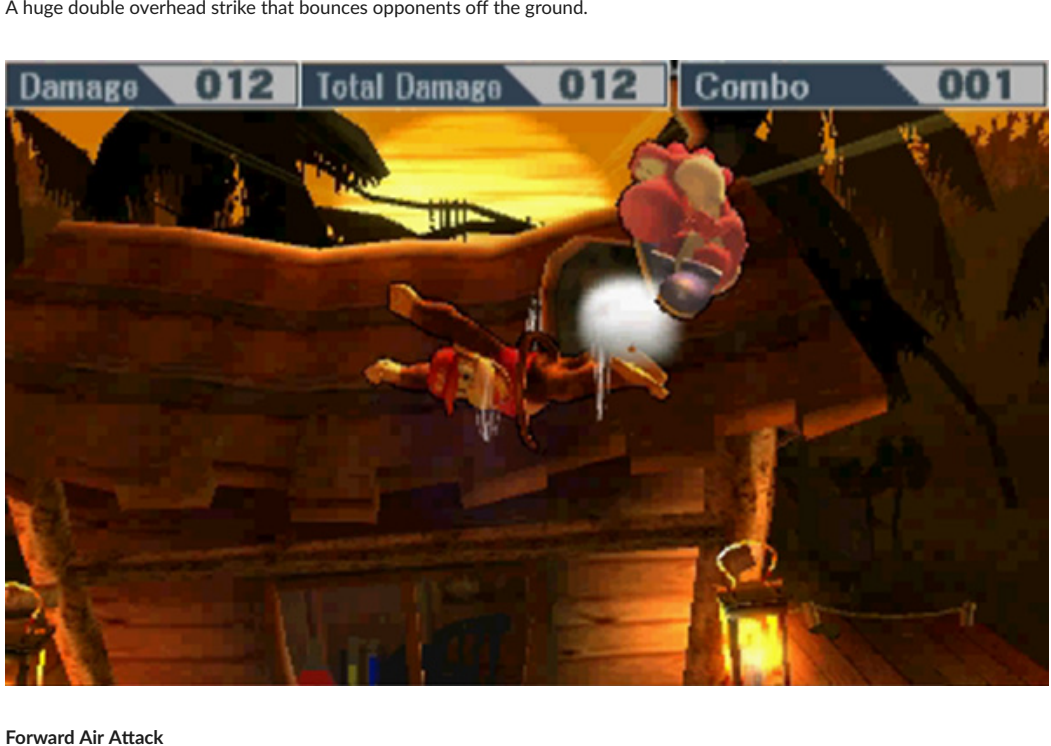
Up Air Attack

Diddy Kong shows his flexibility by kicking over his head.


Damage 013 Total Damage 013 Combo 001

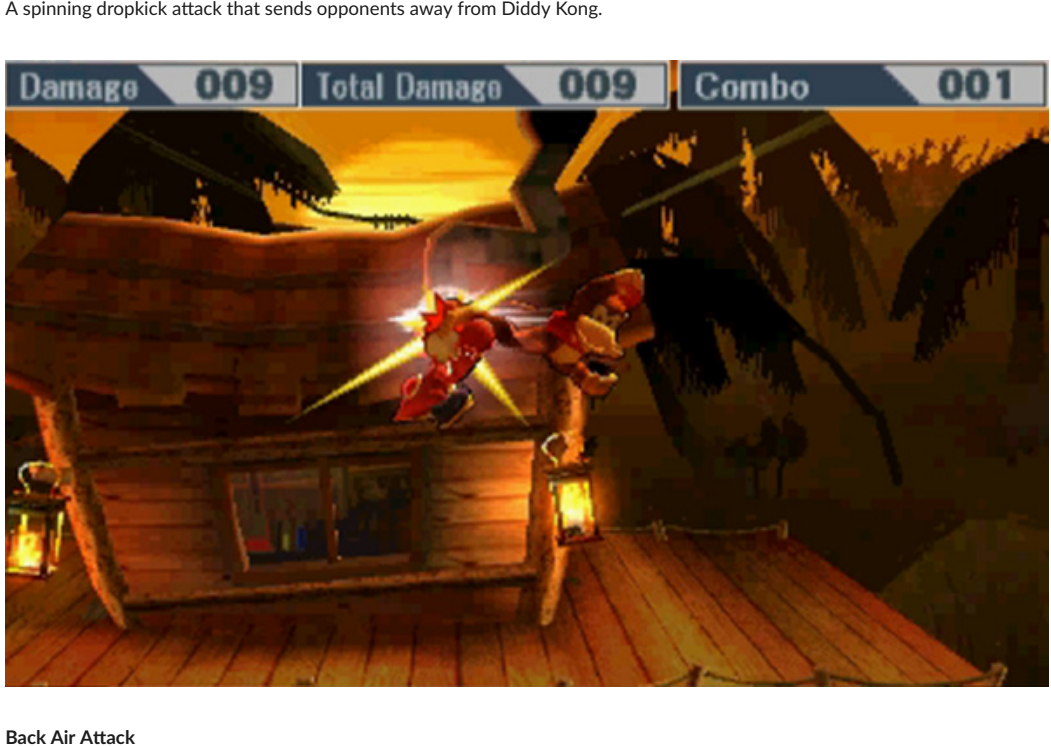
Down Air Attack

A huge double overhead strike that bounces opponents off the ground.


Damage 012 Total Damage 012 Combo 001

Forward Air Attack

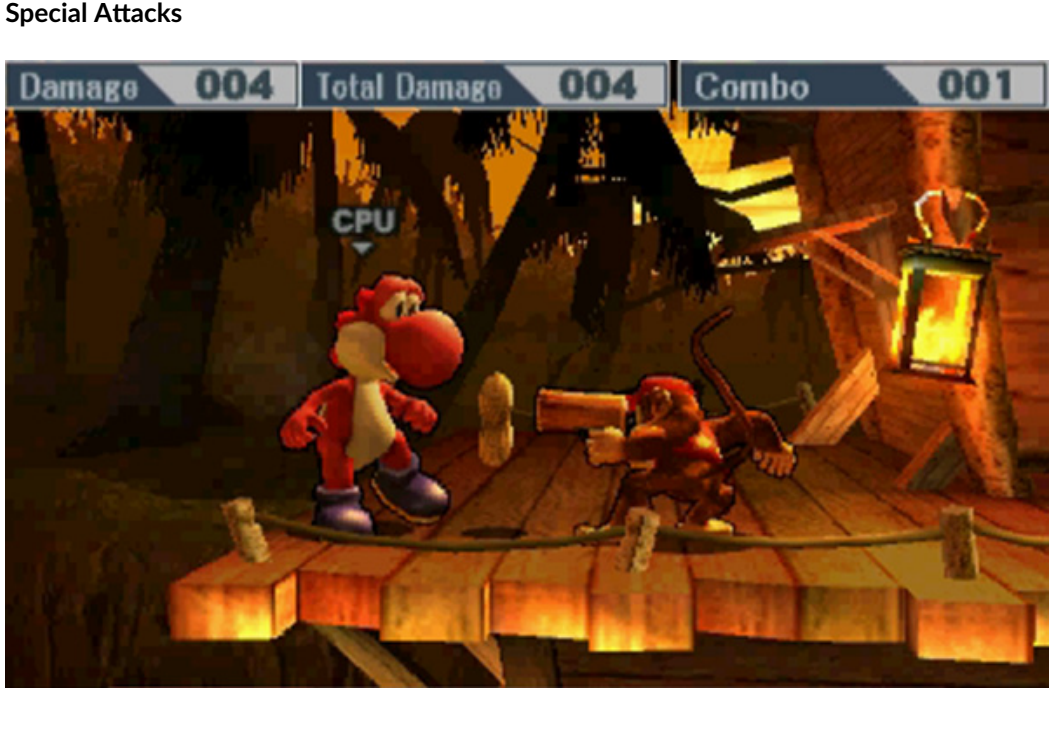
A spinning dropkick attack that sends opponents away from Diddy Kong.


Damage 009 Total Damage 009 Combo 001

Back Air Attack

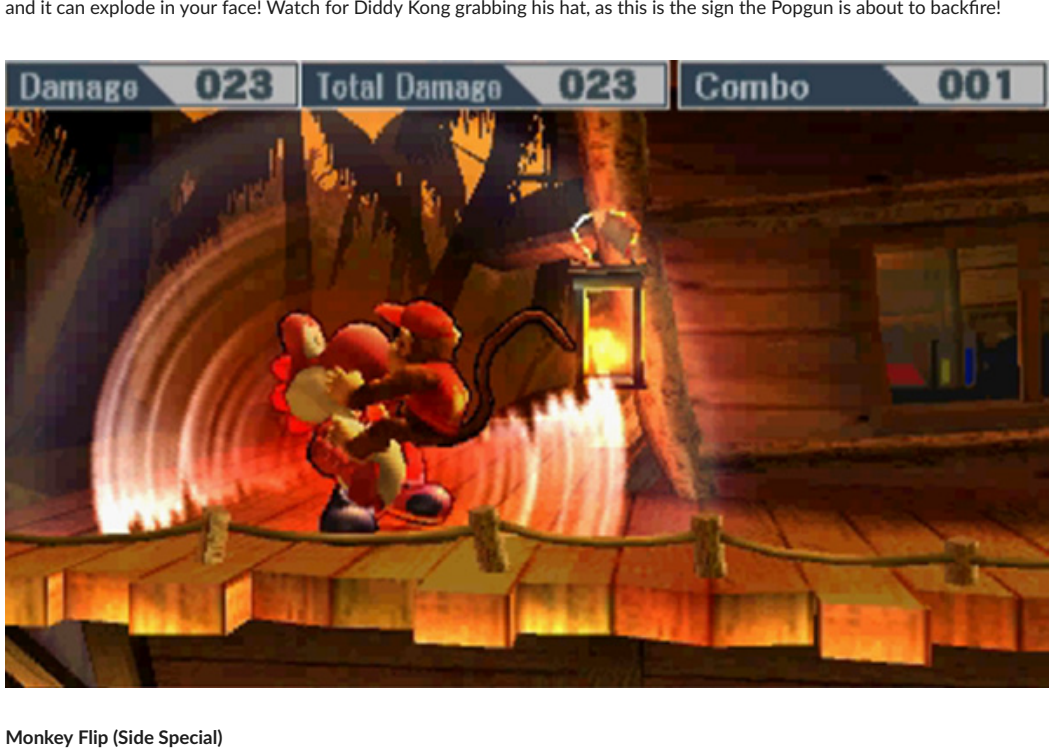
Diddy Kong kicks way behind him.

Special Attacks


Damage 004 Total Damage 004 Combo 001
CPU

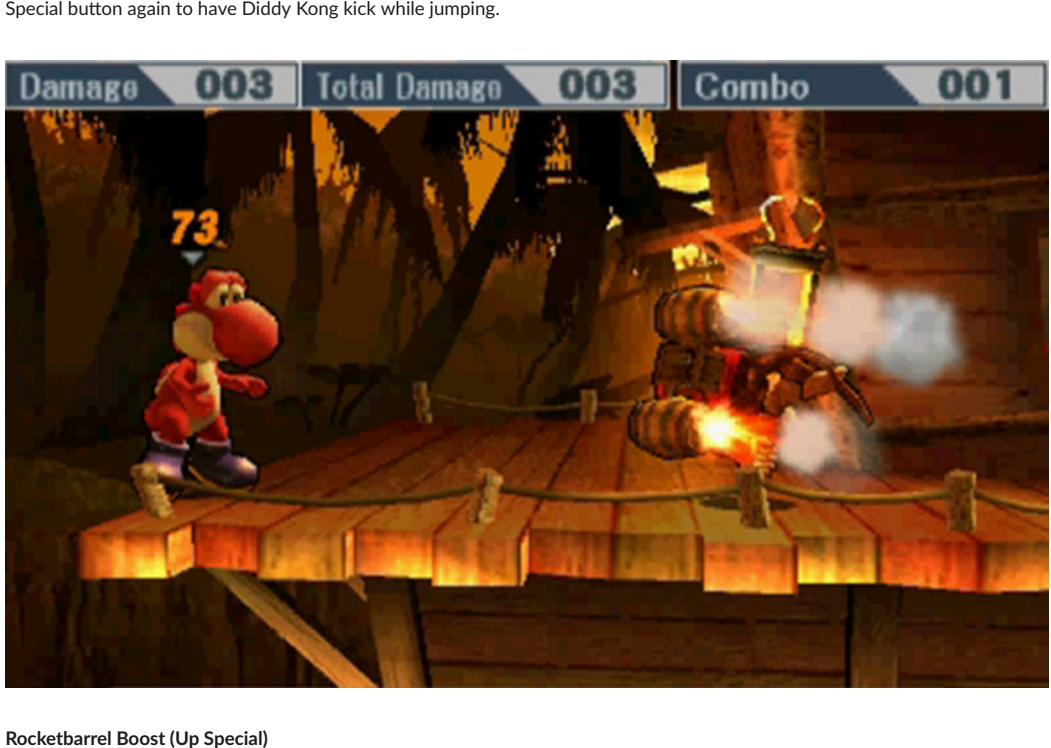
Peanut Popgun (Neutral Special)

Diddy Kong's primary projectile, his peanut shooter. Charging it up will shoot farther and cause more damage, but overcharge it and it can explode in your face! Watch for Diddy Kong grabbing his hat, as this is the sign the Popgun is about to backfire!


Damage 023 Total Damage 023 Combo 001

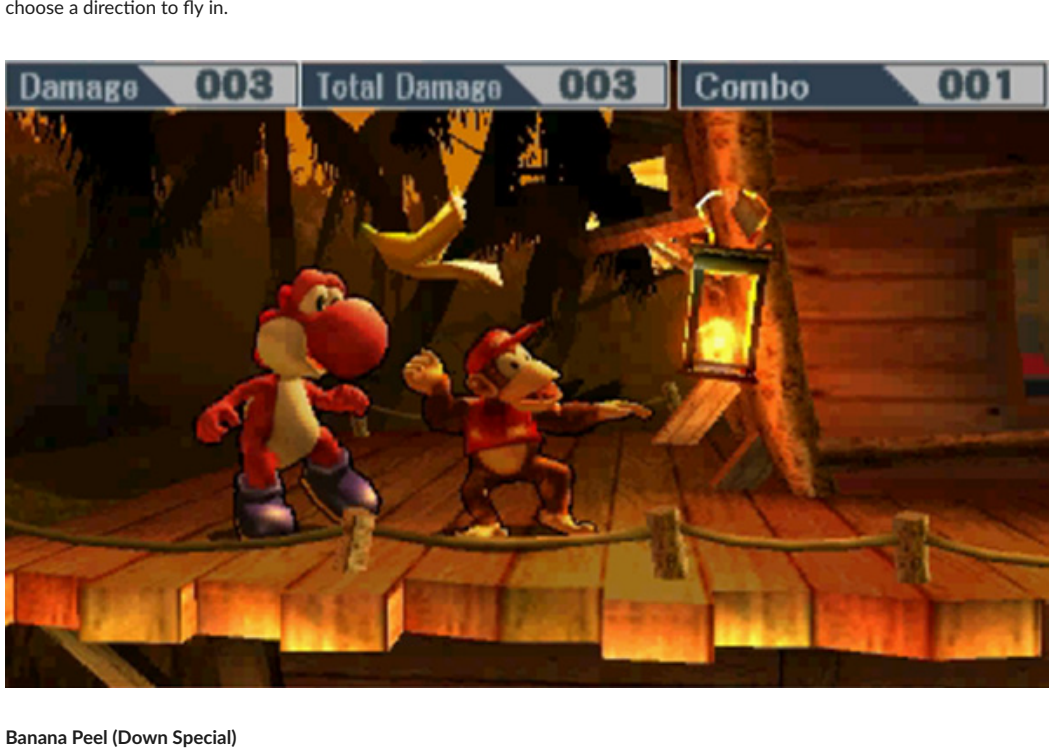
Monkey Flip (Side Special)

Diddy Kong leaps forward at your opponent. On a hit, he grabs the opponent, and you can either hit the Attack button to launch that opponent sideways or press Up to jump off the opponent's head. If you grab an opponent in the air, that opponent will break free quicker than an opponent you grab on the ground. Alternatively, instead of going for the grab, you can hit the Special button again to have Diddy Kong kick while jumping.


Damage 003 Total Damage 003 Combo 001
73

Rocketbarrel Boost (Up Special)

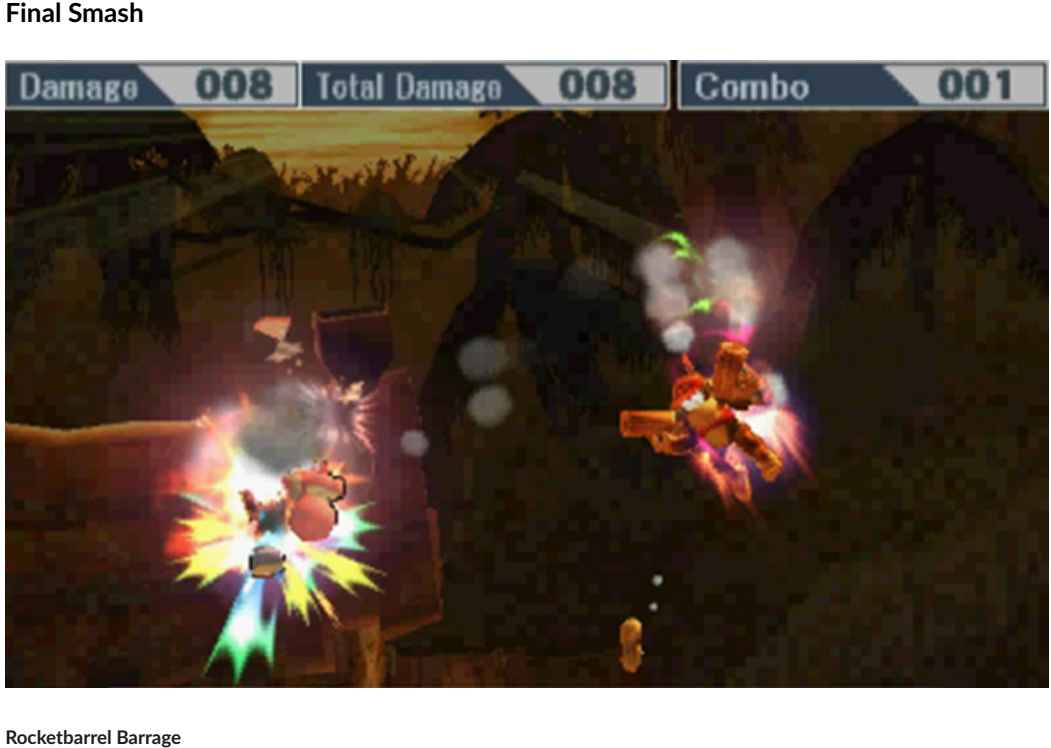
Allows Diddy Kong to rocket through the air while you steer. Charging it allows you to travel farther. While charging, you can choose a direction to fly in.


Damage 003 Total Damage 003 Combo 001

Banana Peel (Down Special)

Toss a banana peel into the air behind you to slip up your enemies! Only one banana peel can be out at a time. You can also pick it up off the ground to throw it again, but it will vanish after being thrown twice, after hitting an opponent, or after being slipped on.

Final Smash

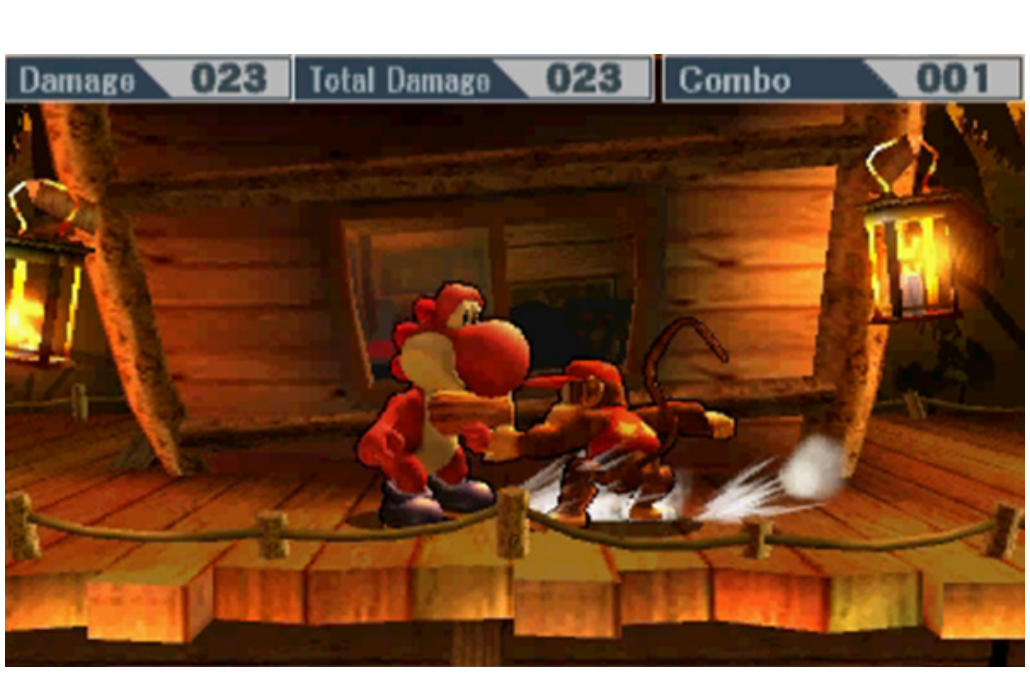

Damage 008 Total Damage 008 Combo 001

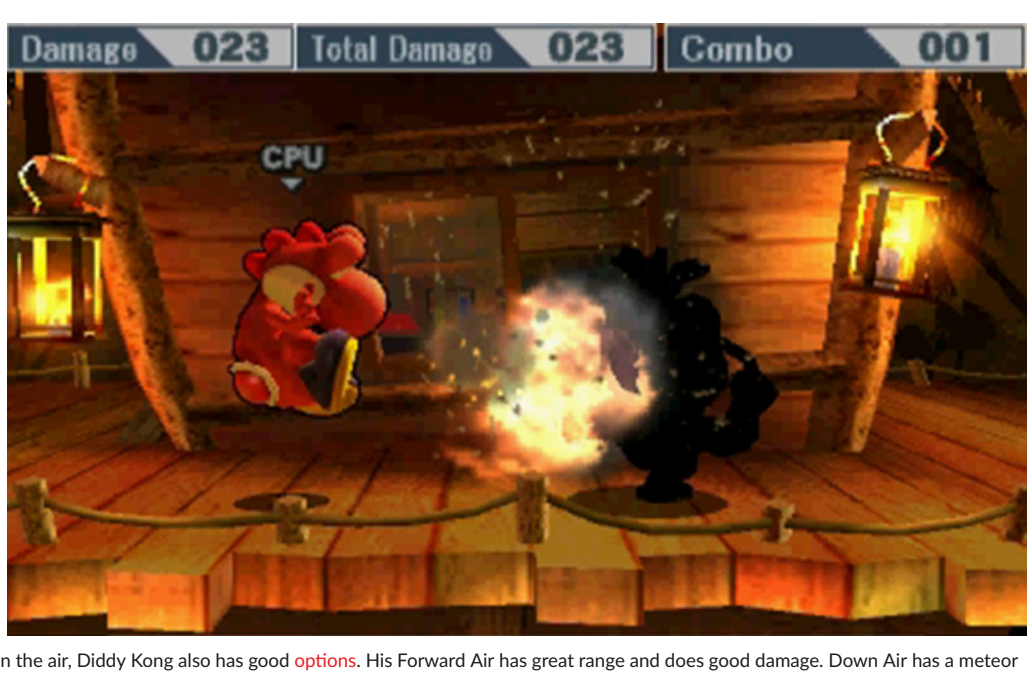
Rocketbarrel Barrage

Diddy Kong straps on his Rocketbarrel and takes flight! While this is active, he can fly continuously through the air for about 14 seconds before the Rocketbarrel explodes. Each peanut shot does about 5% damage while the explosion of the Rocketbarrel does about 20% but doesn't harm Diddy Kong. You can also ram into opponents while flying for about 12% damage. One strategy might be to fly along the top of the stage, out of reach of opponents, while raining peanuts on them from above!

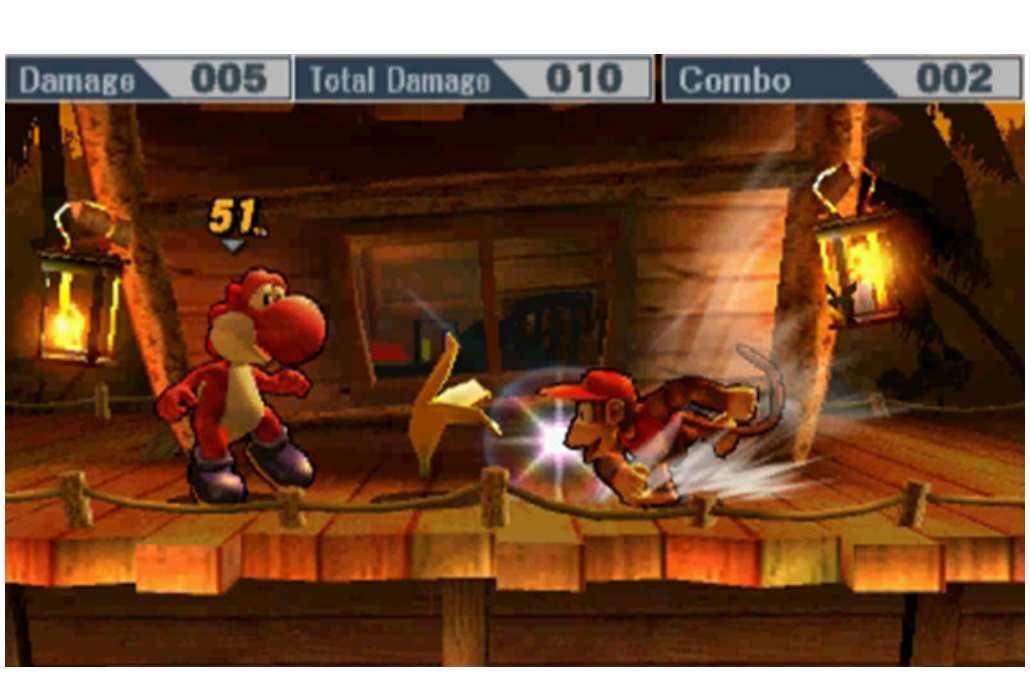
Strategy

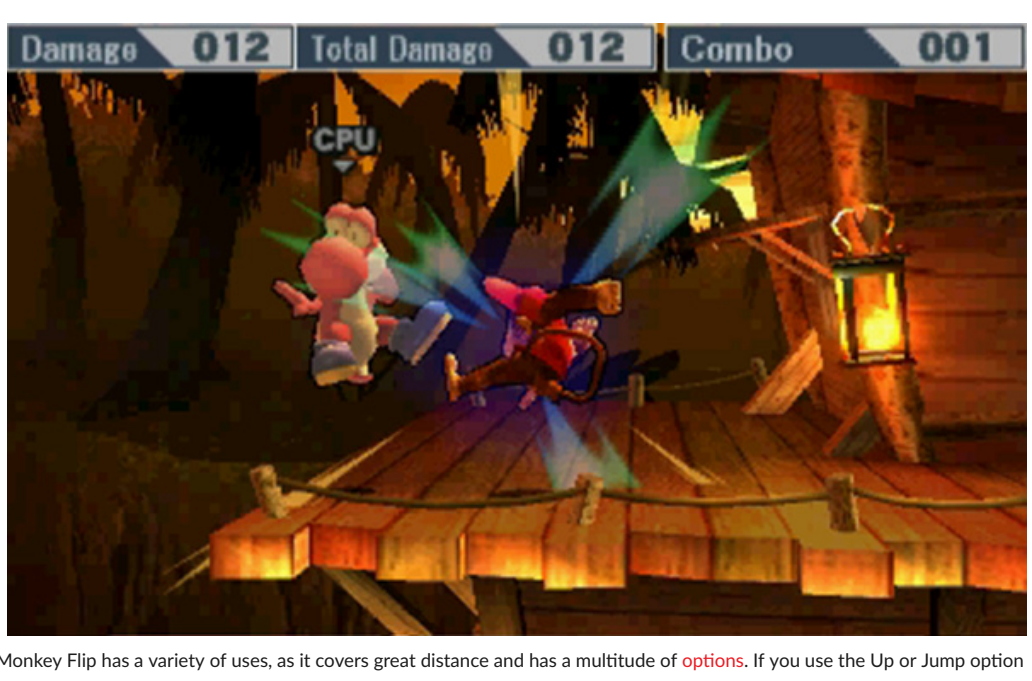
With impressive speed, Diddy Kong is one of the lighter medium-weight characters in the game. His mobility is a notch above other characters as he can also crawl, wall cling, and wall jump. He has a strong projectile game with his Peanut Popgun, his Banana Peel, and good range on most of his attacks. Use his speed and projectiles to fight from a distance. When you have a Banana Peel out, try to stay nearby—if someone slips on it, or even goes to pick it up, you can use this as an opportunity to attack with your Dash attack or Monkey Flip. Or if you are closer, go for a Side or Down Smash! With his tilt attacks, Diddy's Kong's Side Tilt has great range and damage while his Up Tilt knocks opponents fairly high. Down Smash, Side Smash, and Forward Air are his strongest attacks for KOs.


Damage 023 Total Damage 023 Combo 001


Damage 023 Total Damage 023 Combo 001
CPU

In the air, Diddy Kong also has good options. His Forward Air has great range and does good damage. Down Air has a meteor effect, which can be very useful earlier in matches. And Back Air, while not particularly damaging, has great speed, range, and recovery, allowing you to use it multiple times in a single short hop. Aside from his average weight, one of Diddy Kong's weaknesses is that all of his projectiles can be caught or picked up! Banana Peels can be picked up and thrown back at Diddy Kong, and peanuts he fires can be caught and thrown back, too! Note that if you attack a peanut shell, sometimes you'll get a peanut you can eat to recover health. If an opponent is waiting for your peanut, consider charging it up all the way! This is risky because the backfire will leave Diddy Kong extremely vulnerable, but it does no damage to him, and if it hits an opponent, it delivers a whopping 23% damage! In general, though, be sure to mix up how long you charge it so it will be harder for opponents to catch.

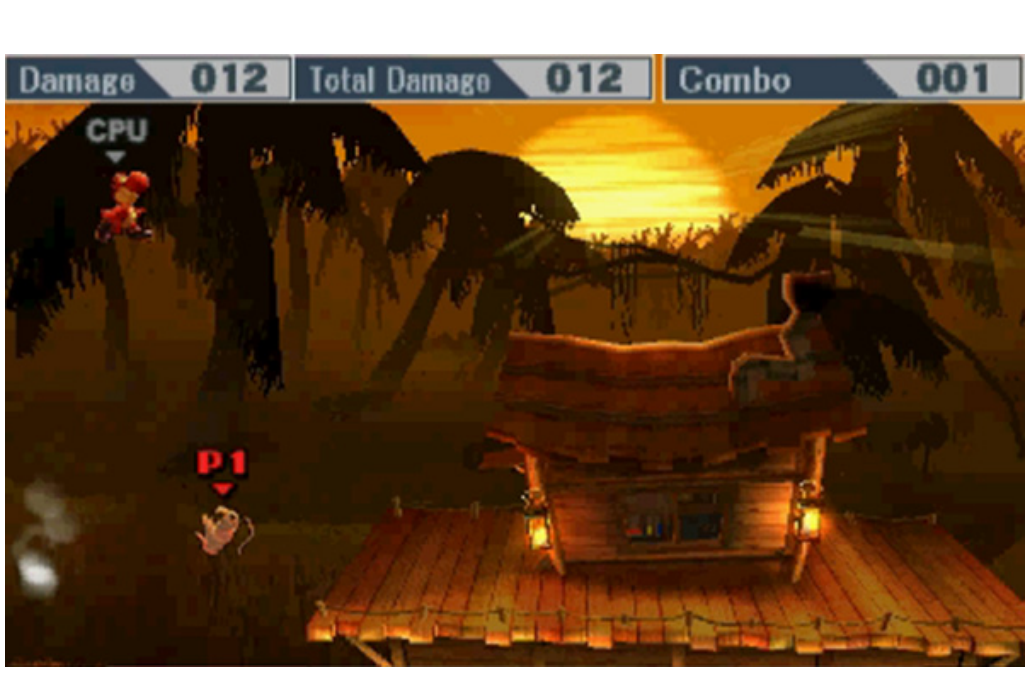

Damage 005 Total Damage 010 Combo 002
51

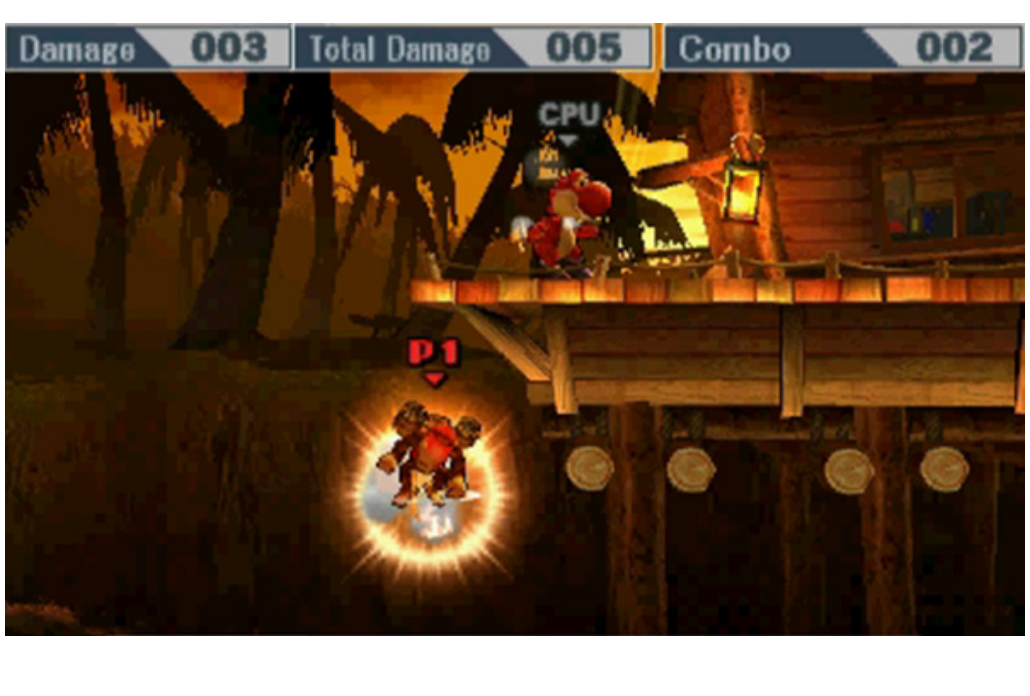

Damage 012 Total Damage 012 Combo 001
CPU

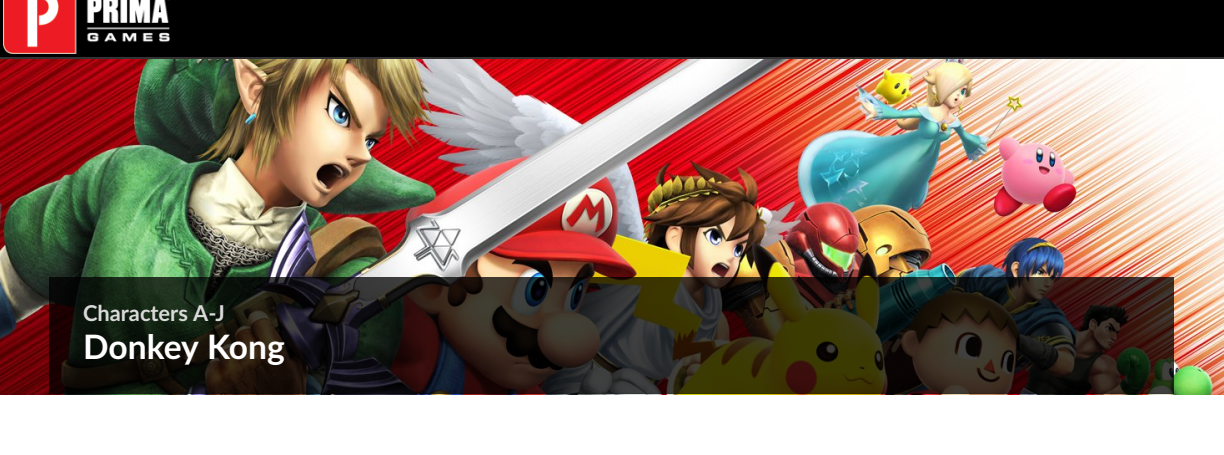
Monkey Flip has a variety of uses, as it covers great distance and has a multitude of options. If you use the Up or Jump option after catching an opponent in the air, it actually gives you a small meteor effect. When using the jump kick out of Monkey Flip while you still have your double jump available, you can use double jump to follow up with a Forward Air as well! Rocketbarrel Boost gives much more control to you than ever before—now you can even use it go horizontally! If it's fully charged, though, take care not to blast yourself off the stage!

Recovery

Diddy Kong has two good recovery tools. First, he has his Monkey Flip for horizontal recovery. This swings Diddy Kong forward a considerable distance. If you still have your double jump, use it; otherwise, you'll be in a fall state. Second, Diddy Kong has his Rocketbarrel Boost, which allows him to steer while flying. Rocketbarrel Boost should be his main vertical recovery tool—he has Monkey Flip to cover horizontal ones, though charging Rocketbarrel Boost up in time is sometimes difficult. Note that if Diddy is attacked while using his Rocketbarrel Boost, the pack breaks free and flies off on its own. To cover a lot of distance, do one jump, Monkey Flip, double jump, charge Rocketbarrel Boost, and then take off!


Damage 012 Total Damage 012 Combo 001
CPU
P1


Damage 003 Total Damage 005 Combo 002
CPU
P1


Characters A-J

Donkey Kong

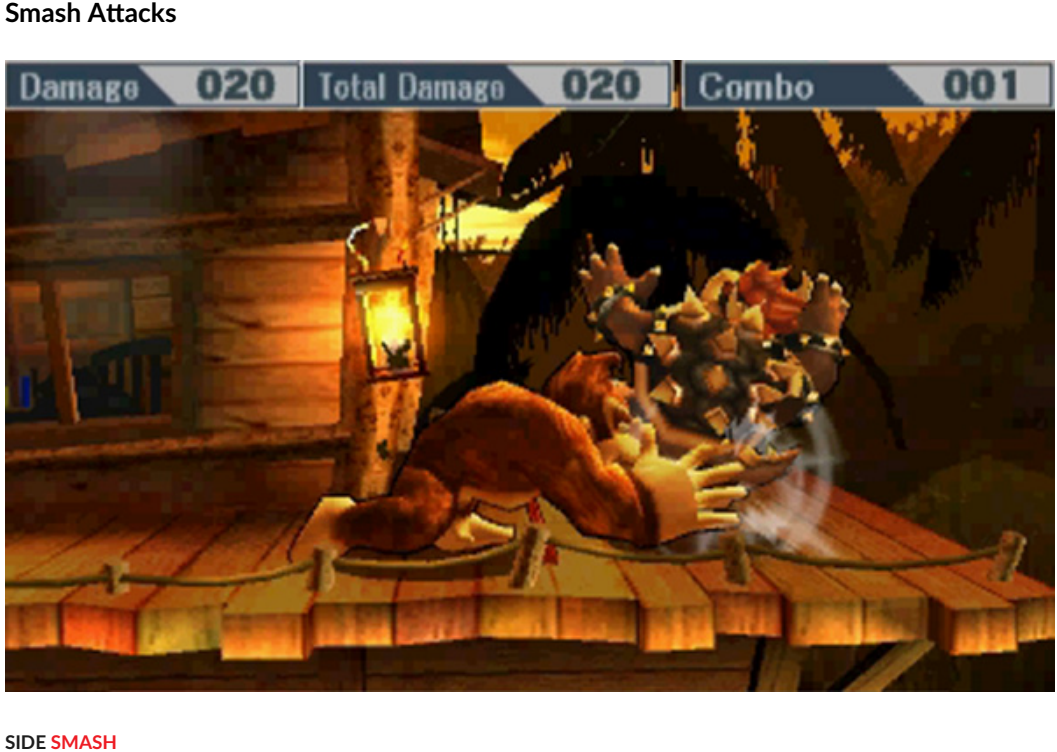
Trophy Description

The king of the jungle really, really loves bananas. His adventures usually start with people stealing his hoard of them. In *Smash Bros.*, he's known for his incredible strength and long reach. Despite his size, he's still pretty quick. He can even jump carrying heavy items! Use this knowledge well.

Statistics

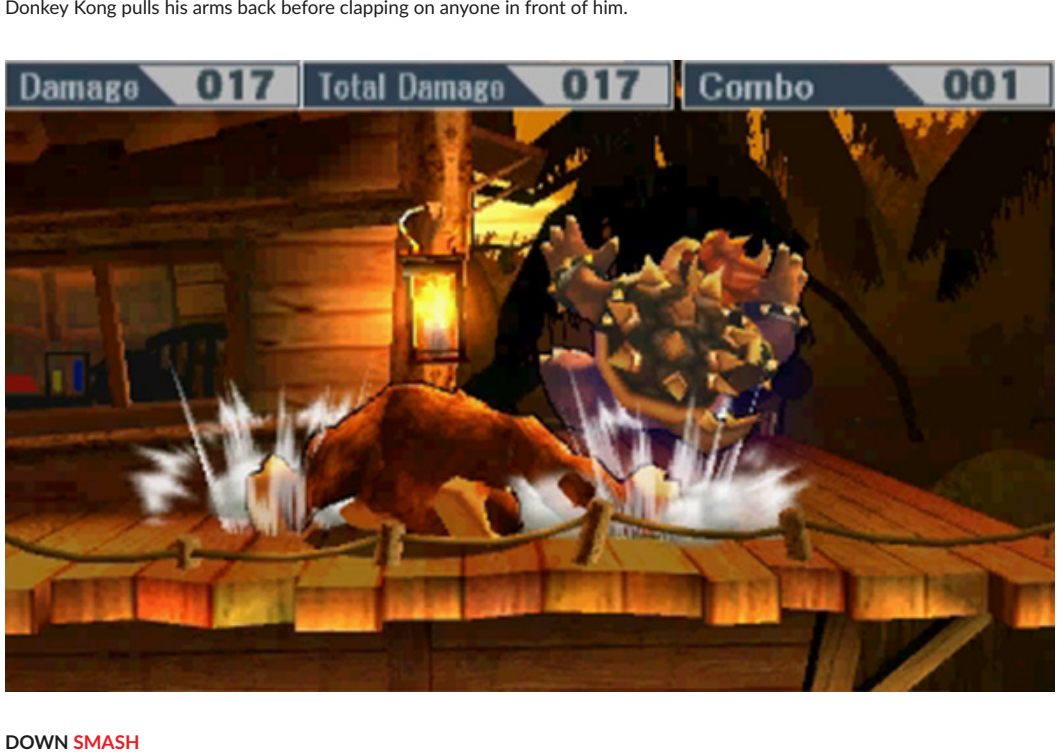
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 020
Total Damage 020
Combo 001

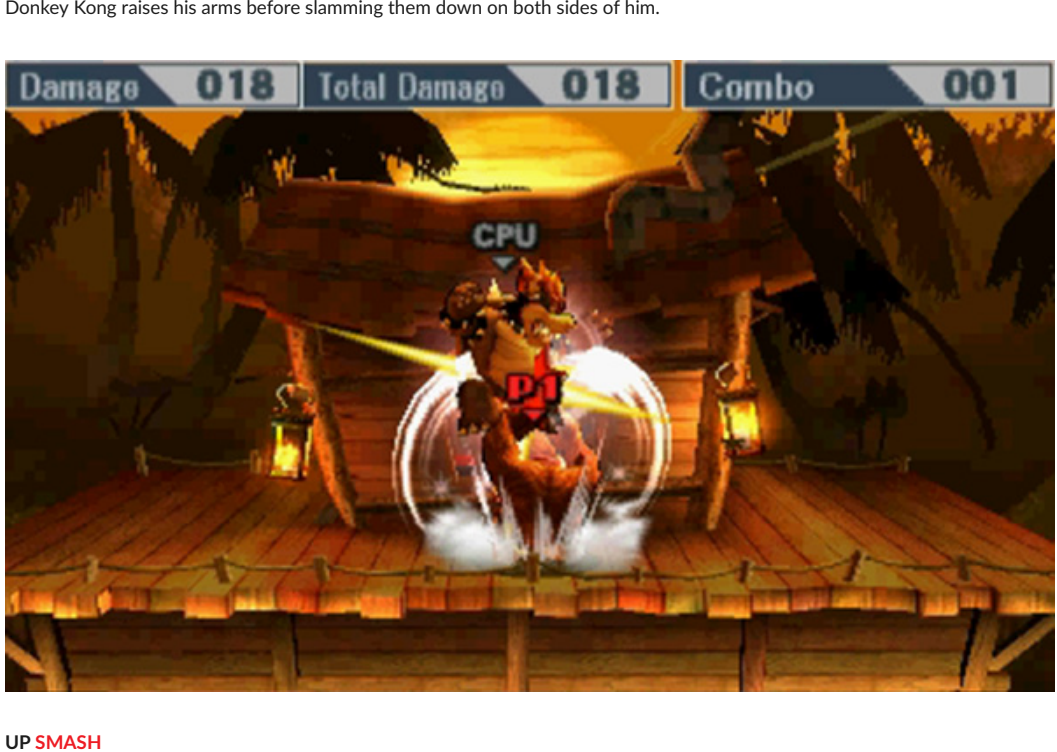
SIDE SMASH

Donkey Kong pulls his arms back before clapping on anyone in front of him.


Damage 017
Total Damage 017
Combo 001

DOWN SMASH

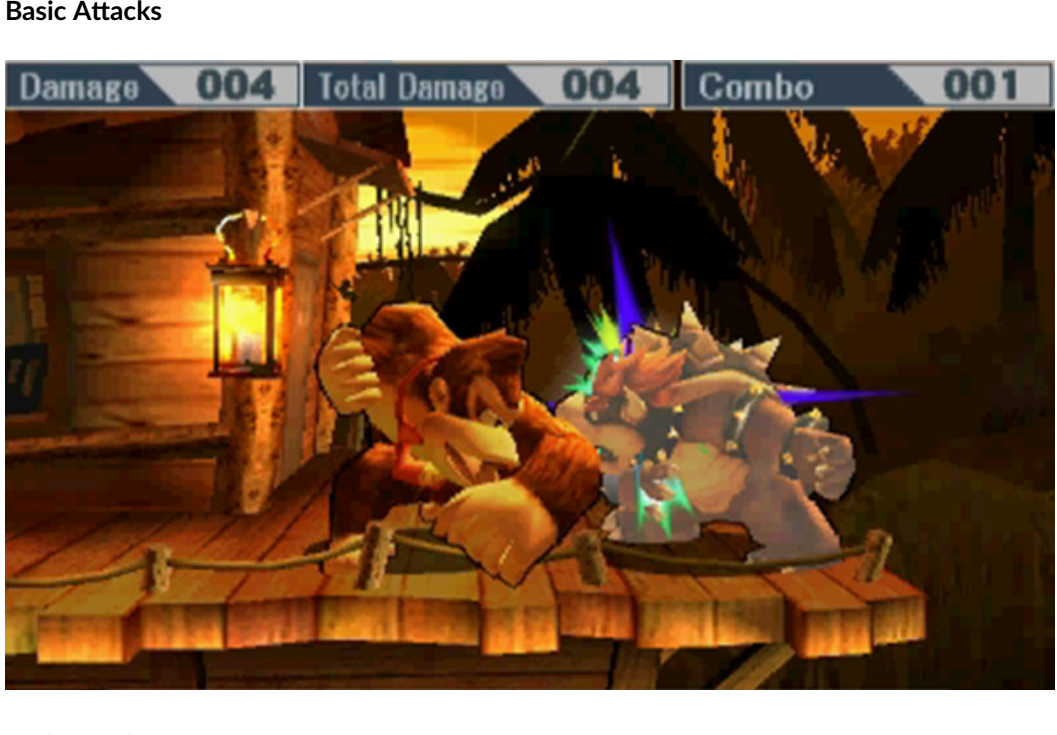
Donkey Kong raises his arms before slamming them down on both sides of him.


Damage 018
Total Damage 018
Combo 001
CPU
P1

UP SMASH

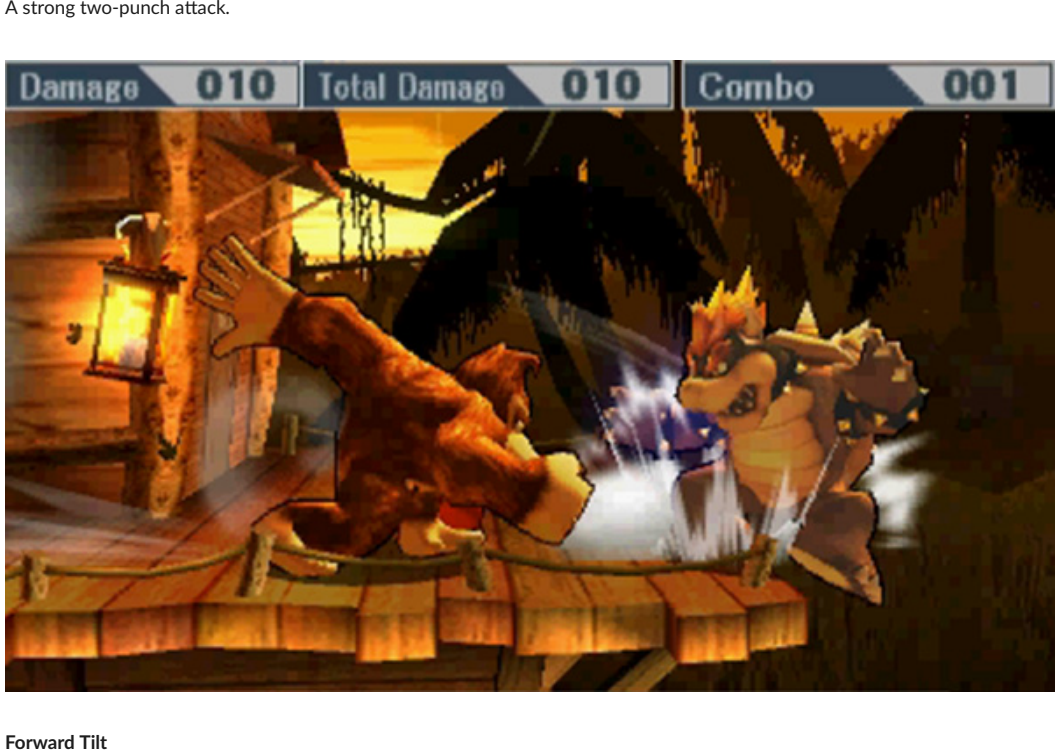
Donkey Kong claps his hand above his head. Covers less horizontal range than you might expect.

Basic Attacks


Damage 004
Total Damage 004
Combo 001

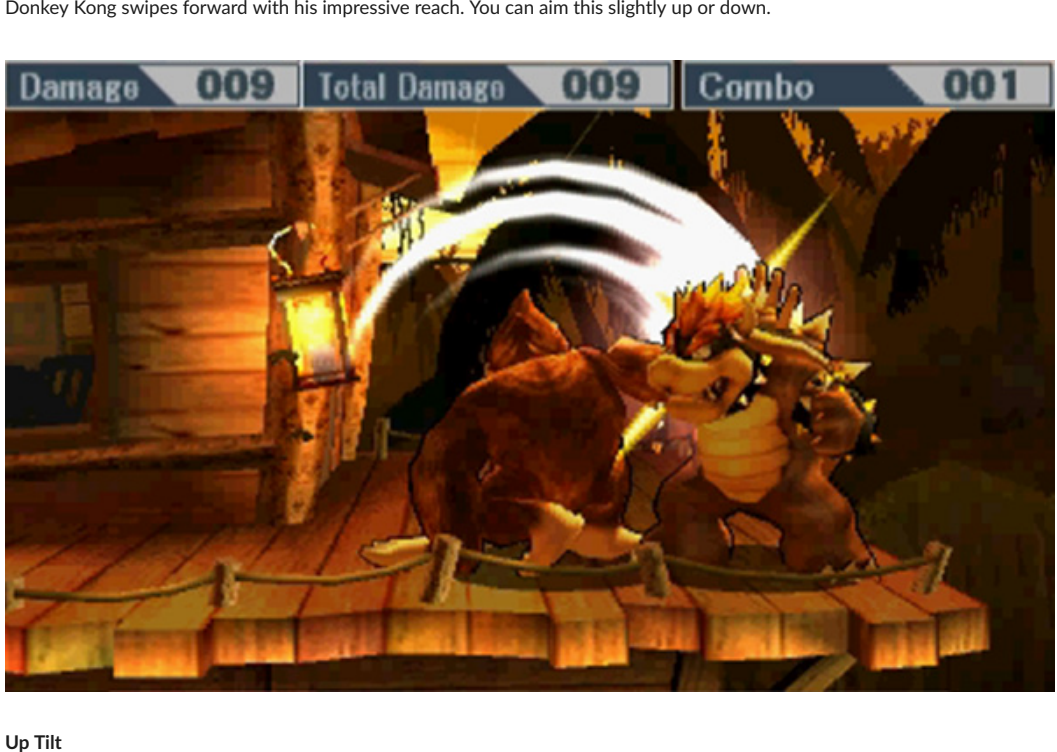
Standing Attack

A strong two-punch attack.


Damage 010
Total Damage 010
Combo 001

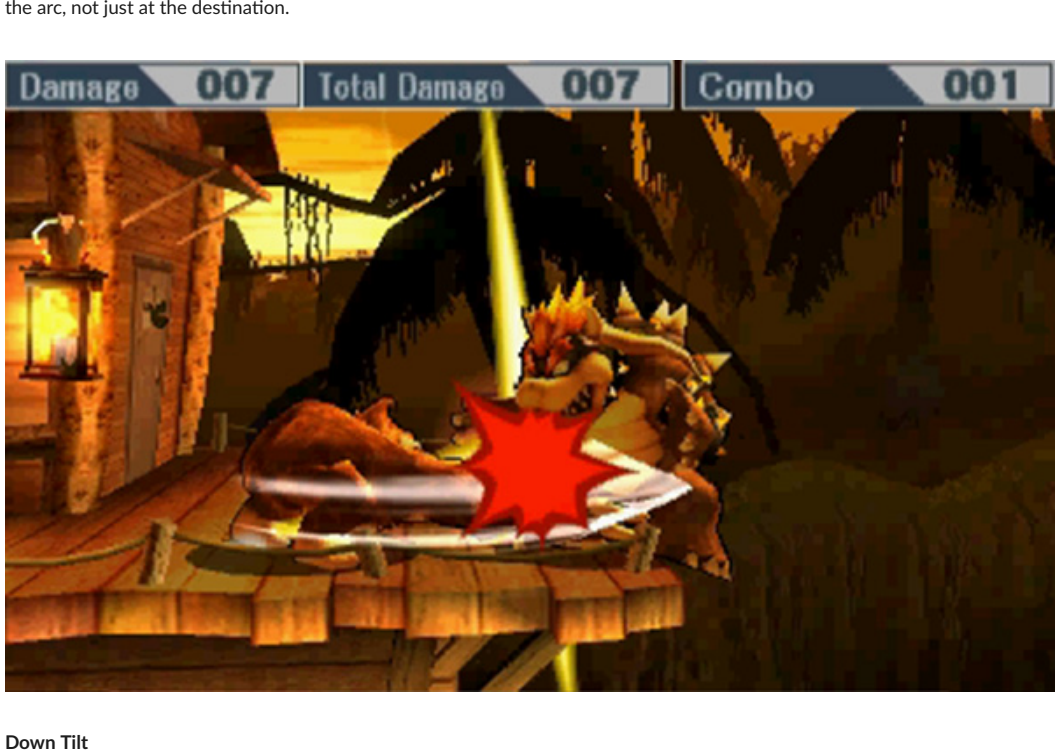
Forward Tilt

Donkey Kong swipes forward with his impressive reach. You can aim this slightly up or down.


Damage 009
Total Damage 009
Combo 001

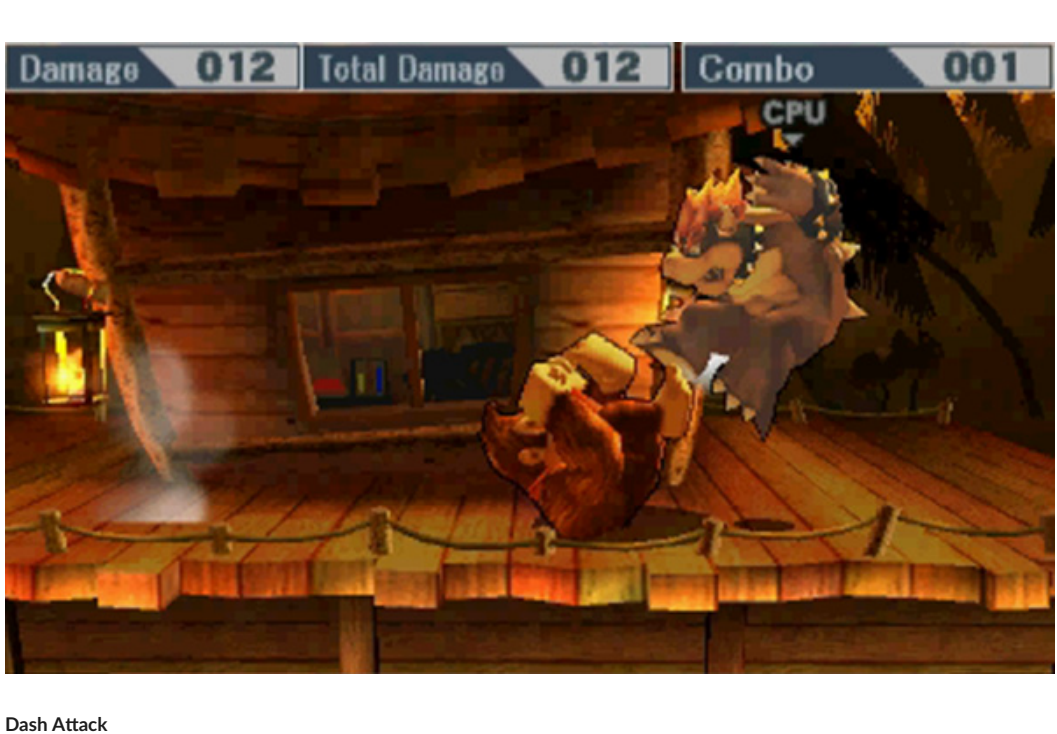
Up Tilt

Donkey Kong swings his arm in an arc over his head to the ground on the other side of him. This hits most of the way through the arc, not just at the destination.


Damage 007
Total Damage 007
Combo 001

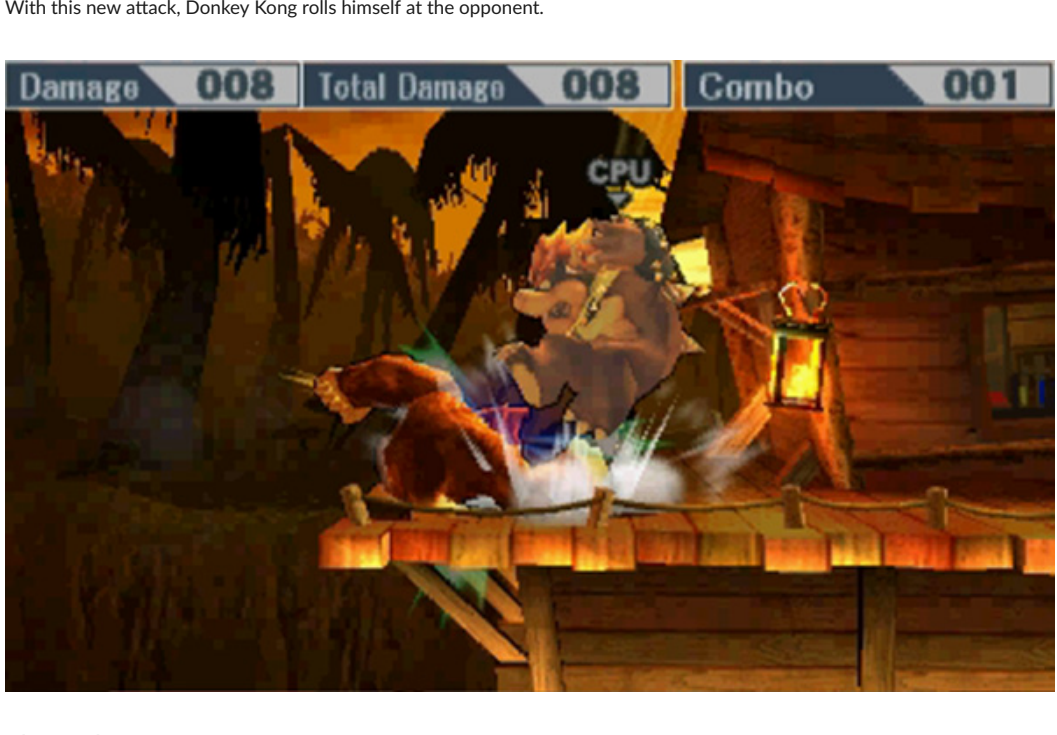
Down Tilt

Donkey Kong ducks while swinging at an opponent's feet.


Damage 012
Total Damage 012
Combo 001
CPU

Dash Attack

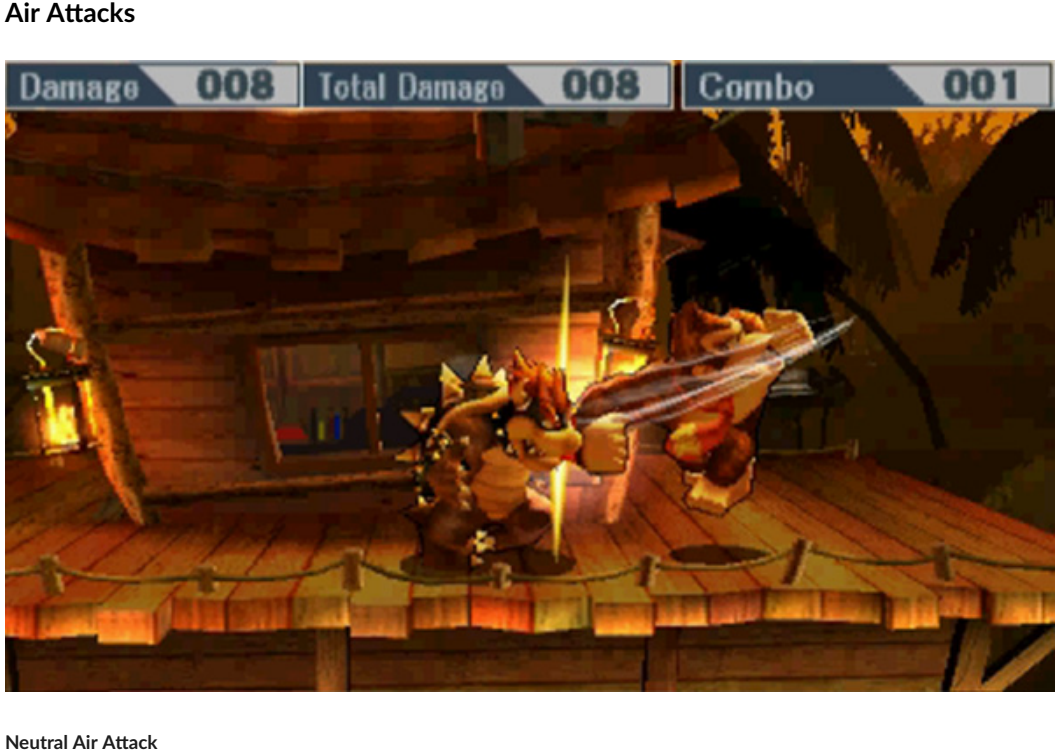
With this new attack, Donkey Kong rolls himself at the opponent.


Damage 008
Total Damage 008
Combo 001
CPU

Edge Attack

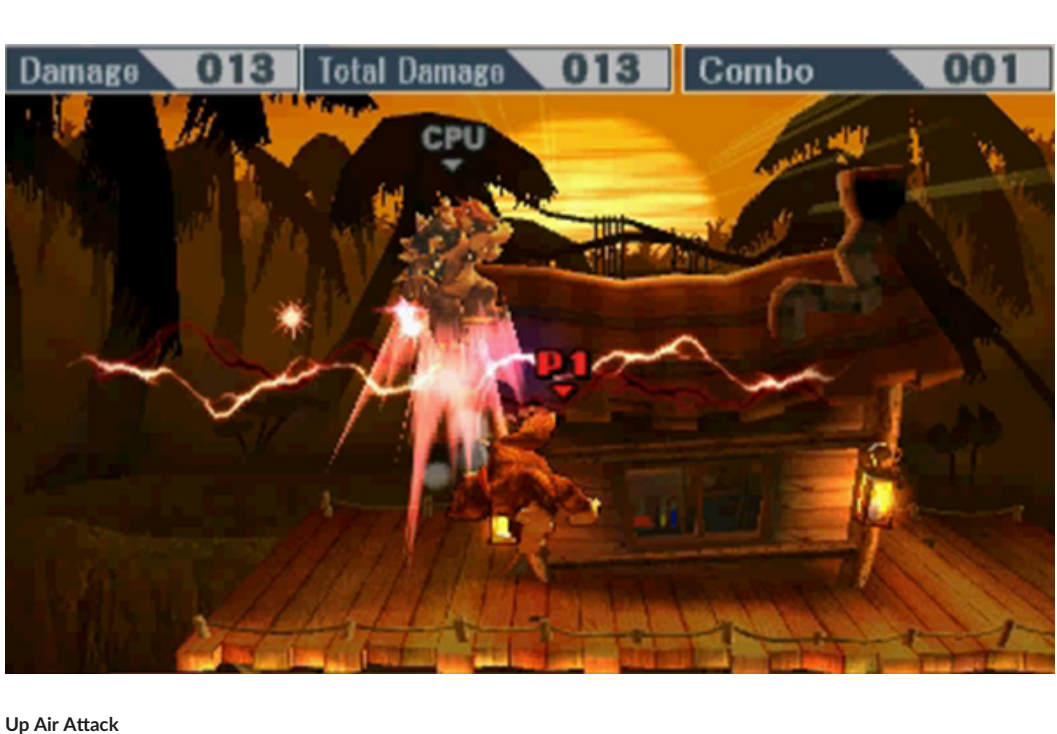
Donkey Kong returns to the stage with a clobbering overhead strike.

Air Attacks


Damage 008
Total Damage 008
Combo 001

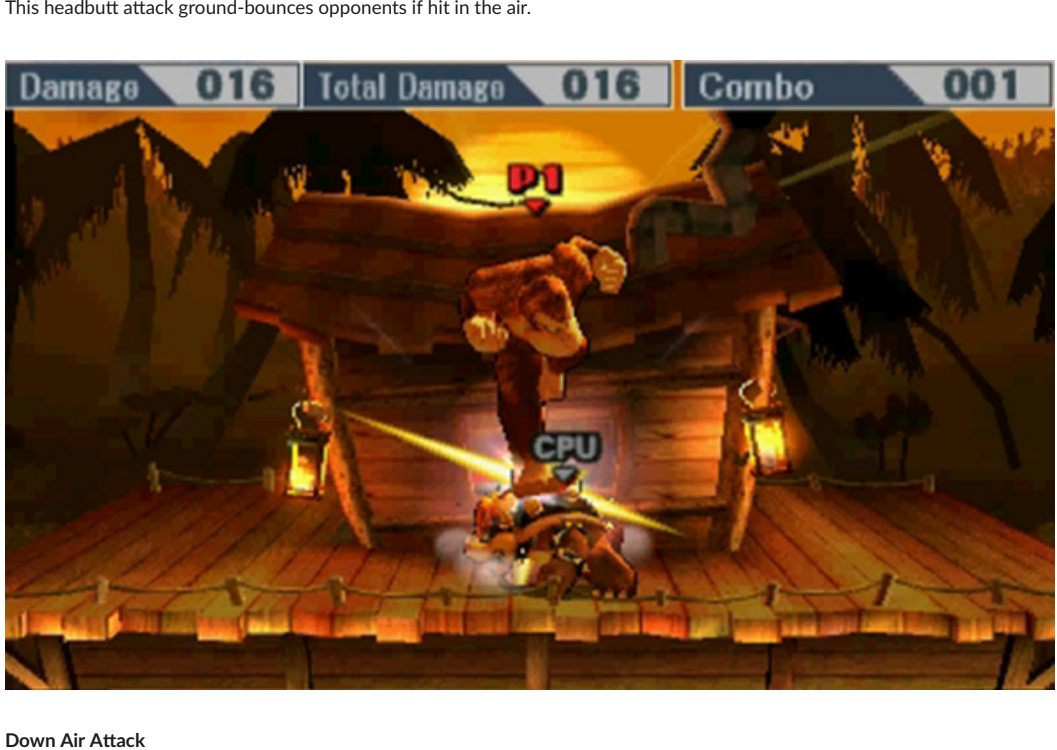
Neutral Air Attack

A spinning attack that hits opponents away.


Damage 013
Total Damage 013
Combo 001
CPU
P1

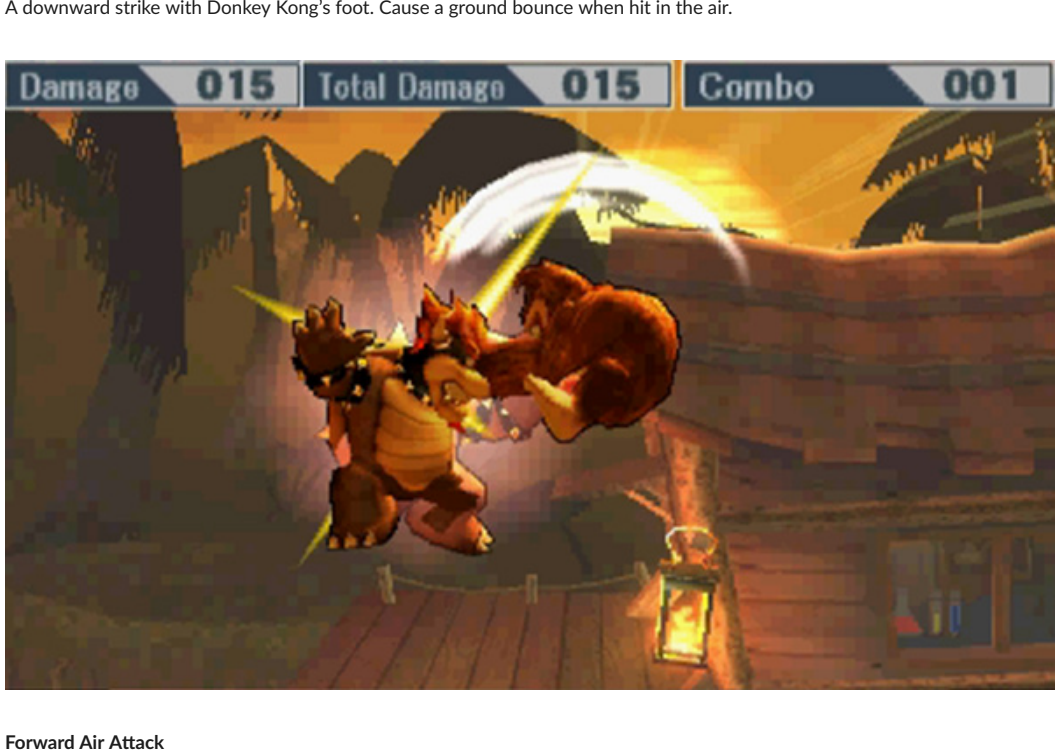
Up Air Attack

This headbutt attack ground-bounces opponents if hit in the air.


Damage 016
Total Damage 016
Combo 001
P1
CPU

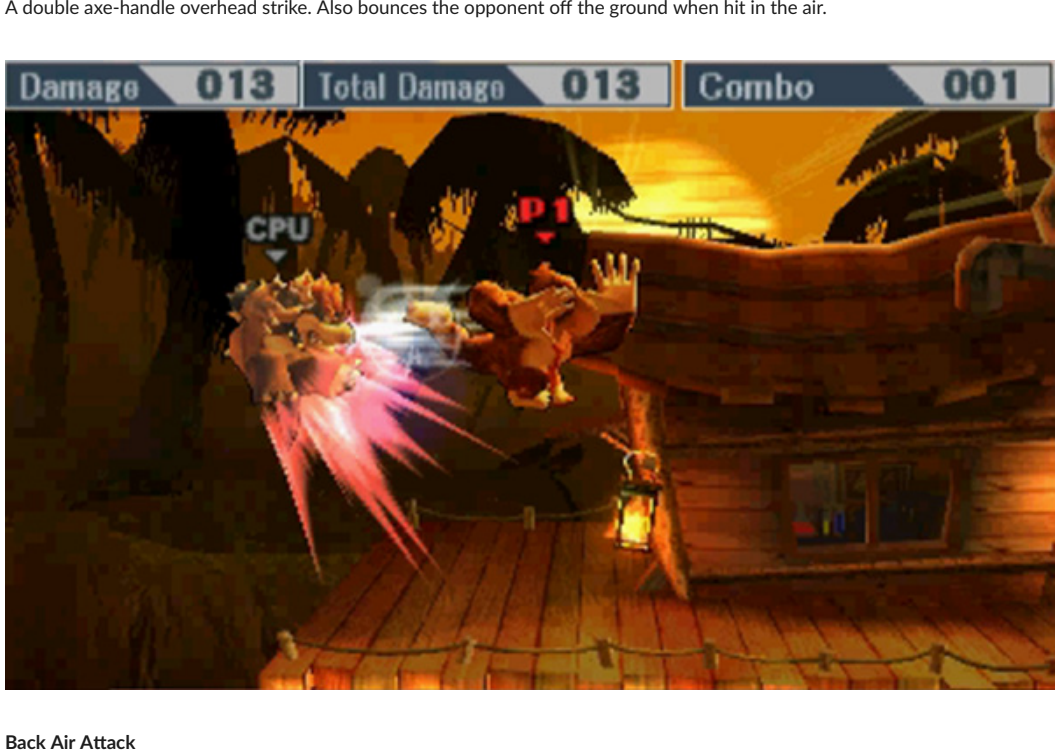
Down Air Attack

A downward strike with Donkey Kong's foot. Cause a ground bounce when hit in the air.


Damage 015
Total Damage 015
Combo 001

Forward Air Attack

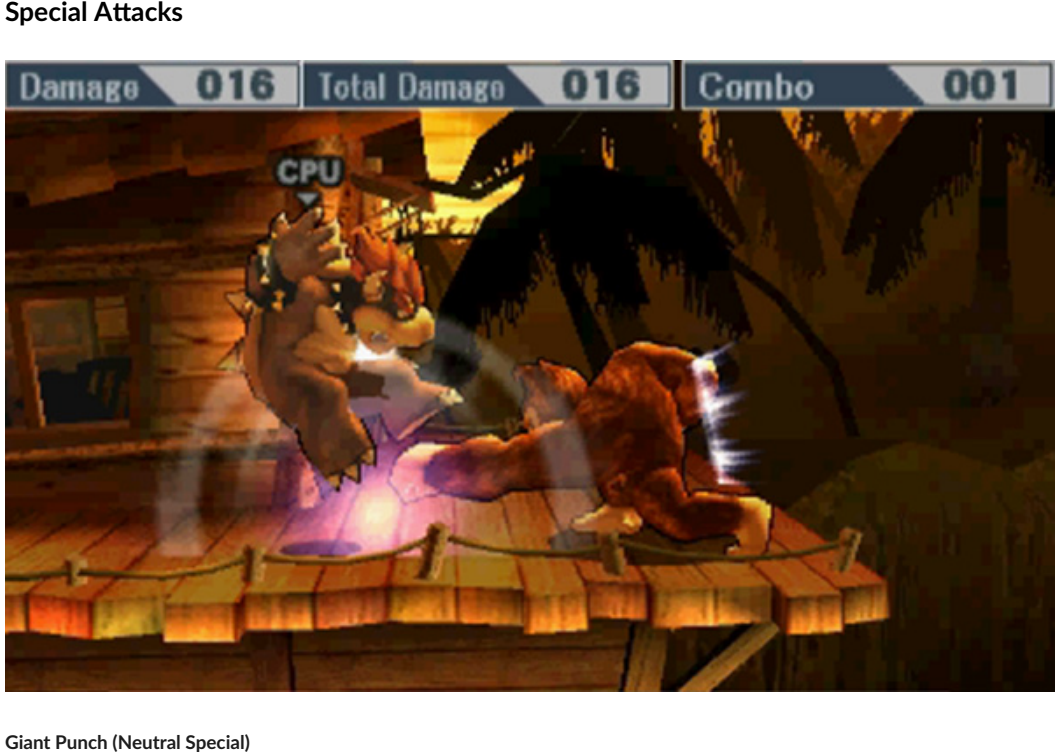
A double axe-handle overhead strike. Also bounces the opponent off the ground when hit in the air.


Damage 013
Total Damage 013
Combo 001
CPU
P1

Back Air Attack

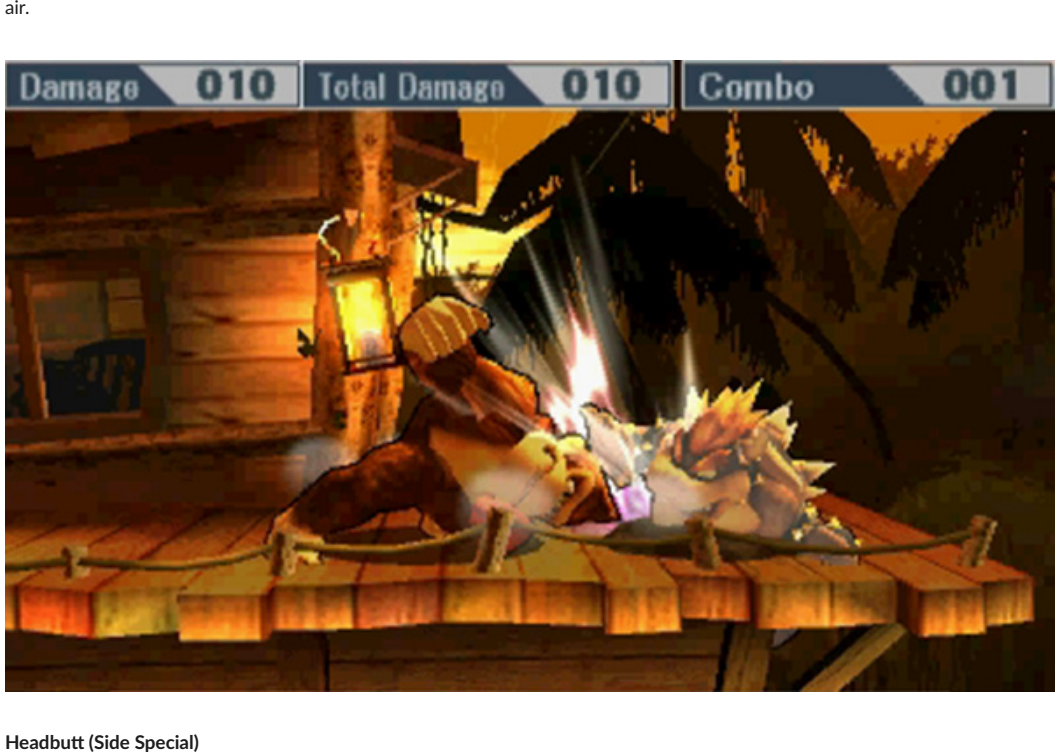
This jumping back kick is fantastic. Use it often.

Special Attacks


Damage 016
Total Damage 016
Combo 001
CPU

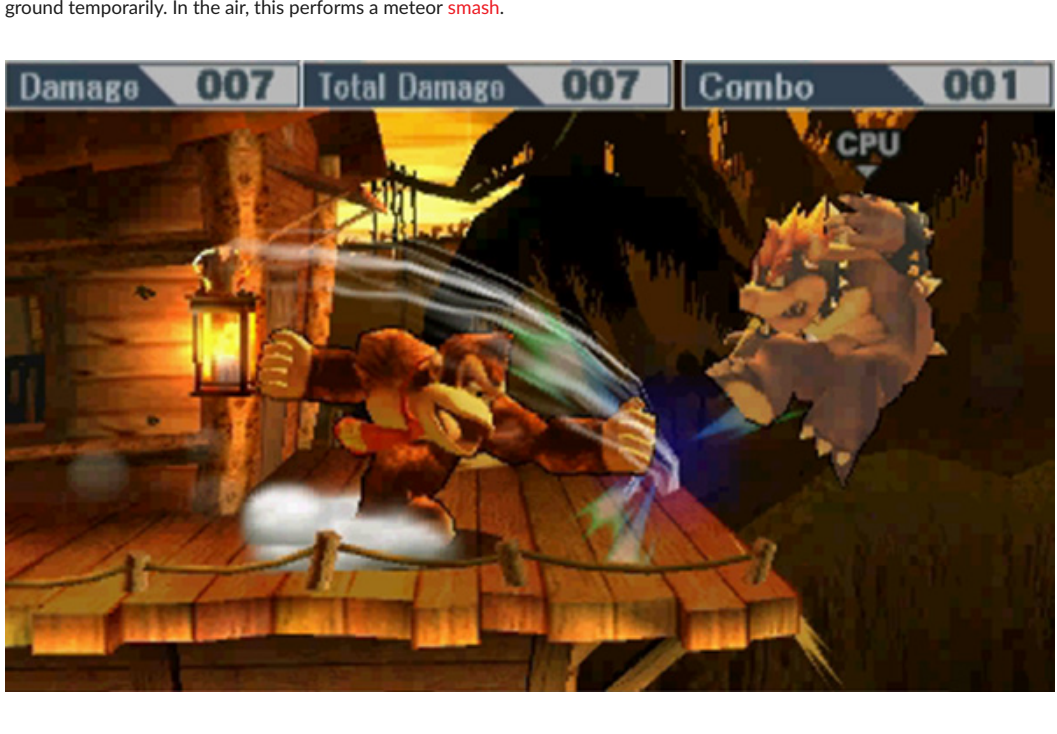
Giant Punch (Neutral Special)

Donkey Kong winds up for a massive punch. The more spins on his wind-up, the stronger the punch is. Press the Special button at any point while spinning to release the punch. Use Left or Right to cancel on the ground and use air dodge to cancel in the air.


Damage 010
Total Damage 010
Combo 001

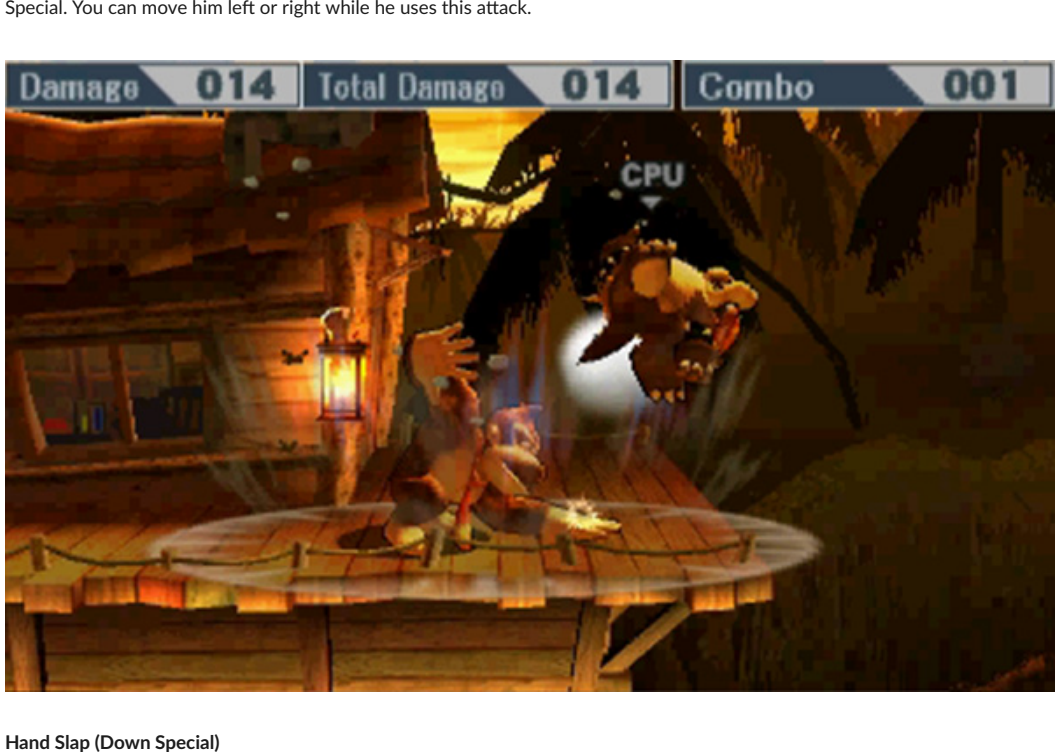
Headbutt (Side Special)

Donkey Kong performs a massive headbutt on his opponent. If the opponent is grounded, that opponent is buried in the ground temporarily. In the air, this performs a meteor smash.


Damage 007
Total Damage 007
Combo 001
CPU

Spinning Kong (Up Special)

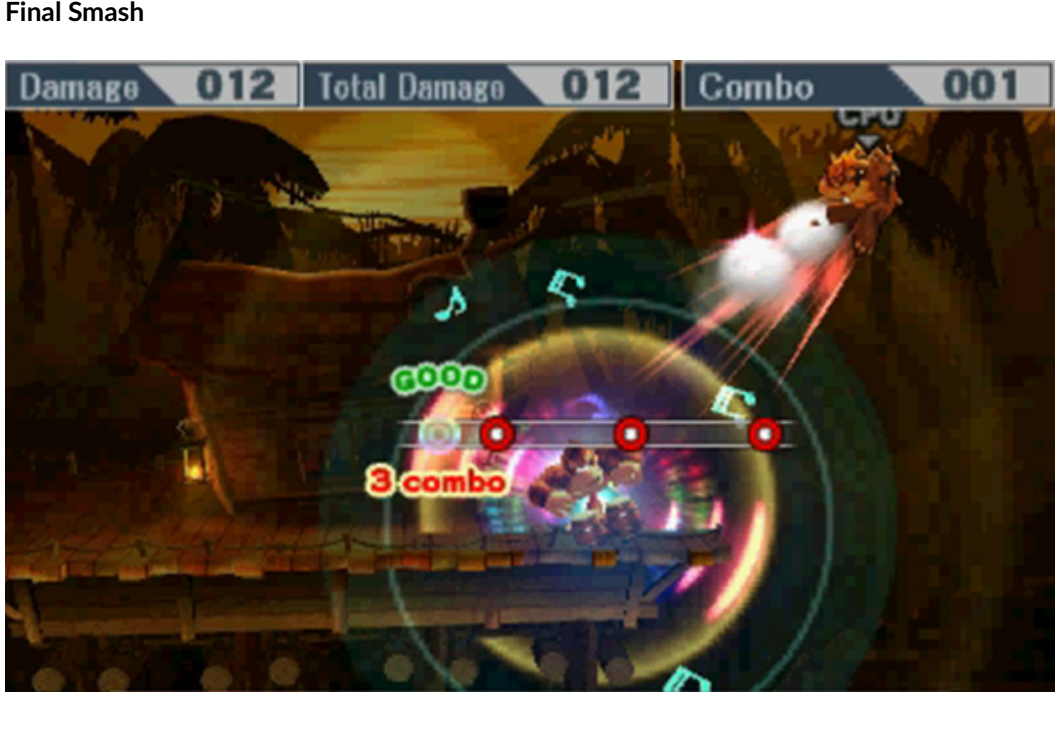
Spinning like a tornado with his massive arms outstretched, Donkey Kong can cover a lot of horizontal distance with this Special. You can move him left or right while he uses this attack.


Damage 014
Total Damage 014
Combo 001
CPU

Hand Slap (Down Special)

Donkey Kong slaps the ground, creating shockwaves that pop opponents into the air. This doesn't affect characters already in the air, however. You can continue slapping by repeatedly hitting Special without holding Down any longer after the first slap. You can even do this move in the air!

Final Smash

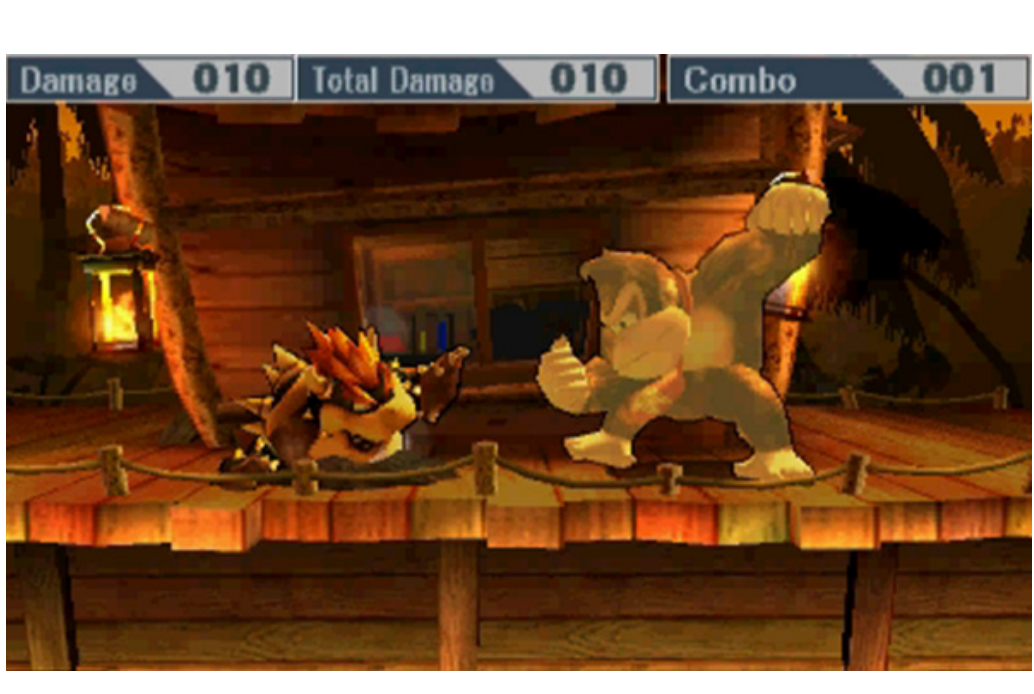

Damage 012
Total Damage 012
Combo 001
GOOD
3 combo

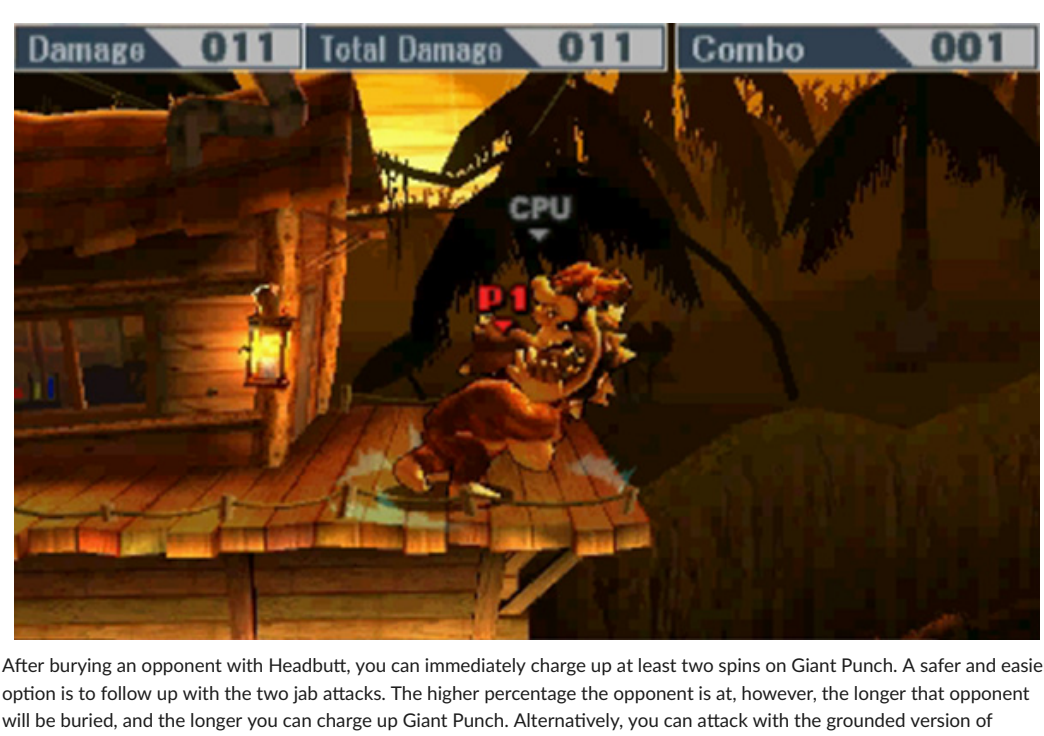
Konga Beat

Donkey Kong whips out his bongo drums and bangs them, sending out shockwaves to hit your opponents. This includes a music minigame in which you hit the Attack button when the red-and-white circles cross over the target. You get an indicator saying GREAT, GOOD, or BAD. The better you do, the stronger your shockwaves are. Donkey Kong doesn't take damage during this Final Smash, and he can't move once he starts it. Be sure to position yourself close to your opponents, and try to use Konga Beat when your opponents are close to an edge.

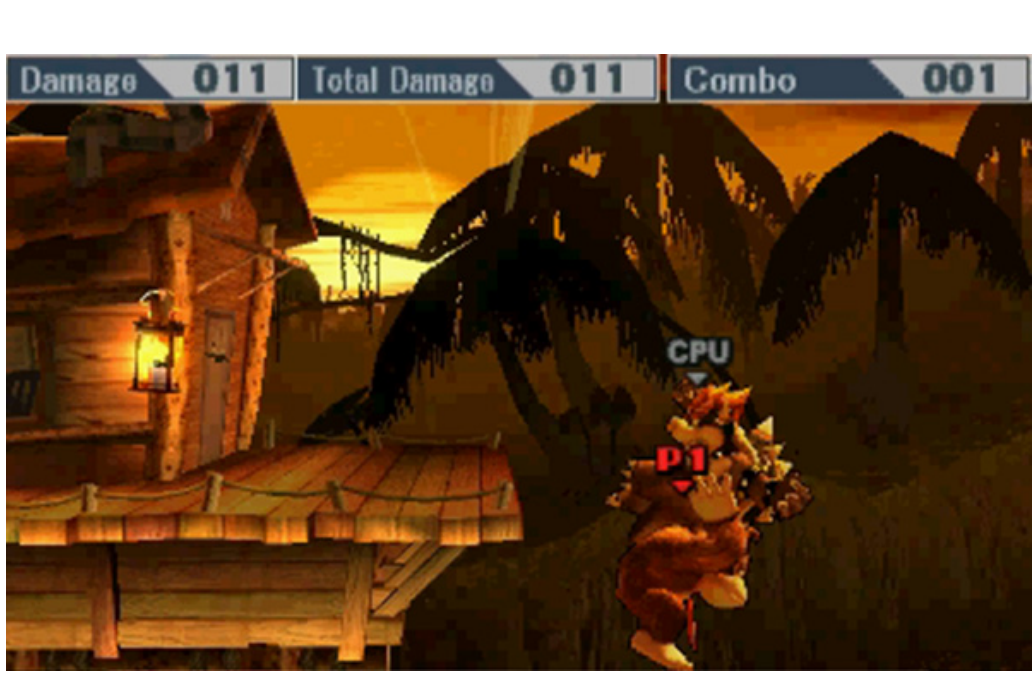
Strategy

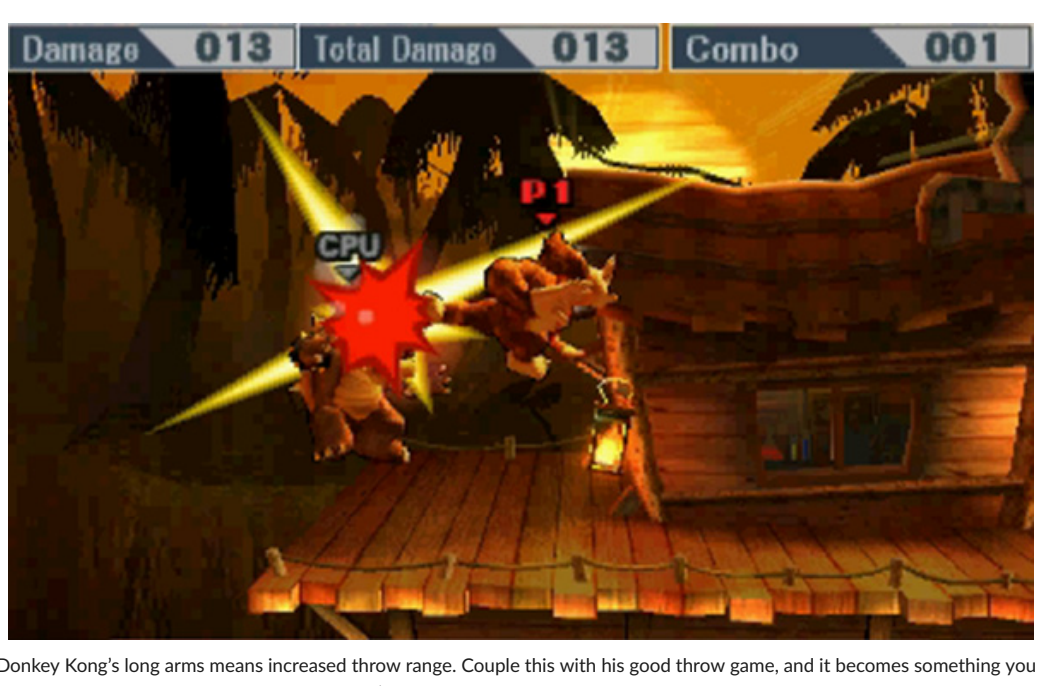
Being one of the heavier characters in the game, Donkey Kong can withstand some punishment before being in danger of being KO'd. Despite his huge size and weight, his mobility is impressive. Strong KO power, good throws, and a multitude of spikes combined with the excellent range on his attacks make him a threat at all times. His large size, however, makes him an easy target. Couple this with slow recovery on some of his attacks, and you'll have to make sure your attacks count! His most notable attacks are his Back Air, Forward Smash, and his throws. Back Air's hitbox and hurtbox make you feel somewhat invincible, so use this where you can to rack up damage. His Forward Smash does a huge chunk of damage, so try not to use it too much, and it'll catch opponents off guard when they get blasted off the stage! Giant Punch is a great intimidation tactic when fully charged, so be sure to charge it whenever possible. Each arm spin adds an additional 2 points of damage to it, and hitting at the top will net you extra damage.


Damage 010
Total Damage 010
Combo 001


Damage 011
Total Damage 011
Combo 001
CPU
P1

After burying an opponent with Headbutt, you can immediately charge up at least two spins on Giant Punch. A safer and easier option is to follow up with the two jab attacks. The higher percentage the opponent is at, however, the longer that opponent will be buried, and the longer you can charge up Giant Punch. Alternatively, you can attack with the grounded version of Spinning Kong. Use Hand Slap when you anticipate your opponent might spot dodge or roll, but note this is vulnerable to air attacks. Up Air, Down Air, Forward Air, and Headbutt in the air all give you meteor effects or ground bounces with various strengths. Up Tilt is an important tool to cover the area immediately above Donkey Kong as well as behind him.

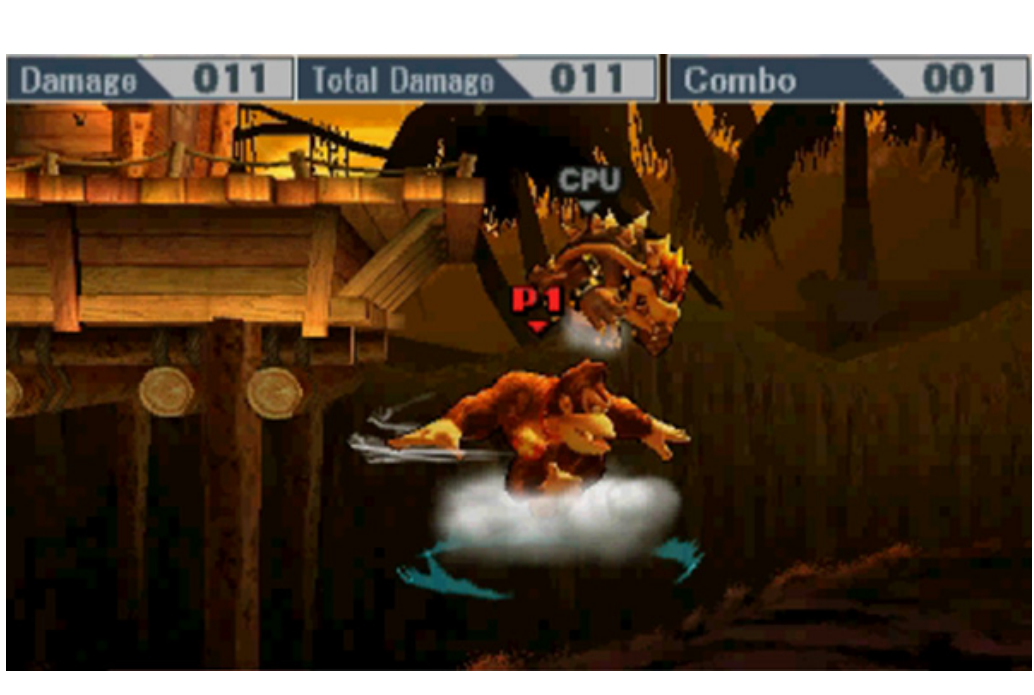

Damage 011
Total Damage 011
Combo 001
CPU
P1

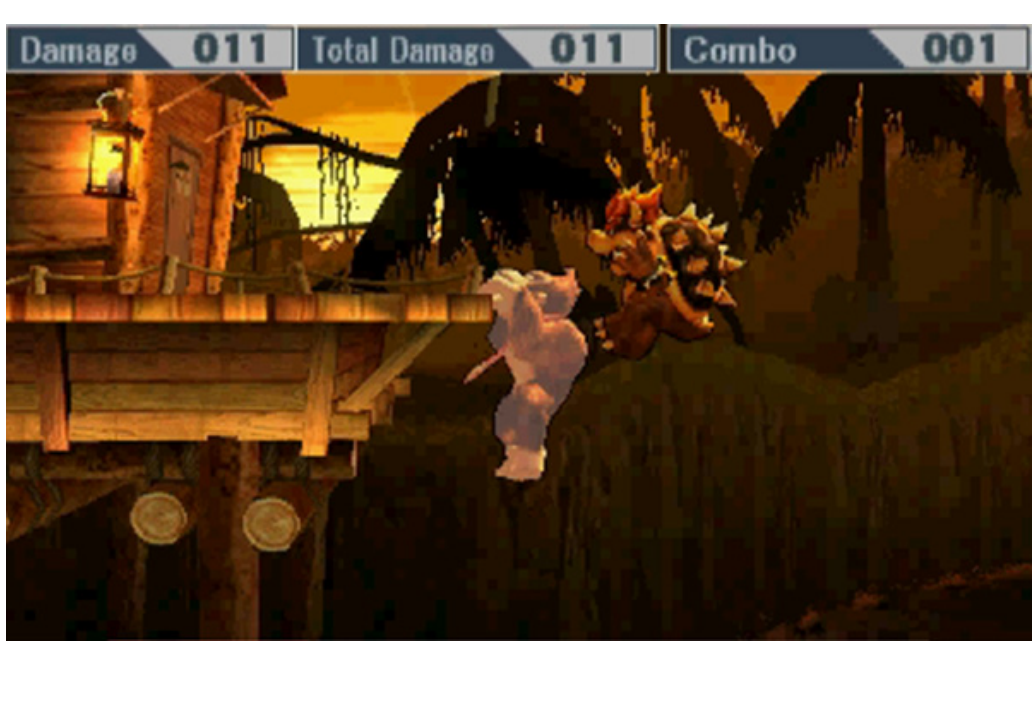

Damage 013
Total Damage 013
Combo 001
CPU
P1

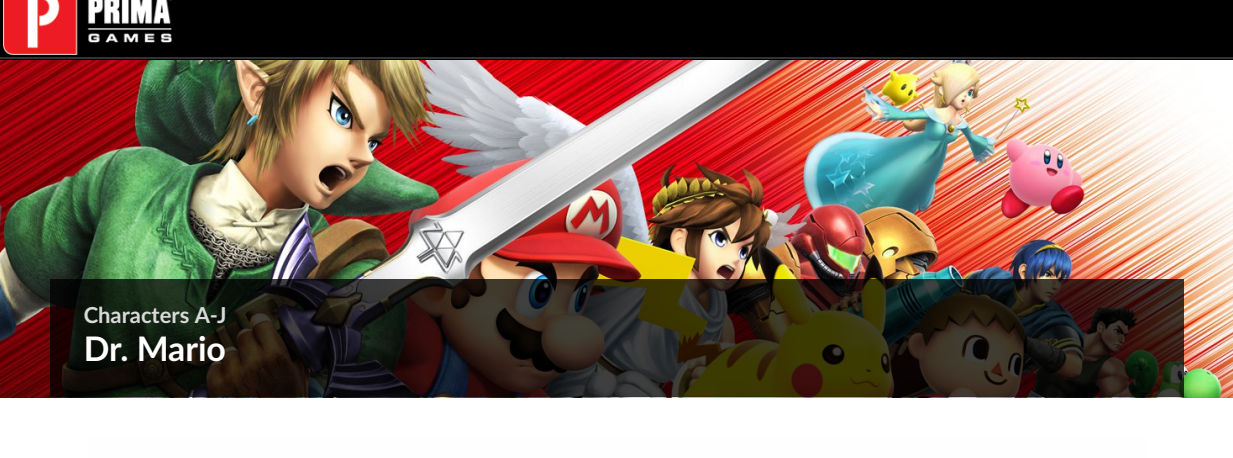
Donkey Kong's long arms means increased throw range. Couple this with his good throw game, and it becomes something you should always try to use. During Donkey Kong's Forward Throw, he can walk around while carrying the opponent! Use the Forward or Down options while carrying to throw opponents farther away from you in those respective directions. At low percentages, use Down Throw instead to set up better follow-up options. Donkey Kong's Back Throw hurls the opponent a decent distance, so try to save this for opponents who are at a higher percentage and close to the side of a stage.

Recovery

Donkey Kong is limited when it comes to recovery options. His main recovery tool is his Spinning Kong. This is extremely useful for horizontal recovery but gives him very little lift vertically. Donkey Kong will be left in a fall state after this move. So, to maximize your recovery, your best option is to double jump and then Spinning Kong. But if you land on the ground before this move is ready to complete, Donkey Kong will be vulnerable to attacks!


Damage 011
Total Damage 011
Combo 001
CPU
P1


Damage 011
Total Damage 011
Combo 001



Characters A-J

Dr. Mario

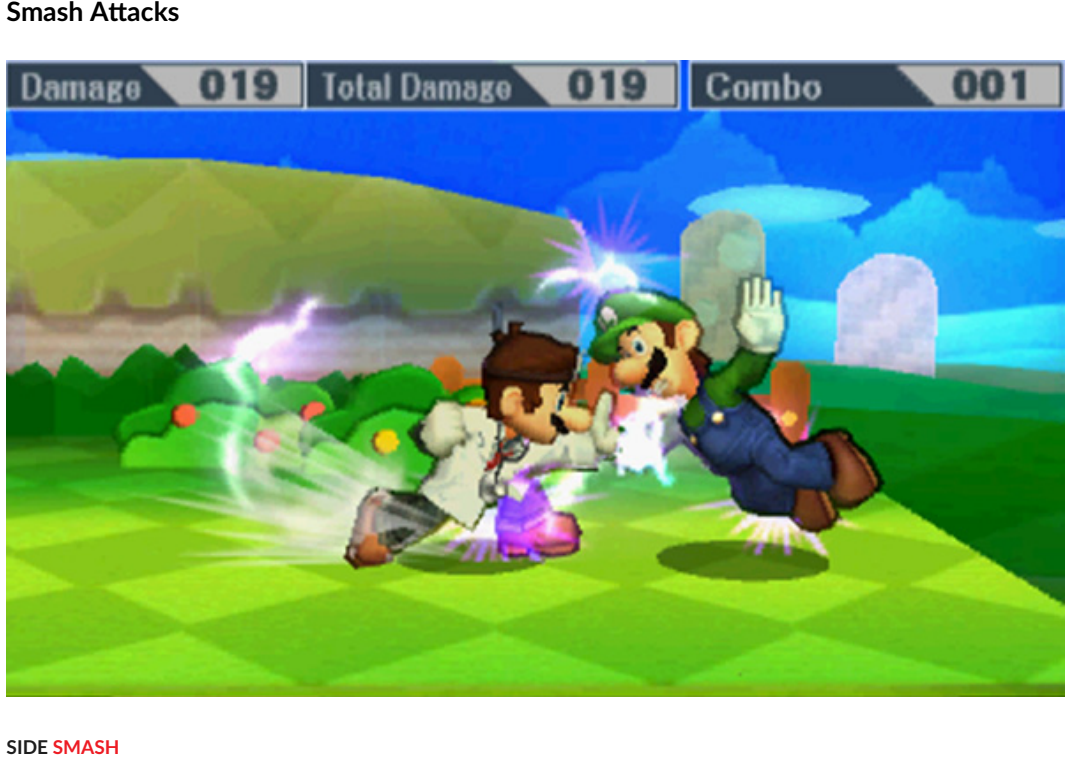
Trophy Description

In the 1990 puzzle game *Dr. Mario*, Mario threw on a white coat and decided to take a shot at that whole "medicine" thing. In this game, he's a balanced fighter who can throw Megavitamin capsules and nimbly deflect blows with his Super Sheet. He's not quite as quick as normal Mario, but his attacks deal a bit more damage.

Statistics

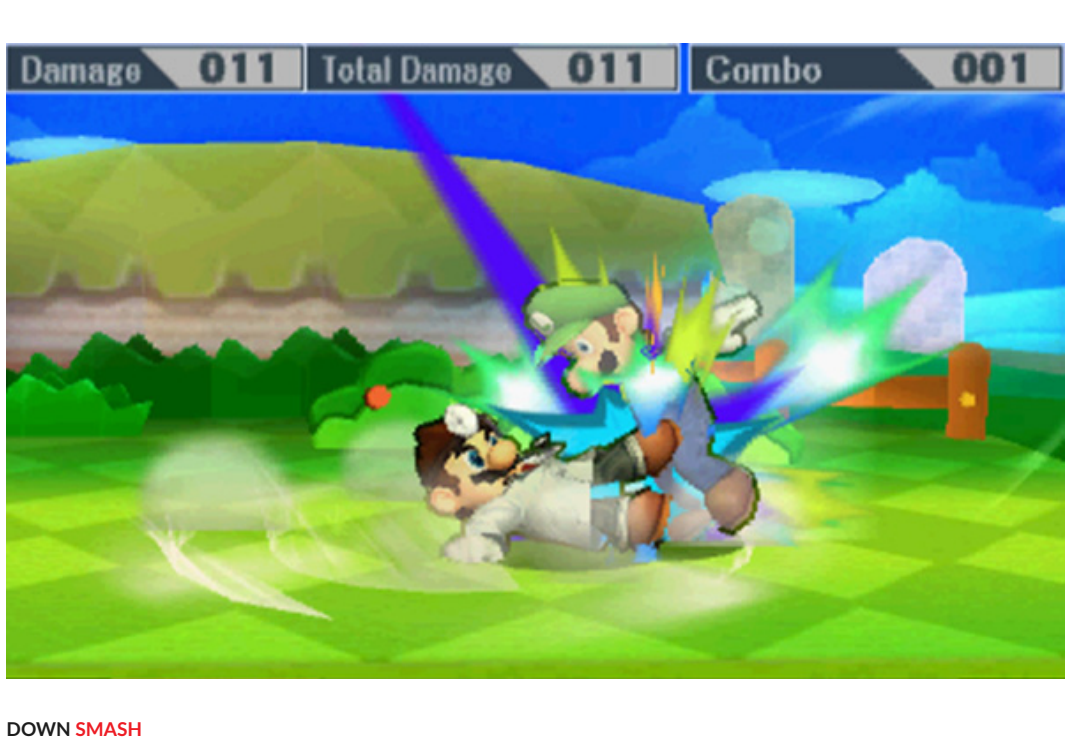
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 019
Total Damage 019
Combo 001

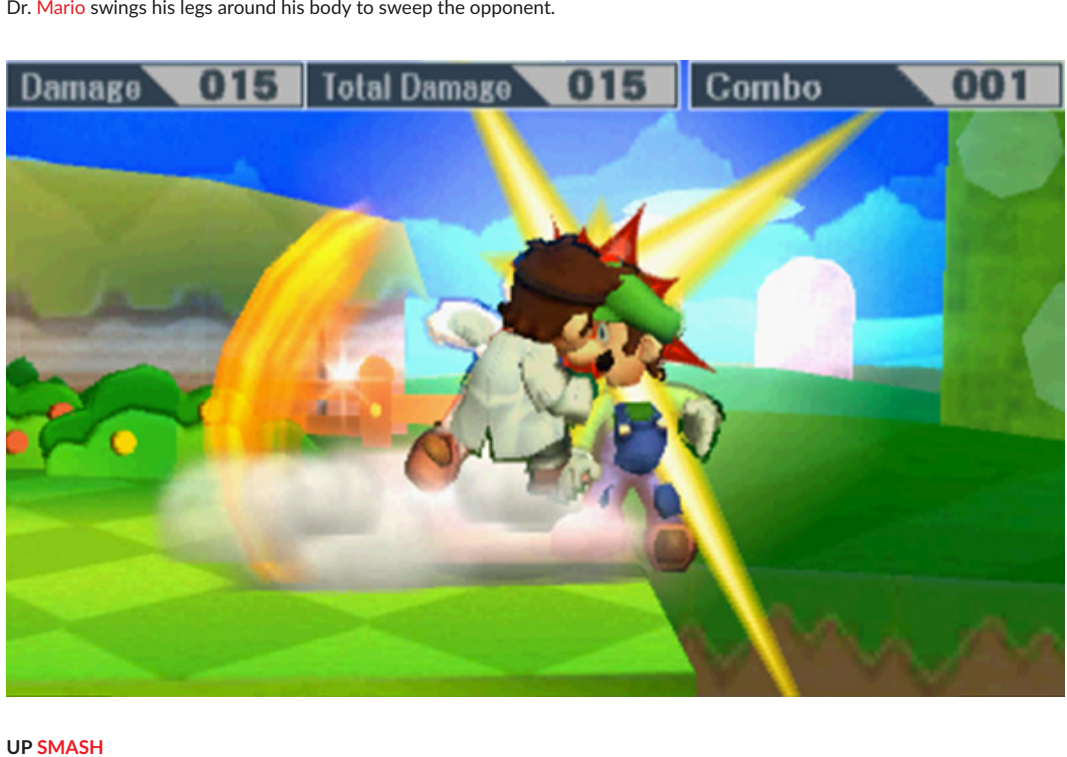
SIDE SMASH

Dr. Mario unleashes a blast immediately in front of him. This can be aimed up or down.


Damage 011
Total Damage 011
Combo 001

DOWN SMASH

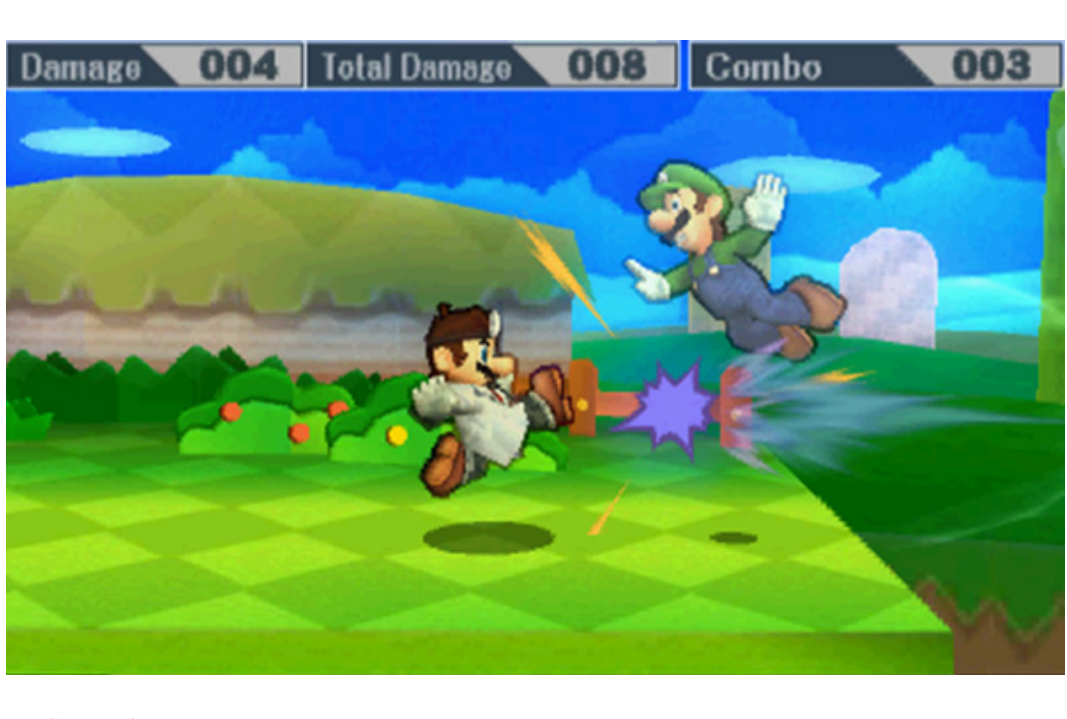
Dr. Mario swings his legs around his body to sweep the opponent.


Damage 015
Total Damage 015
Combo 001

UP SMASH

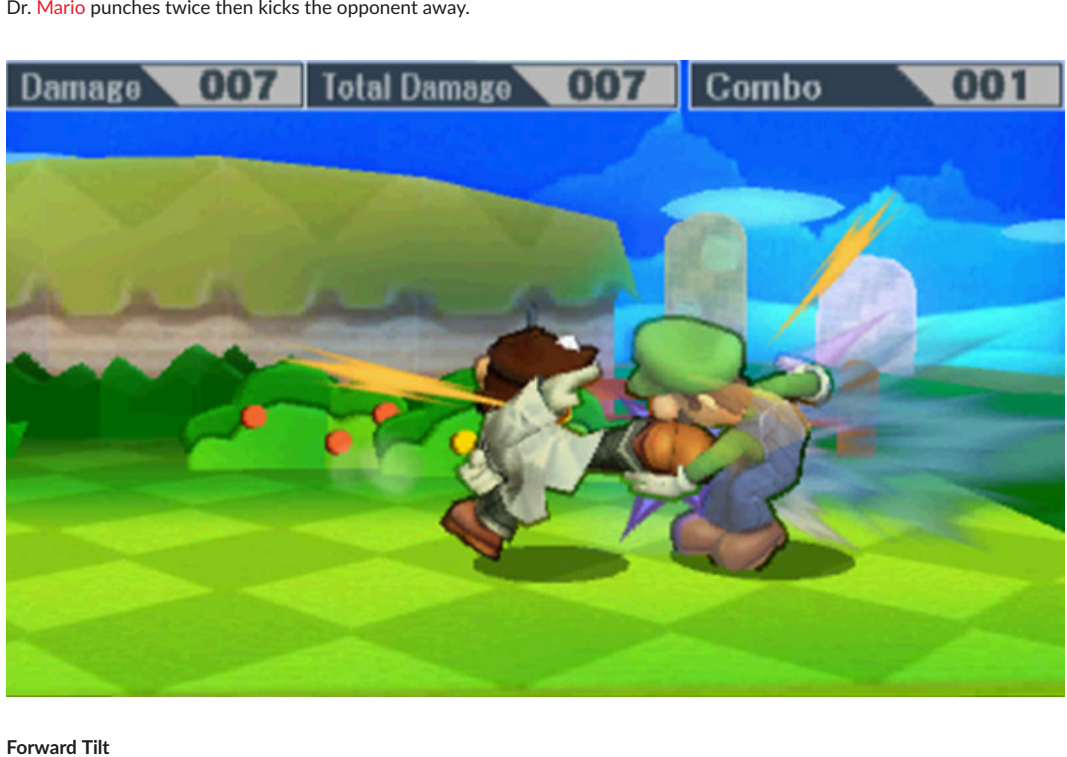
An overhead smash that starts behind Dr. Mario.

Basic Attacks


Damage 004
Total Damage 008
Combo 003

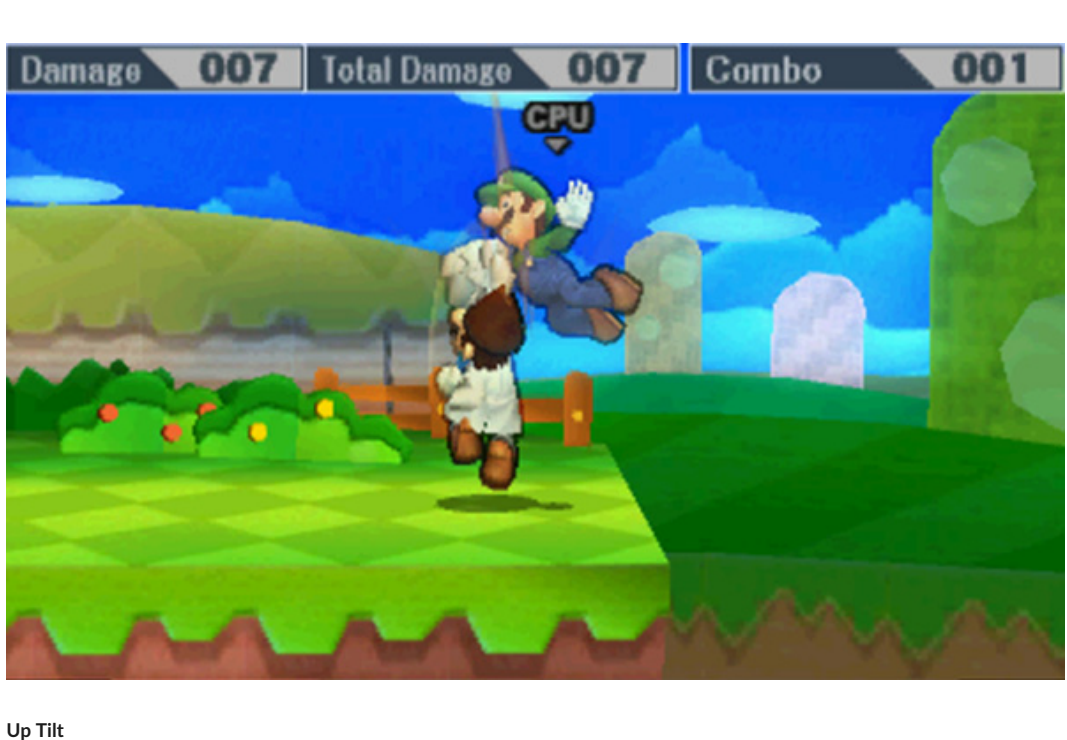
Standing Attack

Dr. Mario punches twice then kicks the opponent away.


Damage 007
Total Damage 007
Combo 001

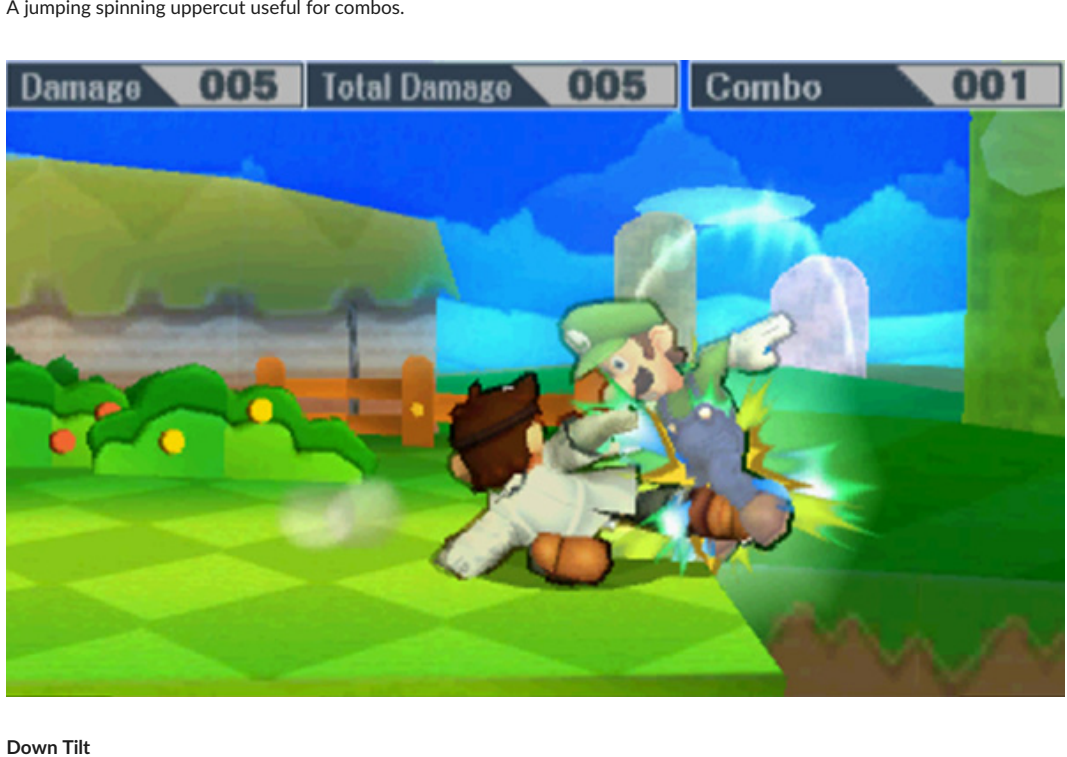
Forward Tilt

Dr. Mario kicks forward horizontally. This can be aimed up or down.


Damage 007
Total Damage 007
Combo 001
CPU

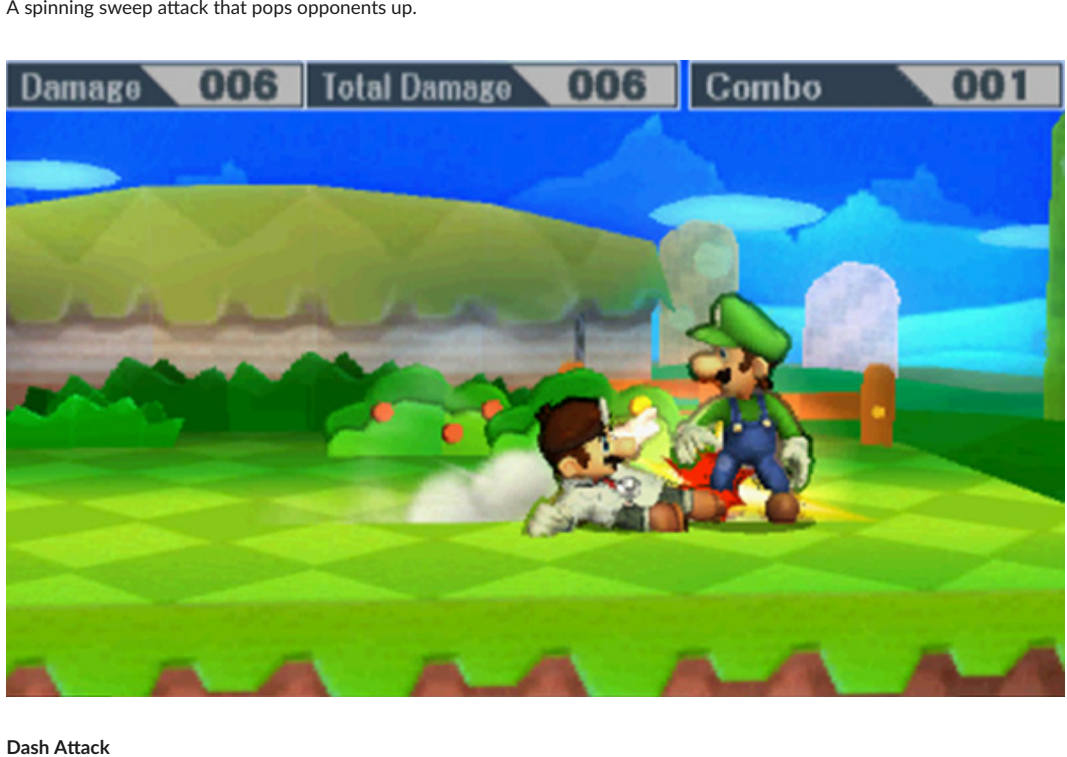
Up Tilt

A jumping spinning uppercut useful for combos.


Damage 005
Total Damage 005
Combo 001

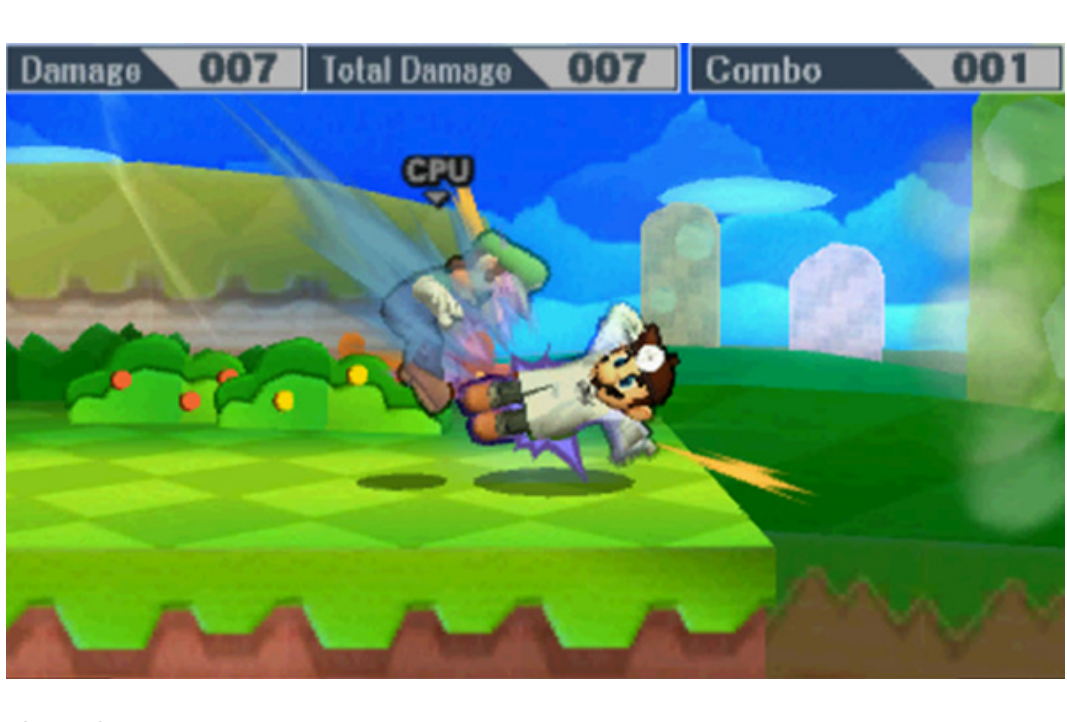
Down Tilt

A spinning sweep attack that pops opponents up.


Damage 006
Total Damage 006
Combo 001

Dash Attack

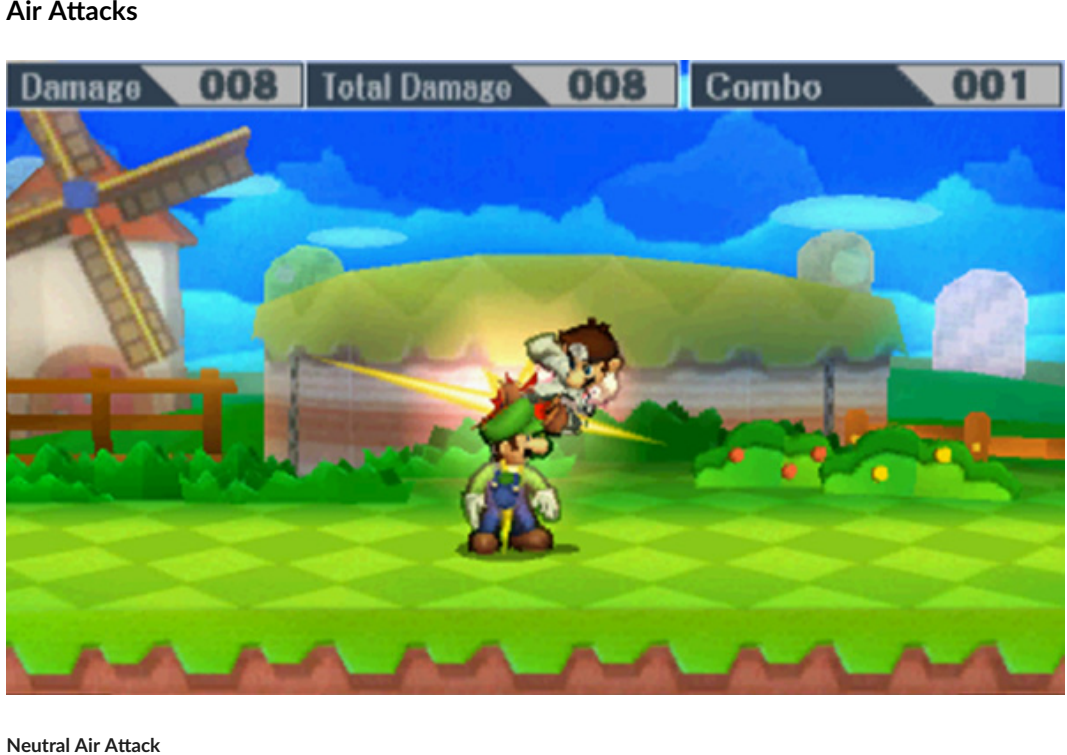
Dr. Mario runs at the opponent then does a baseball slide attack.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

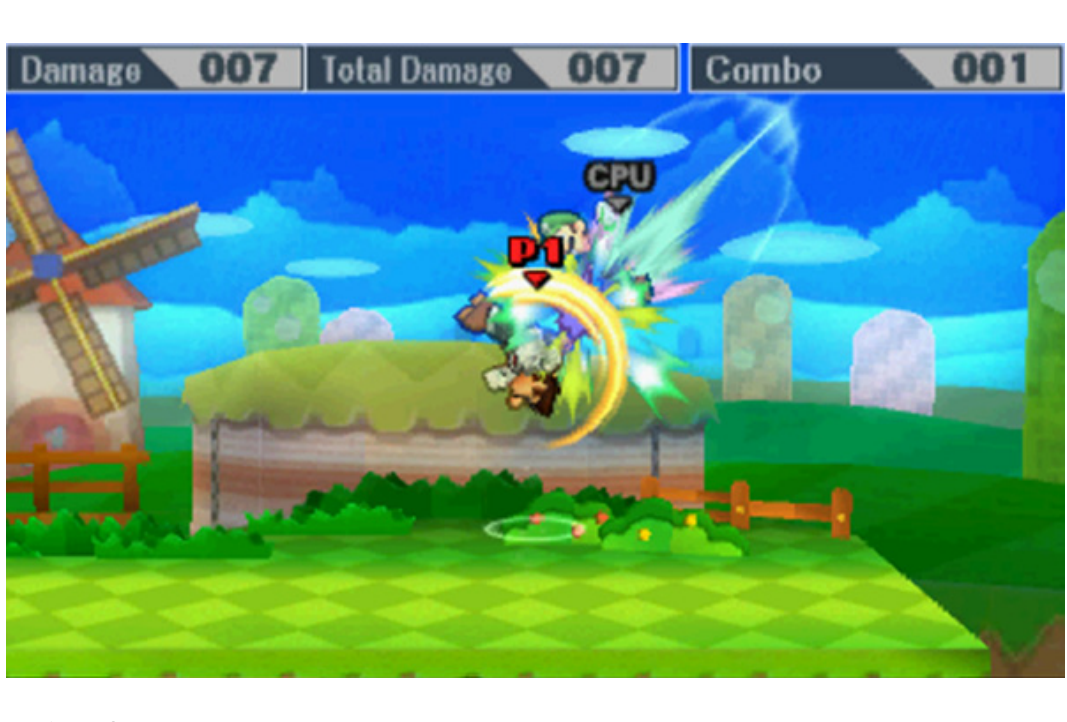
Dr. Mario quickly returns to the stage and dropkicks your opponent's shins.

Air Attacks


Damage 008
Total Damage 008
Combo 001

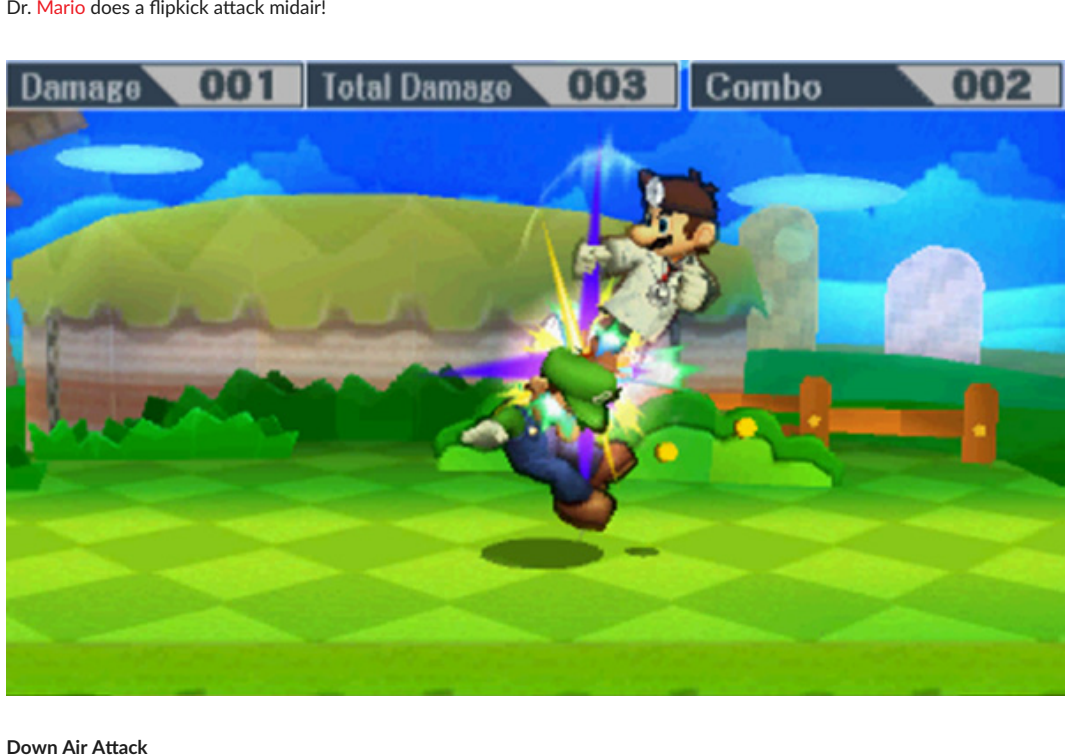
Neutral Air Attack

Dr. Mario does a jump kick attack that stays out for awhile.


Damage 007
Total Damage 007
Combo 001
CPU
P1

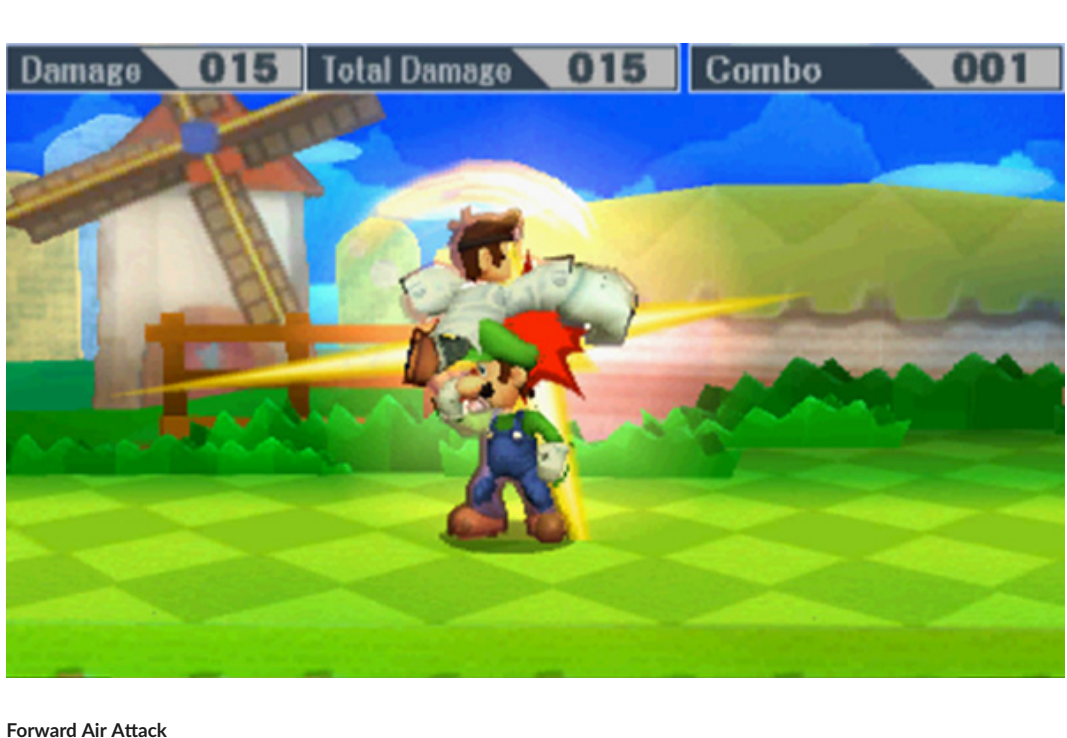
Up Air Attack

Dr. Mario does a flipkick attack midair!


Damage 001
Total Damage 003
Combo 002

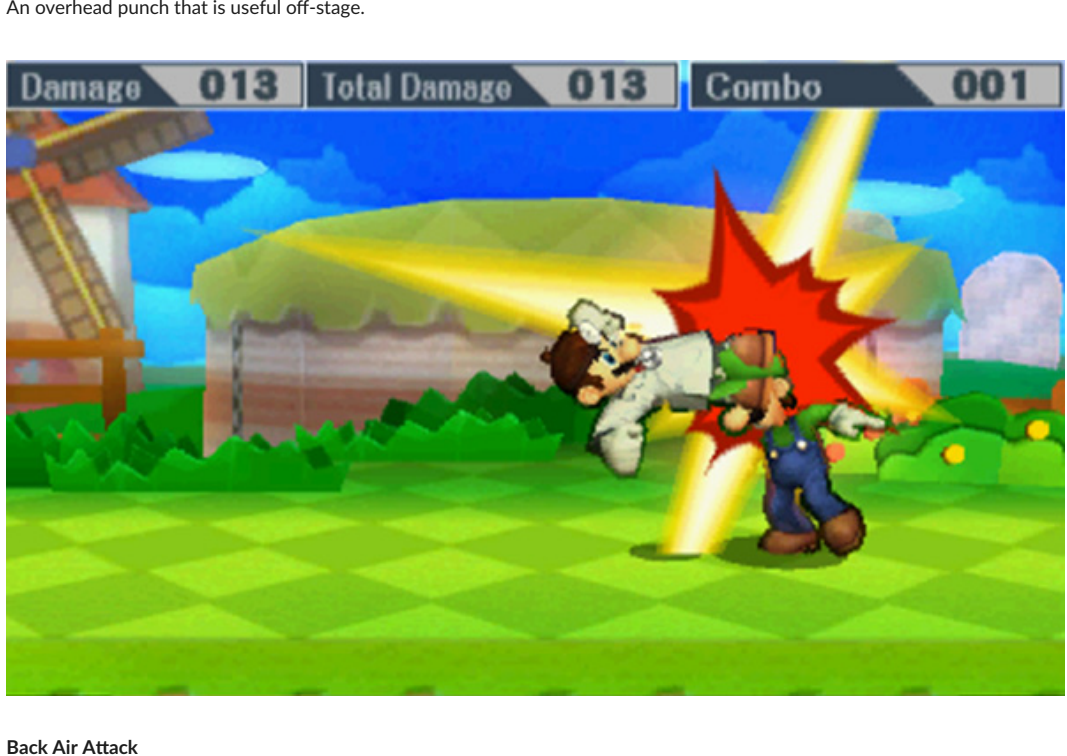
Down Air Attack

Dr. Mario drills down into the opponent while spinning rapidly. This attack hits multiple times.


Damage 015
Total Damage 015
Combo 001

Forward Air Attack

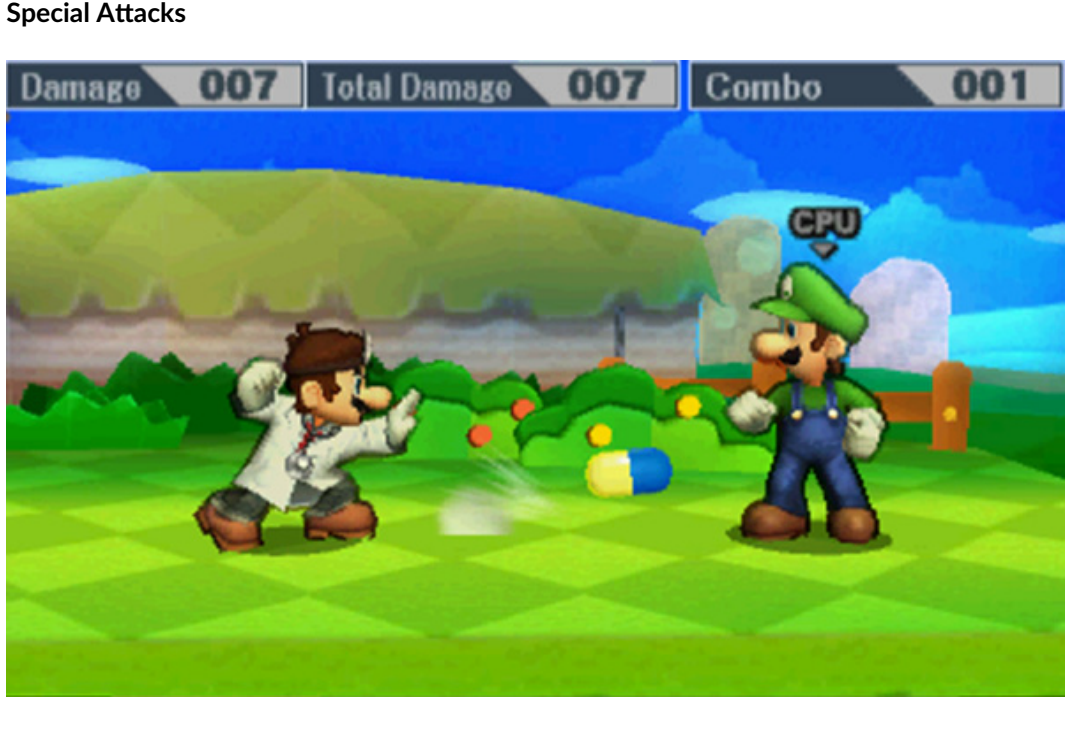
An overhead punch that is useful off-stage.


Damage 013
Total Damage 013
Combo 001

Back Air Attack

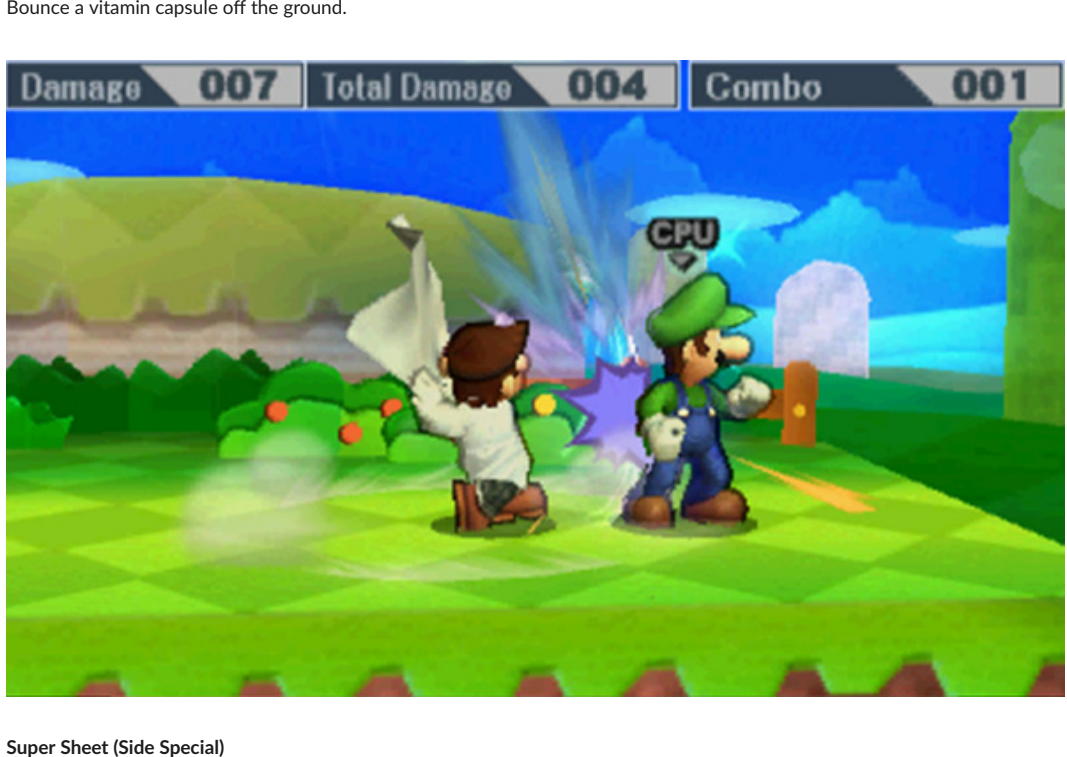
A reverse dropkick with good knockback.

Special Attacks


Damage 007
Total Damage 007
Combo 001
CPU

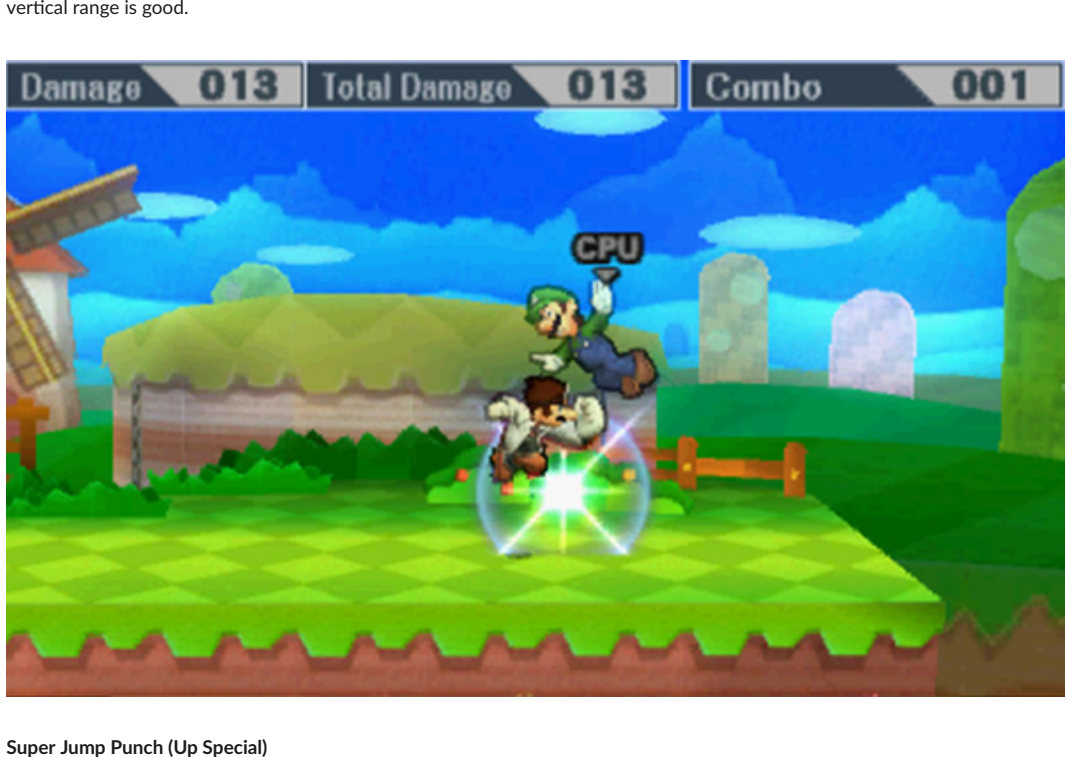
Megavitamins (Neutral Special)

Bounce a vitamin capsule off the ground.


Damage 007
Total Damage 004
Combo 001
CPU

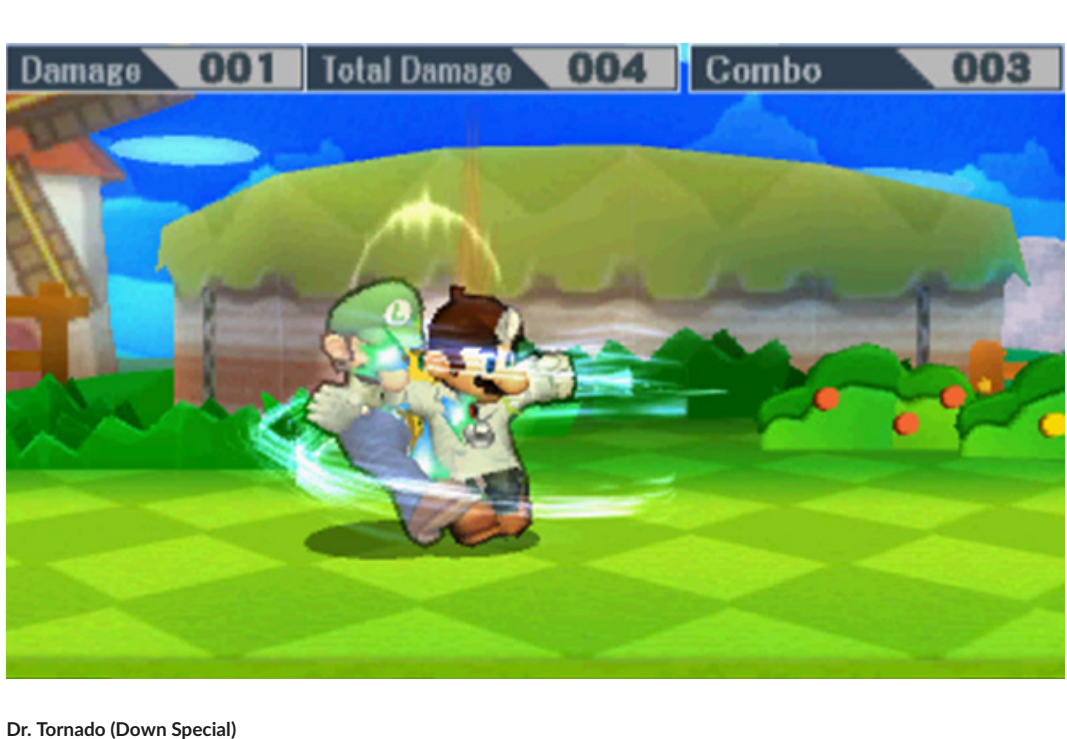
Super Sheet (Side Special)

Use this to sheet swing and reflect projectiles or to turn your opponents around. The horizontal range is limited, but the vertical range is good.


Damage 013
Total Damage 013
Combo 001
CPU

Super Jump Punch (Up Special)

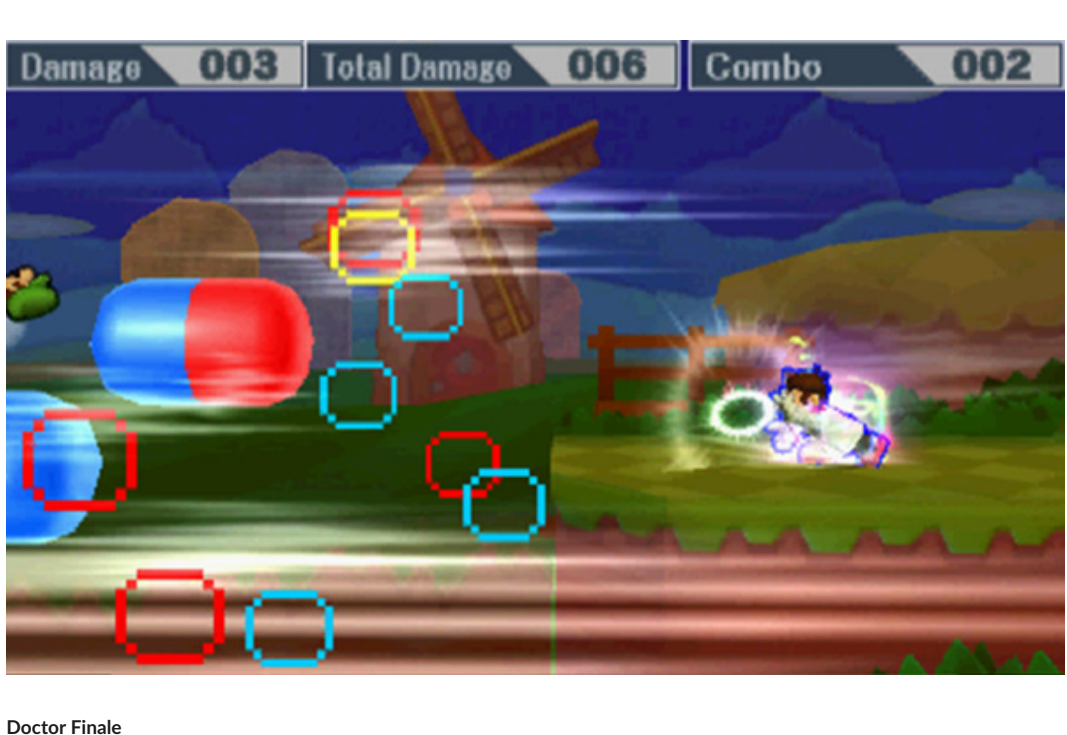
This leaping uppercut differs from Mario's in that it only hits once. To make up for this, this version is more powerful at the start of the jump.


Damage 001
Total Damage 004
Combo 003

Dr. Tornado (Down Special)

Dr. Mario spins like a tornado with arms outstretched. Hit the button repeatedly to rise higher into the air. You can also move left or right during this attack.

Final Smash


Damage 003
Total Damage 006
Combo 002

Doctor Finale

Dr. Mario unleashes a vitamin barrage with vitamins growing in size as they get farther away from him. The attack starts narrow immediately beside Dr. Mario and gets more vertical range as it extends horizontally away from him. Opponents caught in the barrage get pushed horizontally away, so use this on opponents who are closer to the sides of a stage.

Strategy

While his basic moveset is similar to Mario's, Dr. Mario's has some important differences. Dr. Mario's attacks are about 10% stronger, but his movement speed is about 20% slower and his jump height is about 10% lower. His Megavitamins are useful to harass opponents from a distance while his Super Sheet is great against projectiles or opponents with longer range. Dr. Tornado is good for shield pressure and combos, and Super Jump Punch deals good damage out of shield.

Damage 003
Total Damage 003
Combo 001

Damage 003
Total Damage 003
Combo 001

Megavitamins are your main projectile to deal damage at a distance. Using it on your way down from a jump allows you to chase after it to pressure your opponent. If your opponent opts to shield, be prepared to throw that opponent. This projectile is not energy based, so characters with an absorb like Ness aren't able to absorb these capsules! Dr. Mario's Super Sheet is excellent to deal damage while turning opponents around. It has a slightly larger reflection window than Mario's Cape, and it doesn't have the same hitbox. Dr. Mario's has less horizontal range but more vertical range. Super Jump Punch is good for Dr. Mario out of shield, as it deals consistent damage. The biggest difference from Mario is that Dr. Mario has Dr. Tornado instead of F.L.U.D.D. It doesn't move as much horizontally as Luigi's, but its still useful to deal damage and pressure shields.

Damage 013
Total Damage 013
Combo 001

Damage 015
Total Damage 015
Combo 001

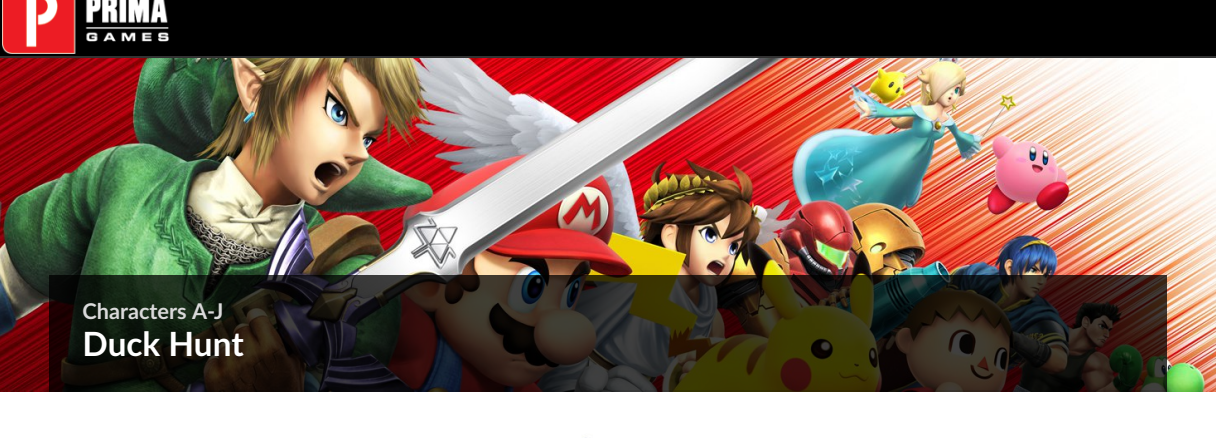
In the air, Dr. Mario's best KO options are Forward Air, Back Air, Up Air, and Super Jump Punch. On the ground, Forward Smash is your best bet. Build up damage using Dr. Mario's jab and tilts, but be careful against opponents with longer range. Use your Neutral Air out of short hop to force opponents to shield, then mix them up with lots of throws or cross them up and attack their shield from behind. Dr. Mario's Back Air is also incredibly useful out of short hop as well. Short hop, then Back Air, and fast fall while drifting away from opponents to recover more safely while still keeping the pressure on. For edge-guarding, use Super Sheet to turn opponents around, and harass them with Megavitamins. Super Sheet doesn't stall Dr. Mario in the air, so you have to be more careful off-stage with this.

Recovery

Dr. Mario has pretty decent recovery options. He has Super Jump Punch as his primary vertical recovery. Like Mario's, you can aim it to the left or right slightly when inputting the direction, and it leaves you in a fall state. Dr. Mario, however, also has his Dr. Tornado for horizontal recovery. The faster you hit the button, the more he spins, allowing you to move left or right to position yourself. Although this doesn't put you in a fall state, it gives you a slight vertical boost only the first time you use it per jump. Also note Dr. Mario's Super Sheet doesn't stall him in the air like Mario's Cape does to Mario.

Damage 003
Total Damage 012
Combo 007
CPU
P1

Damage 003
Total Damage 012
Combo 007
P1
CPU



Characters A-J

Duck Hunt

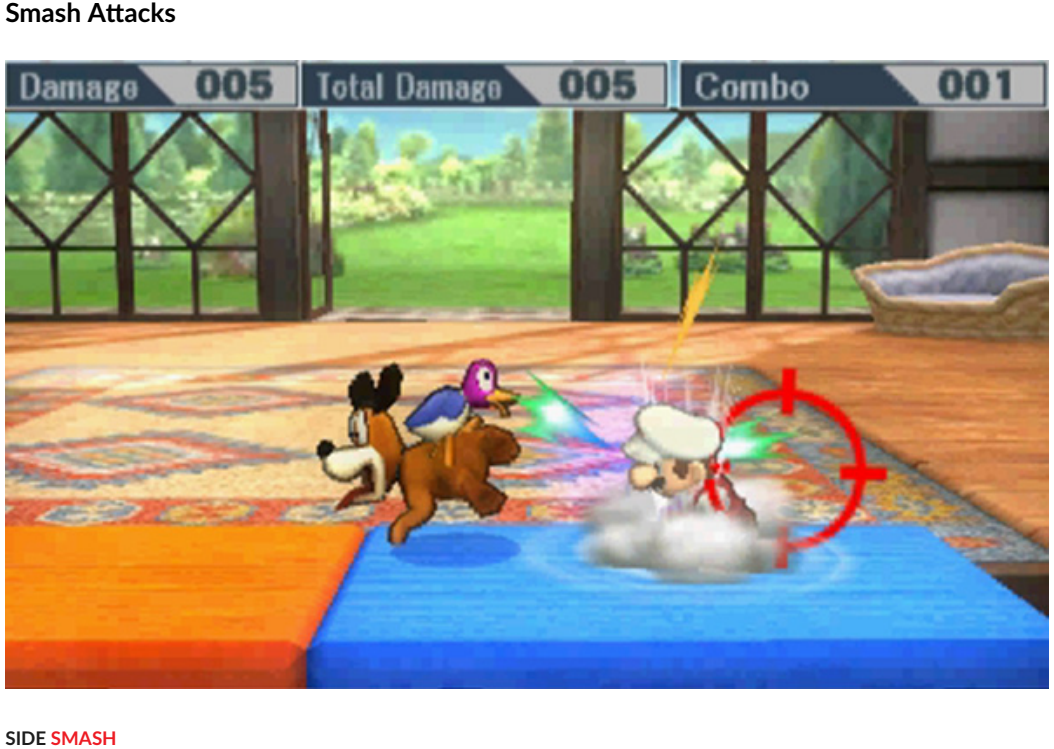
Trophy Description

You could call these two the stars of the NES 1985 launch title *Duck Hunt*. The goofy dog would chase down any ducks hit by the Zapper. In *Smash Bros.*, these two work as a team to fight. When a can or clay pigeon is in play, hit the button again to fire at it. Show your foes how the ducks felt!

Statistics

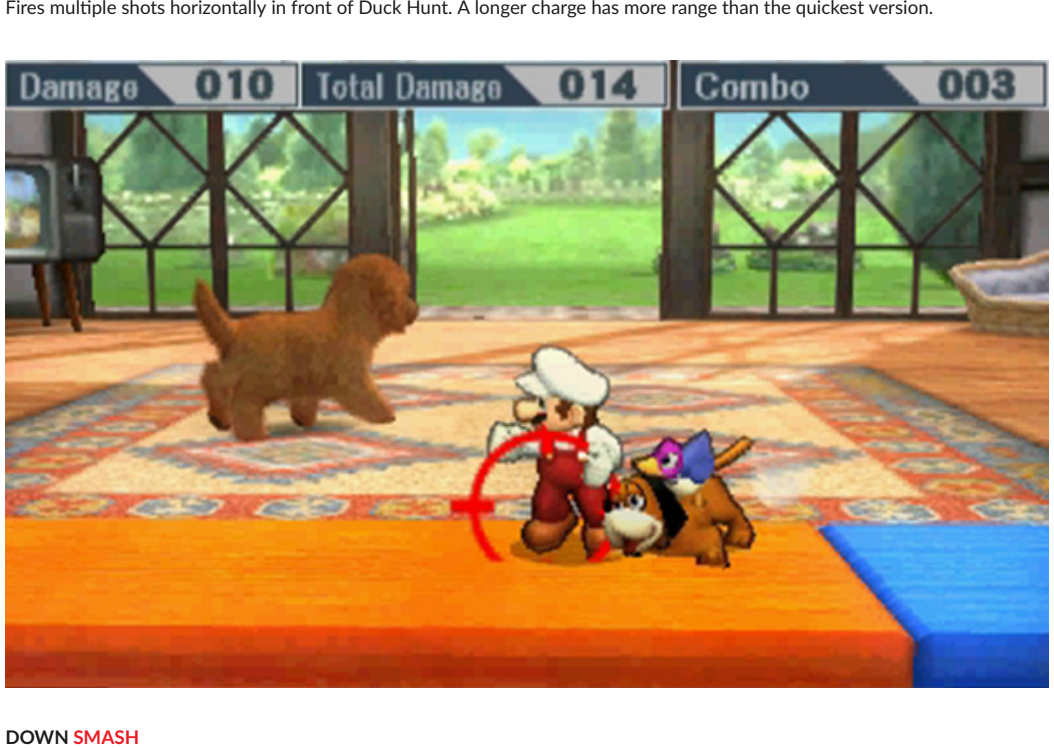
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: Yes

Smash Attacks


Damage 005
Total Damage 005
Combo 001

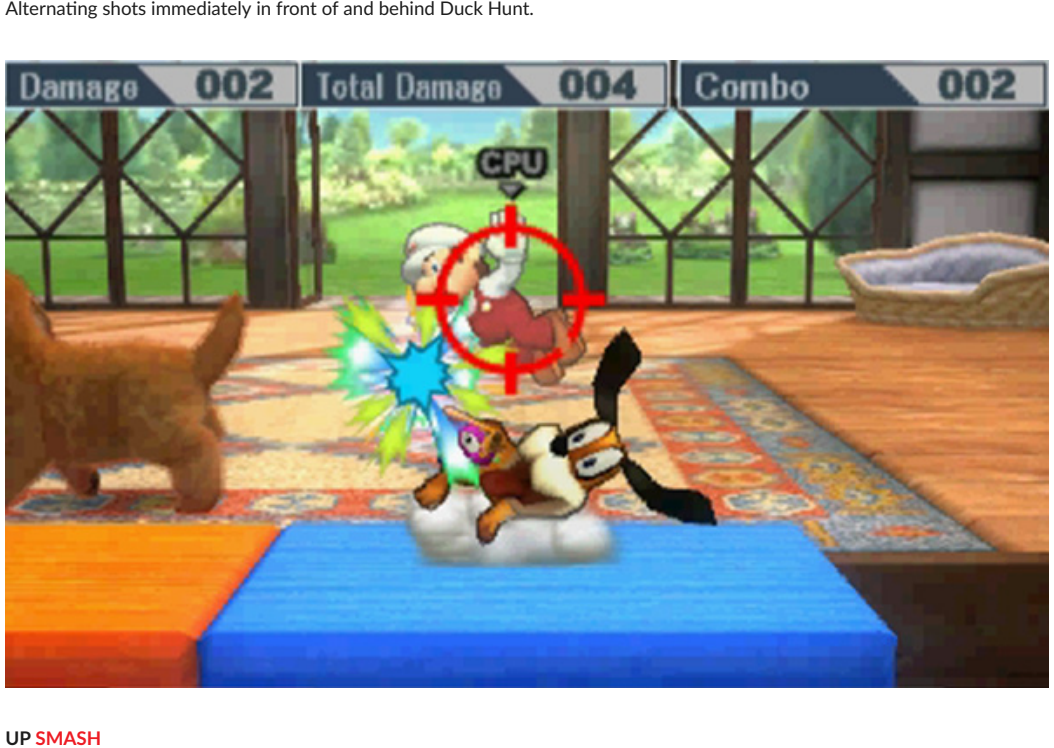
SIDE SMASH

Fires multiple shots horizontally in front of Duck Hunt. A longer charge has more range than the quickest version.


Damage 010
Total Damage 014
Combo 003

DOWN SMASH

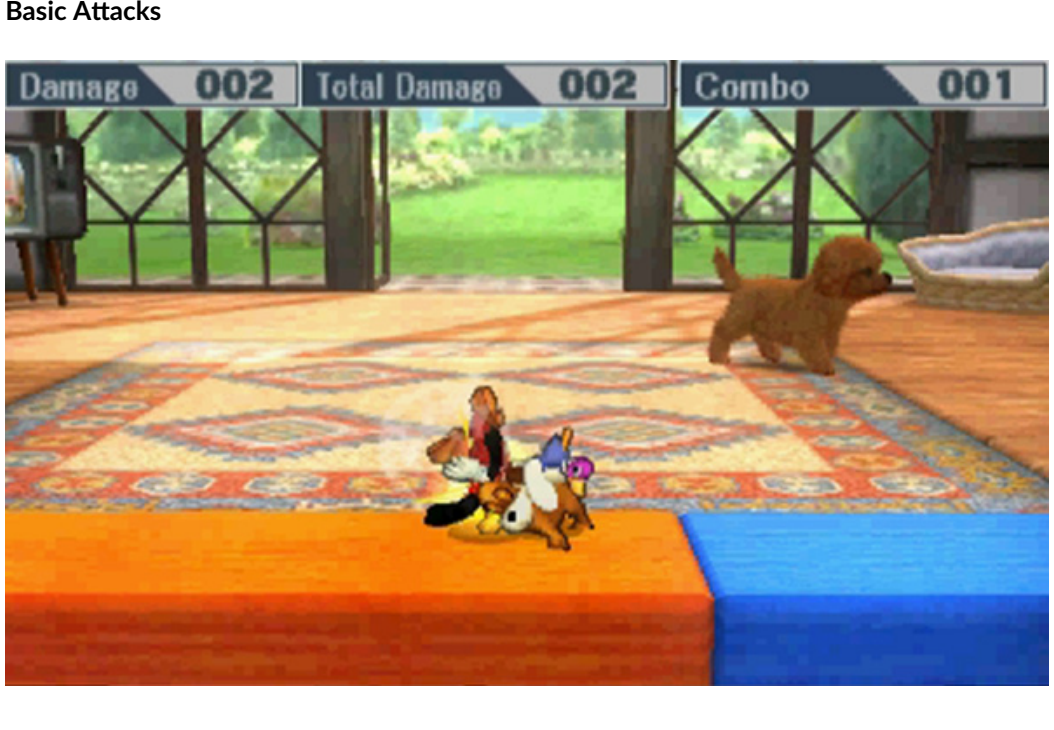
Alternating shots immediately in front of and behind Duck Hunt.


Damage 002
Total Damage 004
Combo 002
CPU

UP SMASH

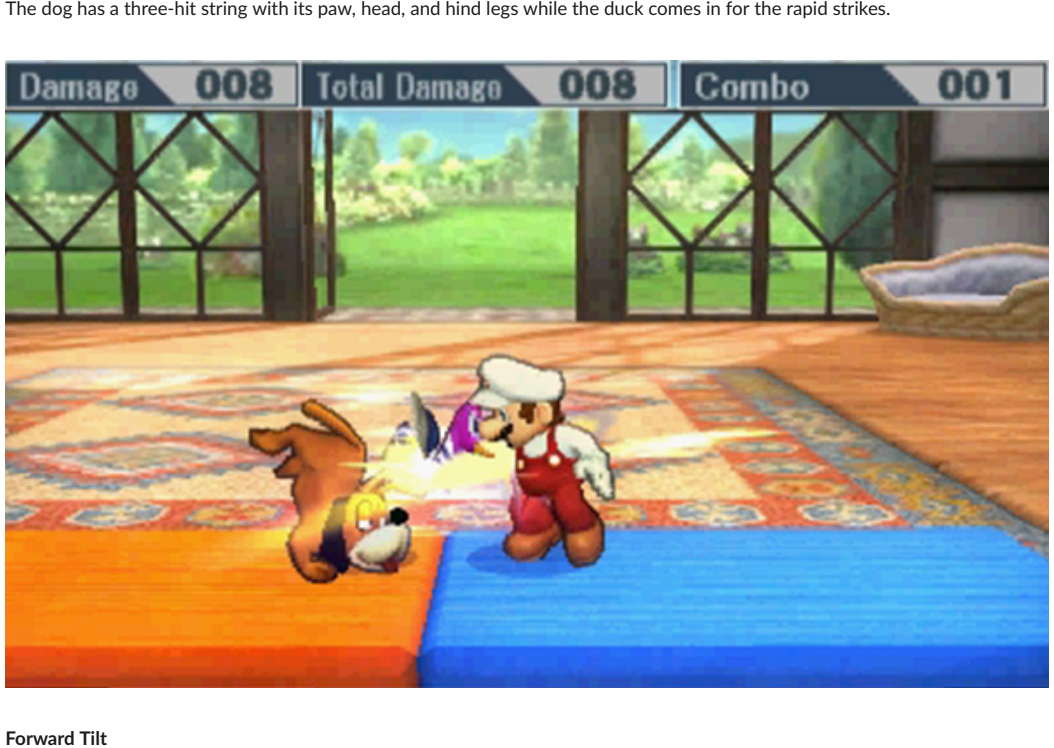
Multiple shots close above Duck Hunt's body with the last shot knocking opponents high vertically.

Basic Attacks


Damage 002
Total Damage 002
Combo 001

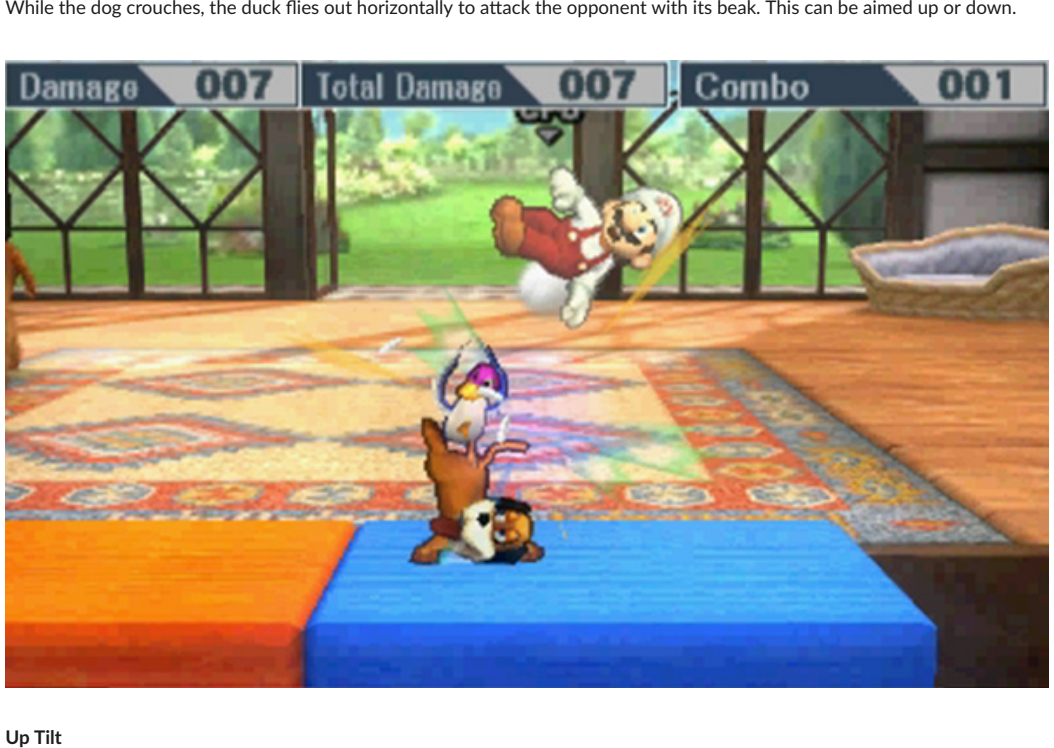
Standing Attack

The dog has a three-hit string with its paw, head, and hind legs while the duck comes in for the rapid strikes.


Damage 008
Total Damage 008
Combo 001

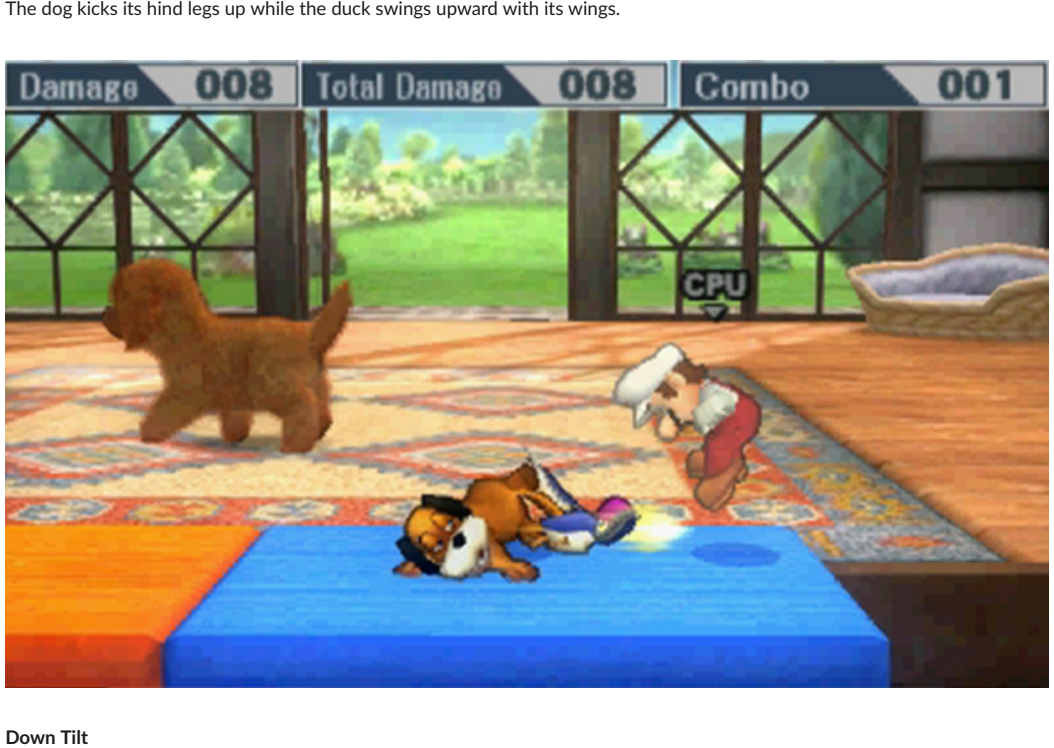
Forward Tilt

While the dog crouches, the duck flies out horizontally to attack the opponent with its beak. This can be aimed up or down.


Damage 007
Total Damage 007
Combo 001

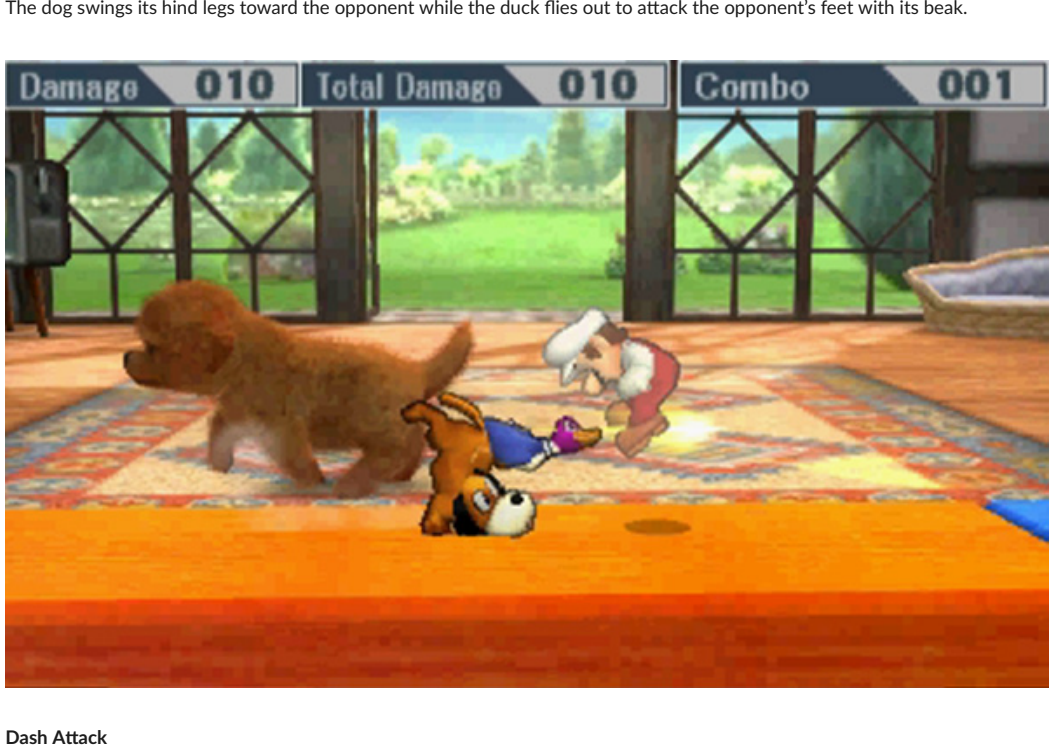
Up Tilt

The dog kicks its hind legs up while the duck swings upward with its wings.


Damage 008
Total Damage 008
Combo 001
CPU

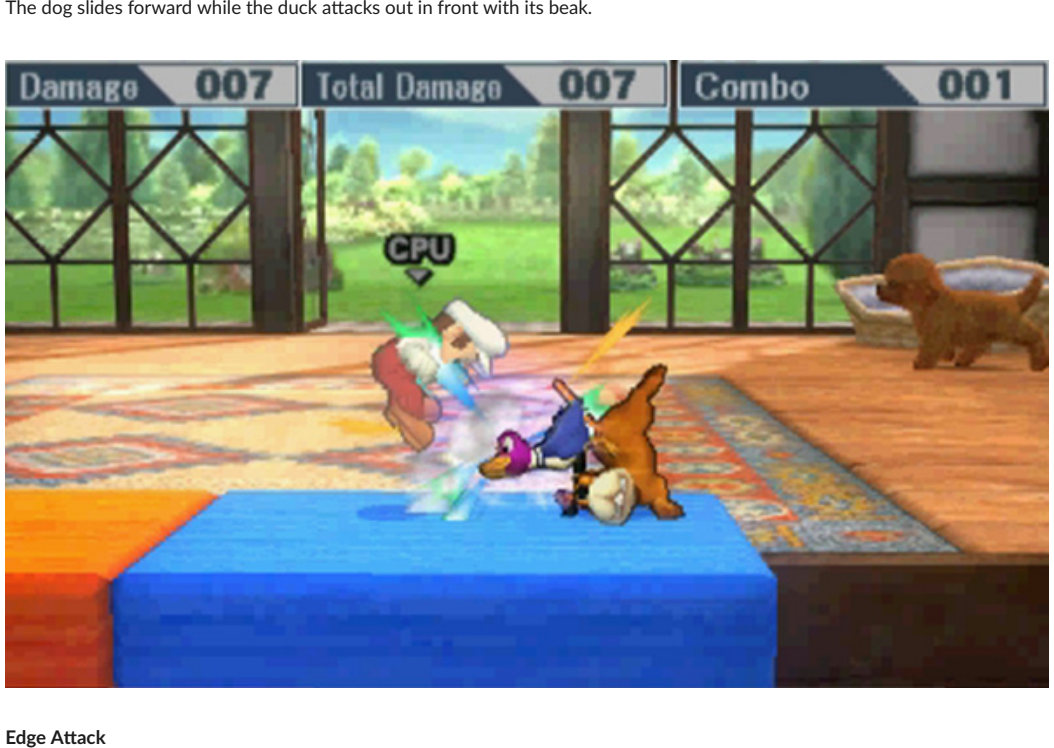
Down Tilt

The dog swings its hind legs toward the opponent while the duck flies out to attack the opponent's feet with its beak.


Damage 010
Total Damage 010
Combo 001

Dash Attack

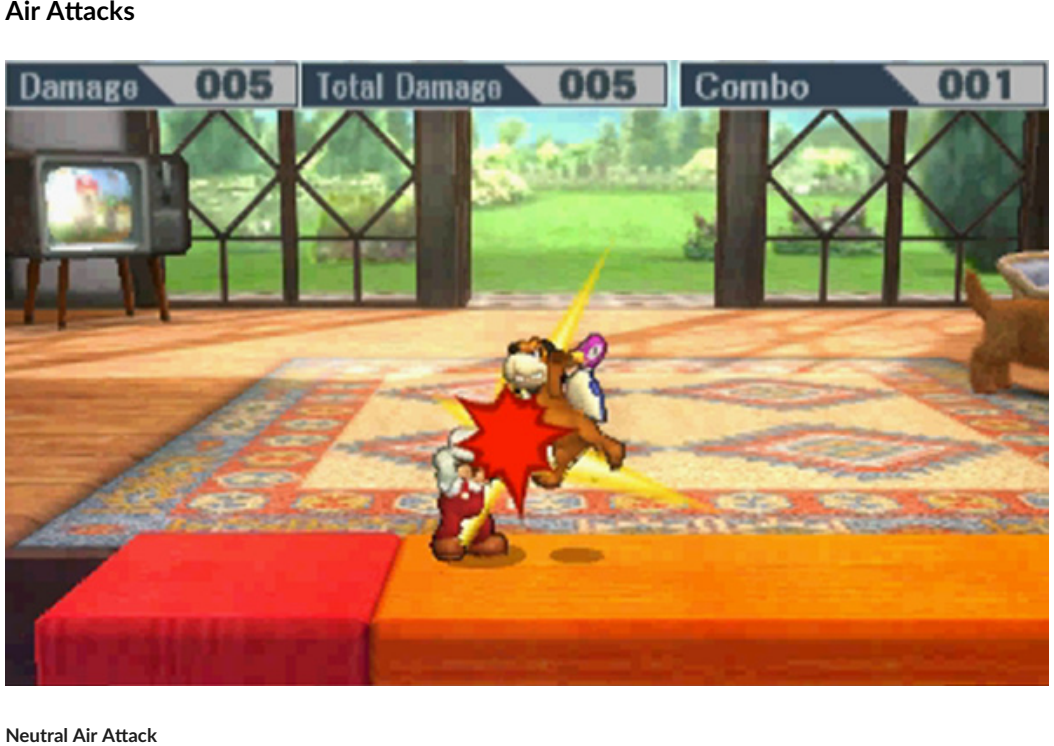
The dog slides forward while the duck attacks out in front with its beak.


Damage 007
Total Damage 007
Combo 001
CPU

Edge Attack

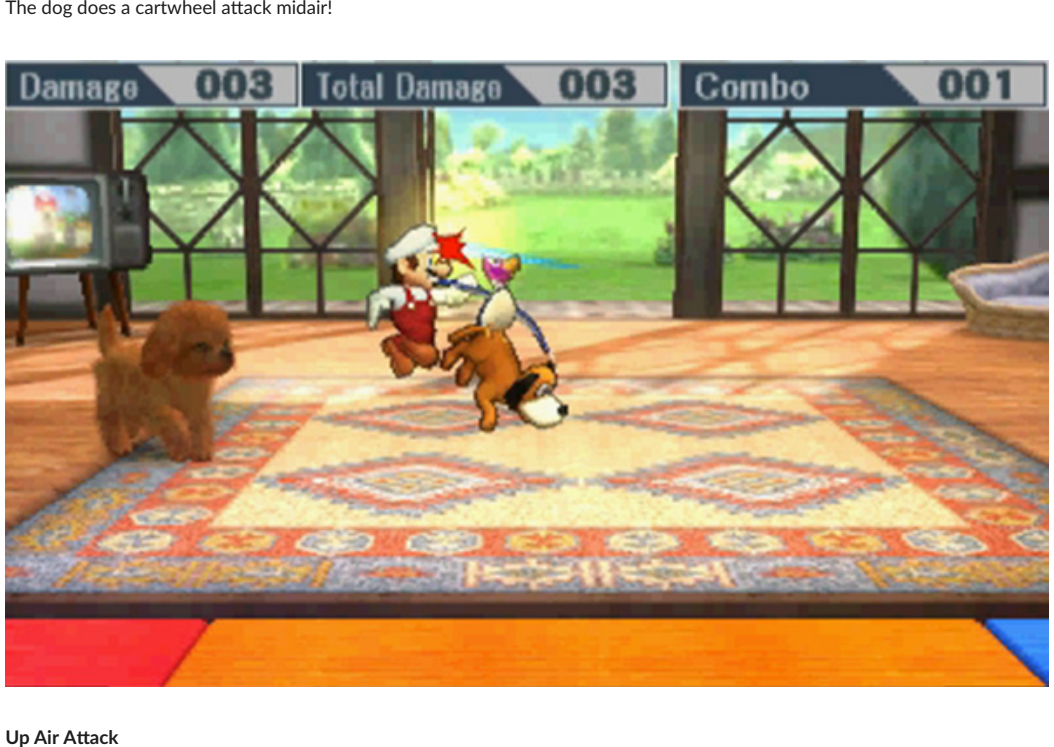
The dog climbs back up to the stage while the duck strikes forward for covering fire.

Air Attacks


Damage 005
Total Damage 005
Combo 001

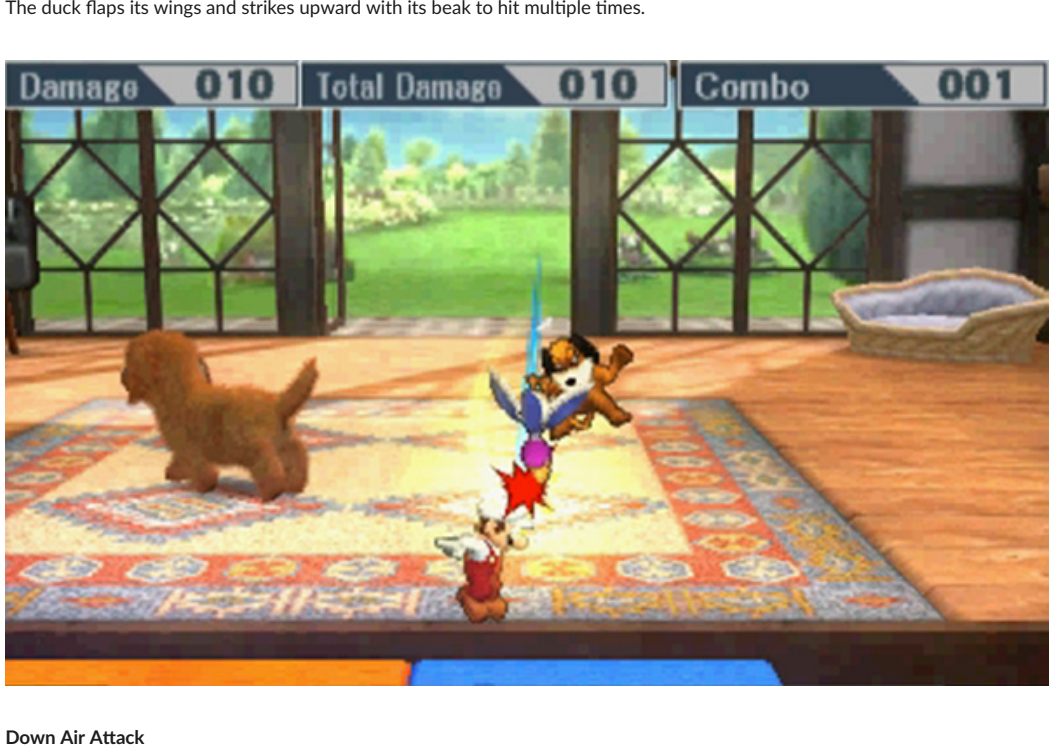
Neutral Air Attack

The dog does a cartwheel attack midair!


Damage 003
Total Damage 003
Combo 001

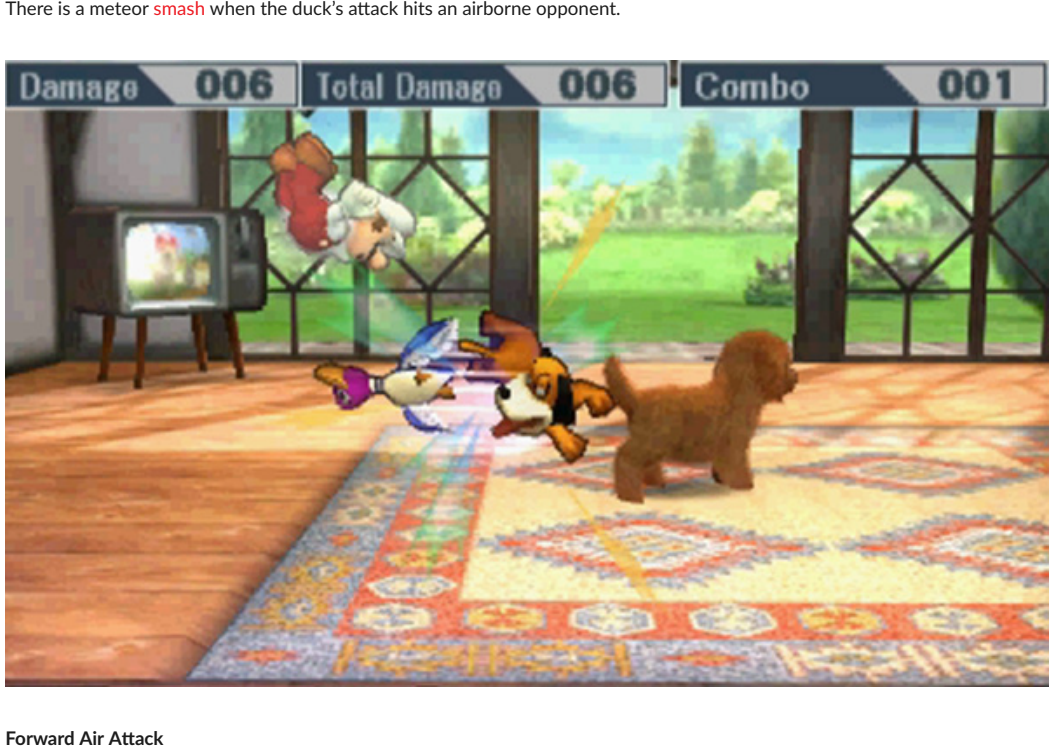
Up Air Attack

The duck flaps its wings and strikes upward with its beak to hit multiple times.


Damage 010
Total Damage 010
Combo 001

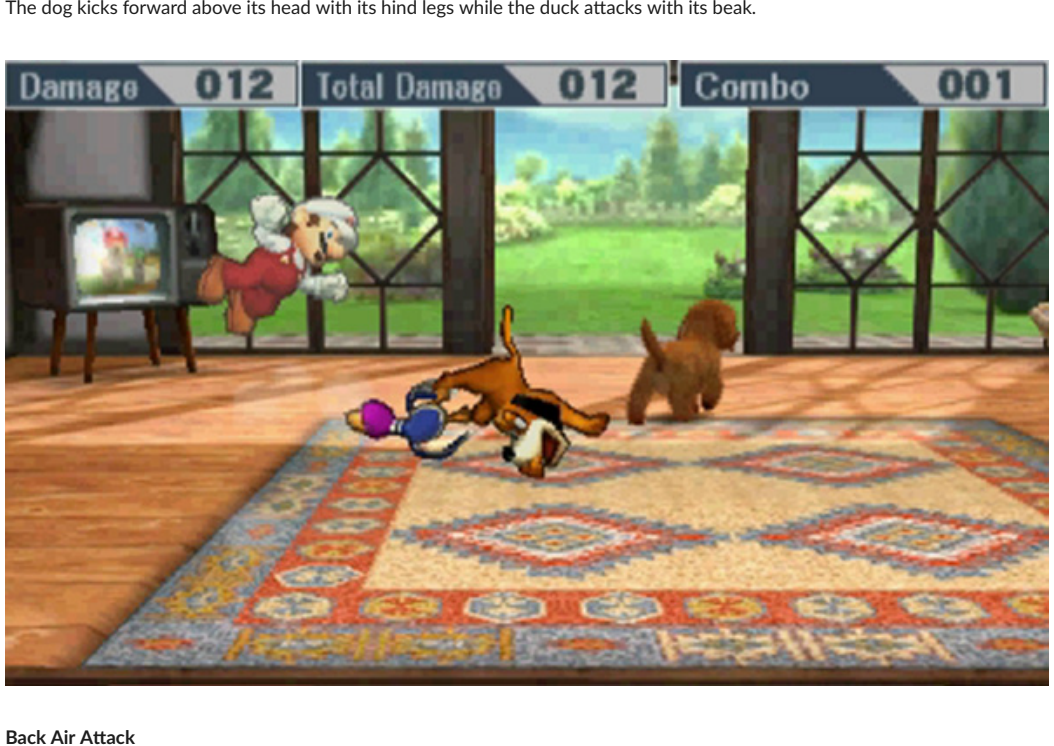
Down Air Attack

The dog kicks downward with one of its hind legs before the duck swings around and also strikes the opponent downward. There is a meteor smash when the duck's attack hits an airborne opponent.


Damage 006
Total Damage 006
Combo 001

Forward Air Attack

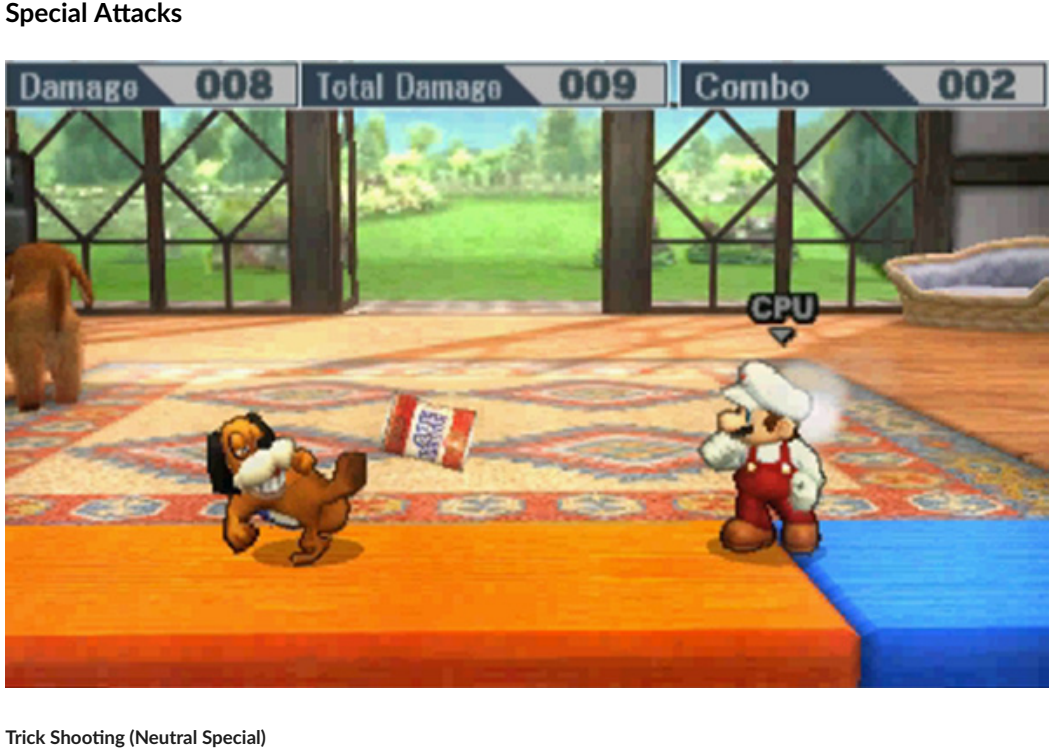
The dog kicks forward above its head with its hind legs while the duck attacks with its beak.


Damage 012
Total Damage 012
Combo 001

Back Air Attack

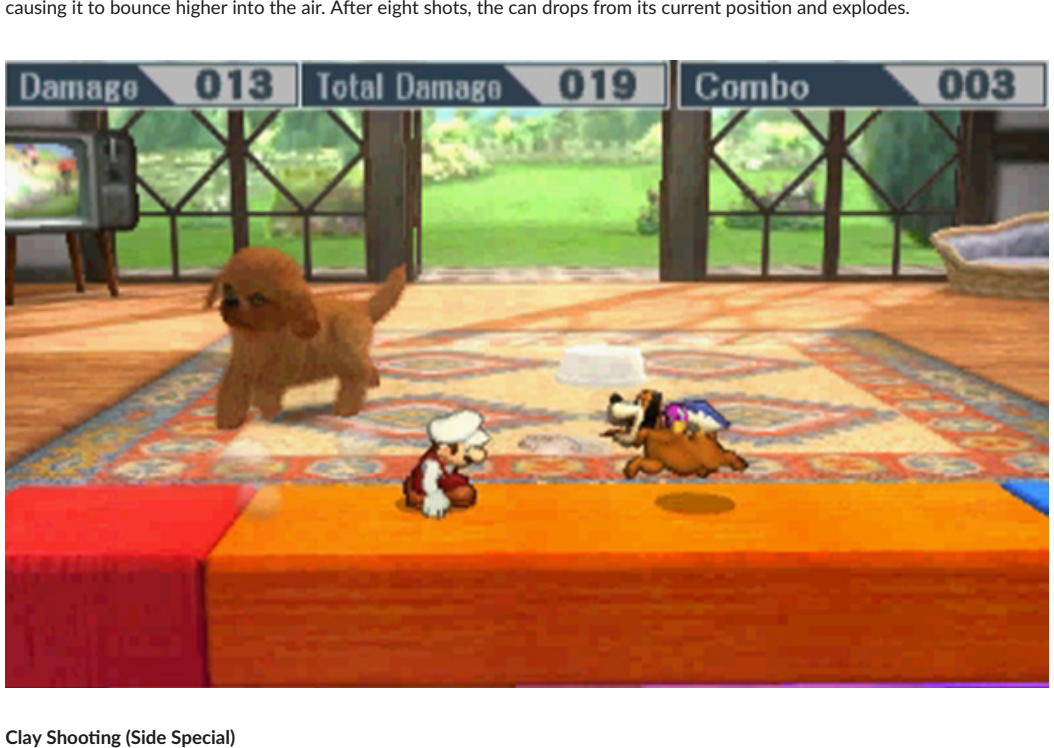
The dog kicks back with its hind legs while the duck attacks with its beak.

Special Attacks


Damage 008
Total Damage 009
Combo 002
CPU

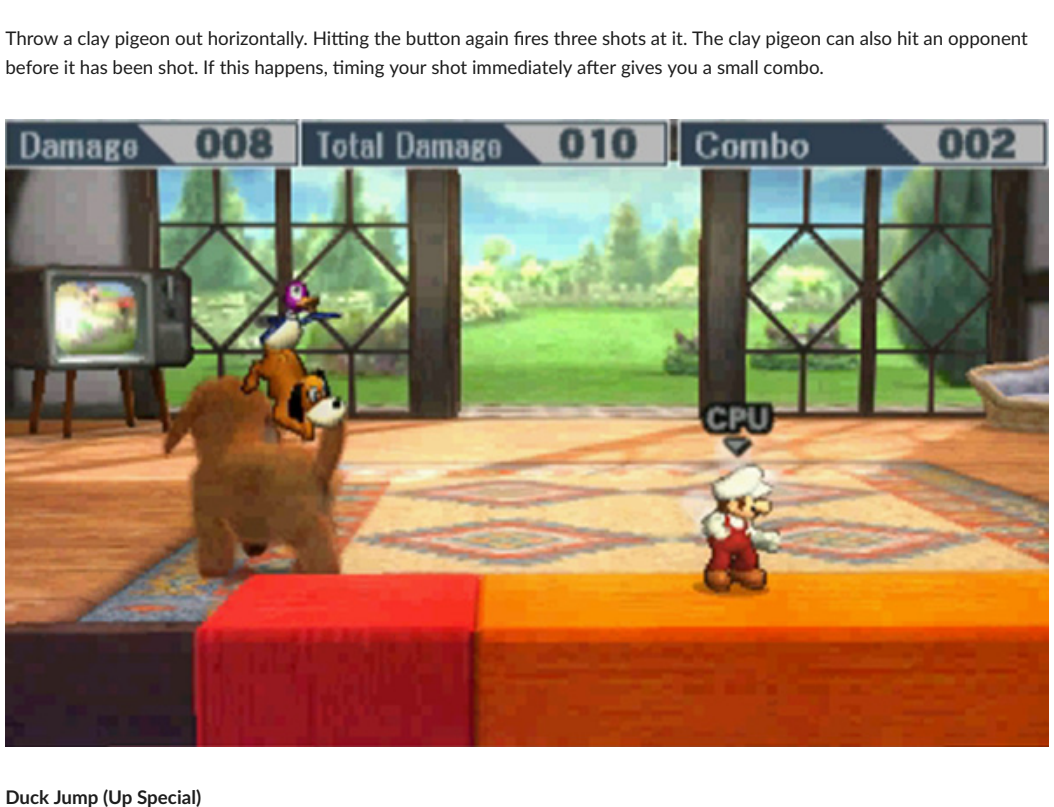
Trick Shooting (Neutral Special)

Kick out a can that explodes after about 10 seconds or on contact with an opponent. Pressing the button again shoots the can, causing it to bounce higher into the air. After eight shots, the can drops from its current position and explodes.


Damage 013
Total Damage 019
Combo 003

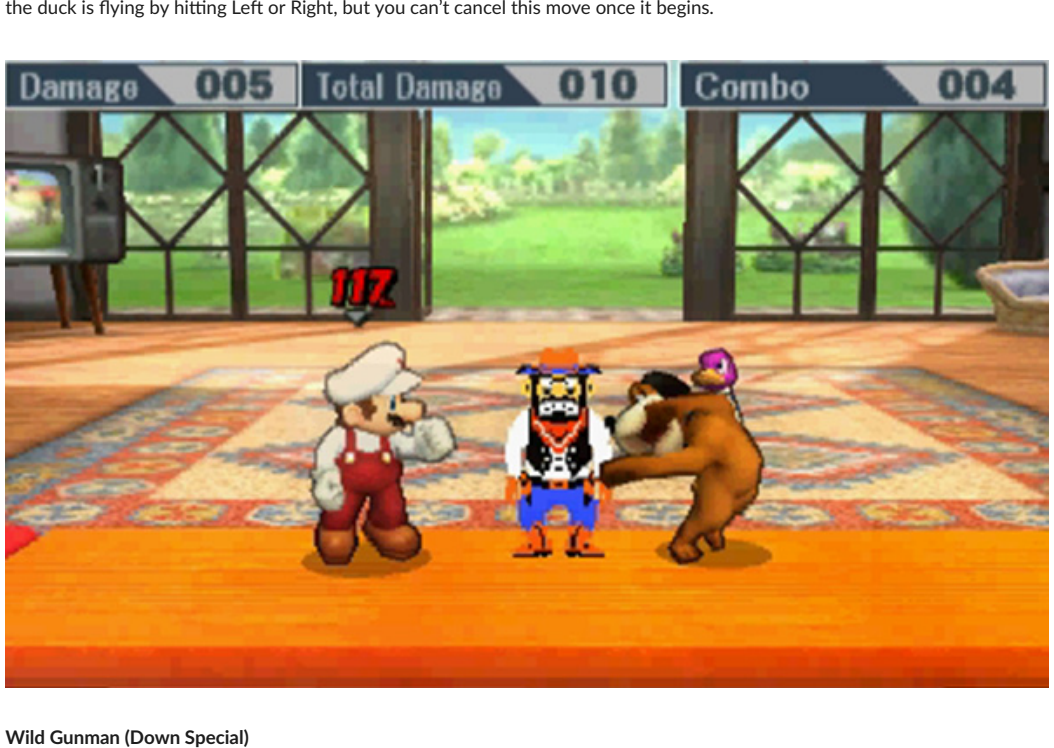
Clay Shooting (Side Special)

Throw a clay pigeon out horizontally. Hitting the button again fires three shots at it. The clay pigeon can also hit an opponent before it has been shot. If this happens, timing your shot immediately after gives you a small combo.


Damage 008
Total Damage 010
Combo 002
CPU

Duck Jump (Up Special)

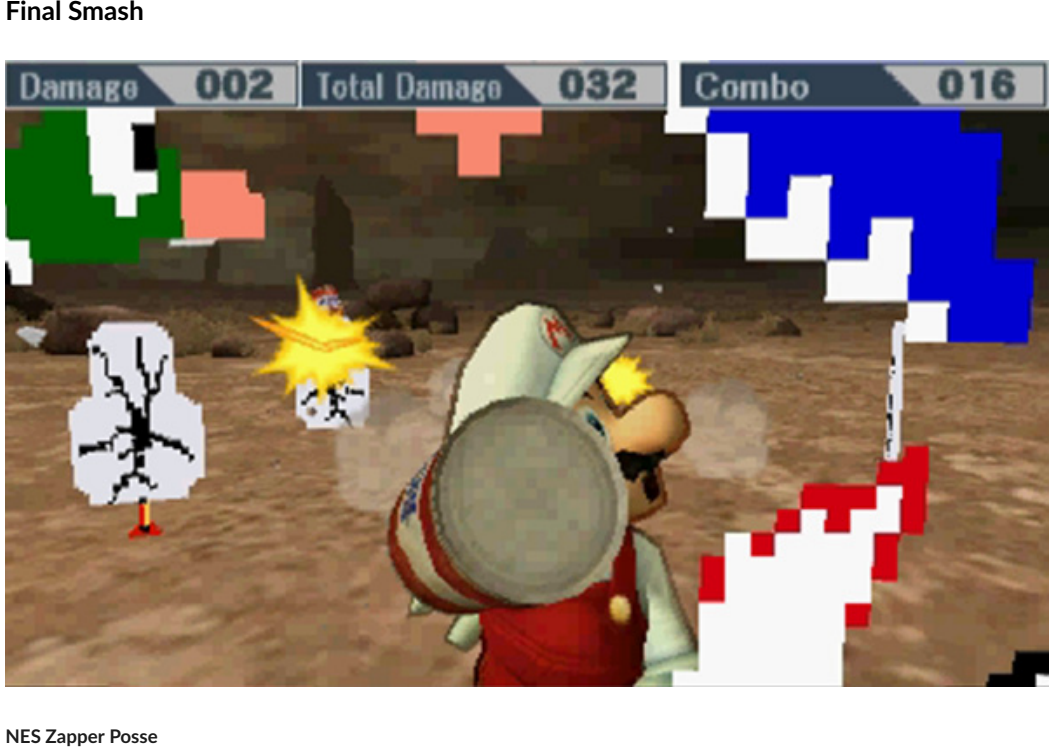
The duck flaps its wings to fly up, lifting the dog to safety. This is only a recovery, not an attack. You can control the direction the duck is flying by hitting Left or Right, but you can't cancel this move once it begins.


Damage 005
Total Damage 010
Combo 004

Wild Gunman (Down Special)

Duck Hunt spawns one of five gunmen to fire a shot. Some gunmen fire quicker than others, but all can be destroyed before firing their shots. You can only have one gunman out at a time.

Final Smash

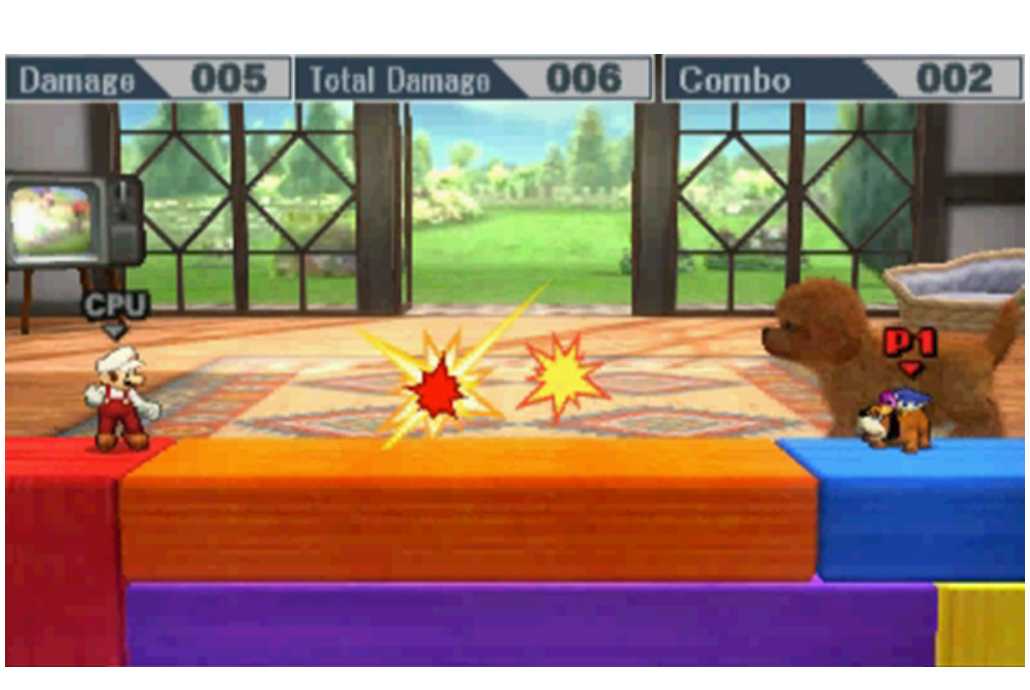

Damage 002
Total Damage 032
Combo 016

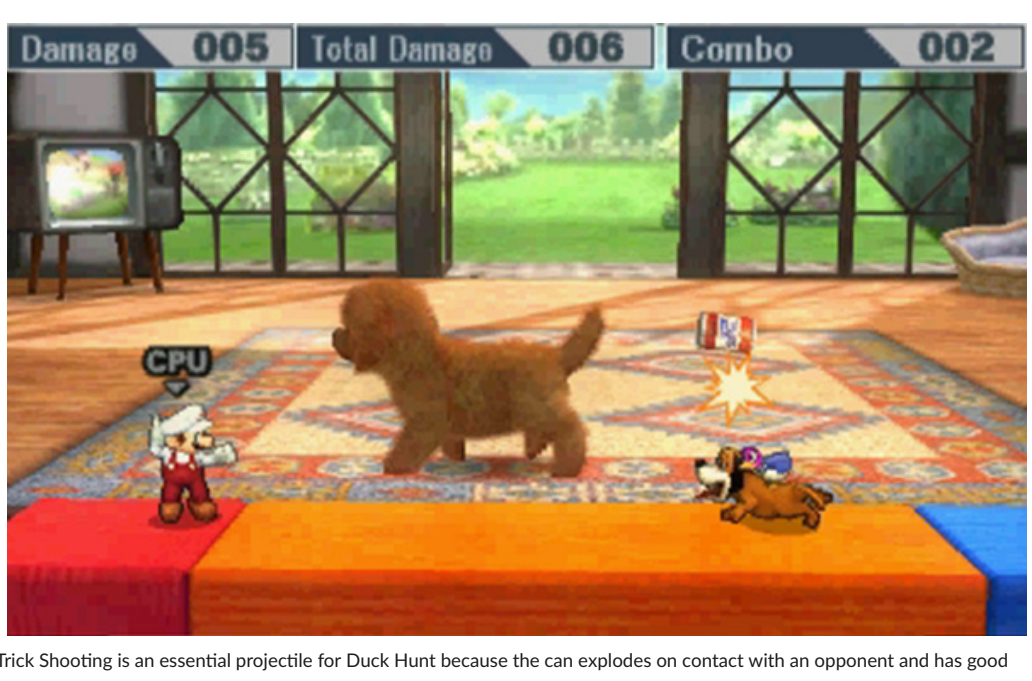
NES Zapper Posse

A flock of ducks fly through the battlefield immediately in front of Duck Hunt, striking anyone in their path. Opponents struck by the ducks enter a cinematic where they get to meet all of the Wild Gunmen at the same time, along with a bunch of exploding cans! This Final Smash has great damage and explosive power.

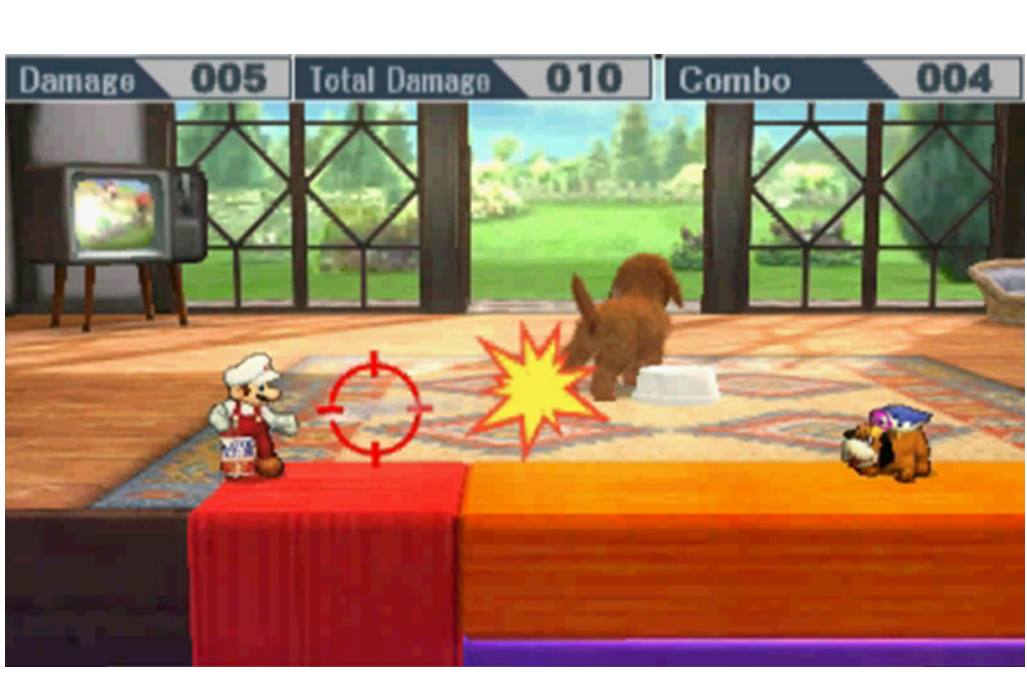
Strategy

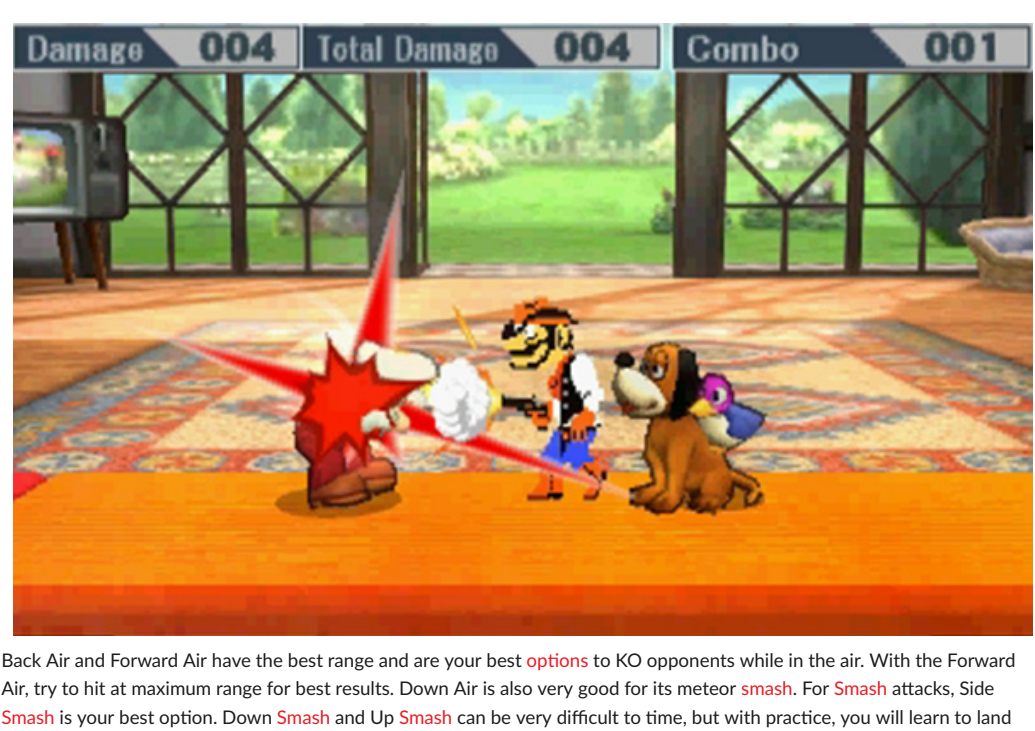
Duck Hunt is one of the most versatile zoning characters in the game, thanks to a variety of projectile options. While these projectiles make for a great long-range game, Duck Hunt also possesses some long-range attacks whenever the duck flies out to strike. Though Duck Hunt is two characters, they are below-average weight and if either gets hit, that hit deals damage to both, so be sure to keep opponents away with their projectiles! Always try to have a can from Trick Shooting out, as it gives you more options in how to attack your opponent. As for weaknesses, Duck Hunt's weight and, surprisingly, Duck Hunt's recovery and KO power can be issues. While Duck Jump can recover very high, you can't cancel it, it isn't an attack, and you can be hit out of it. While all of the Smash attacks deal good damage, they are all multi-hit. Because the shots are so quick, it can be difficult to time them to get all hits out of them.


Damage 005
Total Damage 006
Combo 002
CPU
P1


Damage 005
Total Damage 006
Combo 002
CPU

Trick Shooting is an essential projectile for Duck Hunt because the can explodes on contact with an opponent and has good knockback. Note that the can hitting an opponent deals damage, the shots at the can also hit other opponents, and the explosion damages anyone around it. The faster the can is traveling, the more damage it deals on impact. Experiment with different timings for shooting the can—or even leave it as a trap and don't shoot it! You can also move while advancing the can, which allows you to use it as a shield of sorts during your approach! Clay Shooting is another good projectile for Duck Hunt, as you can choose when you want to shoot the clay pigeon. If you use Clay Shooting when Trick Shooting's can is out, hitting the Special button focuses on the clay pigeon before returning to the Trick Shooting can. The shots at the clay pigeon can also advance Trick Shooting's can, so try to combine these attacks! Because each of the gunmen can be defeated, consider using your shield to defend them from projectile attacks. The Wild Gunman spawns one of five gunmen that fires a single shot at the opponent. They have different attack speeds, ranges, and damage on their shots, and their shots can also hit the clay pigeons from Clay Shooting and the can from Trick Shooting! Duck Jump is mainly used for recovery and is not an attack.

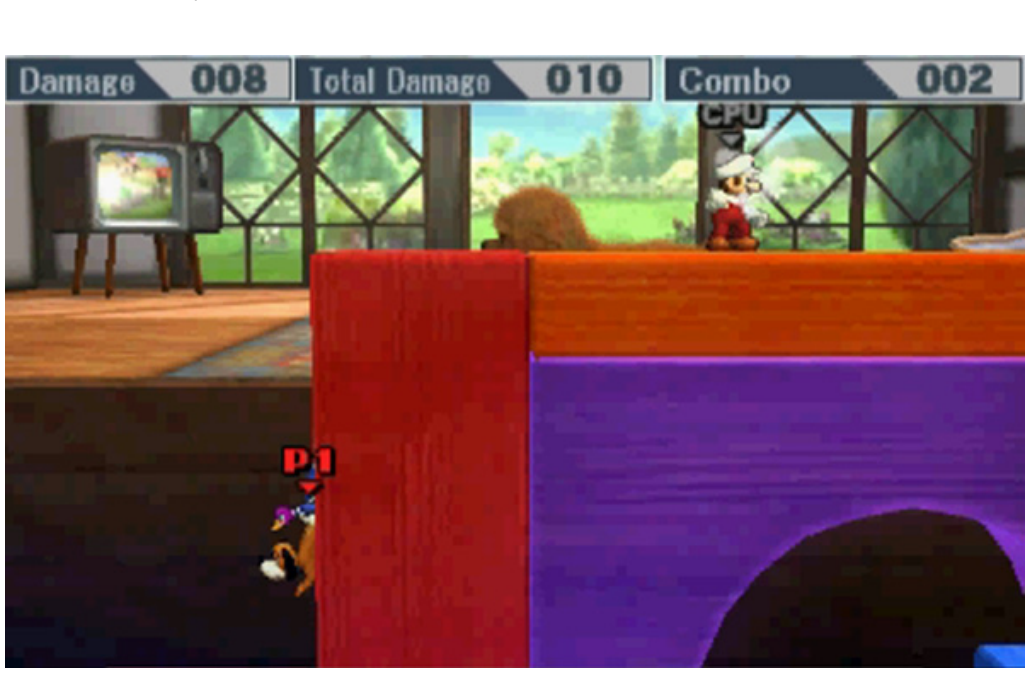

Damage 005
Total Damage 010
Combo 004

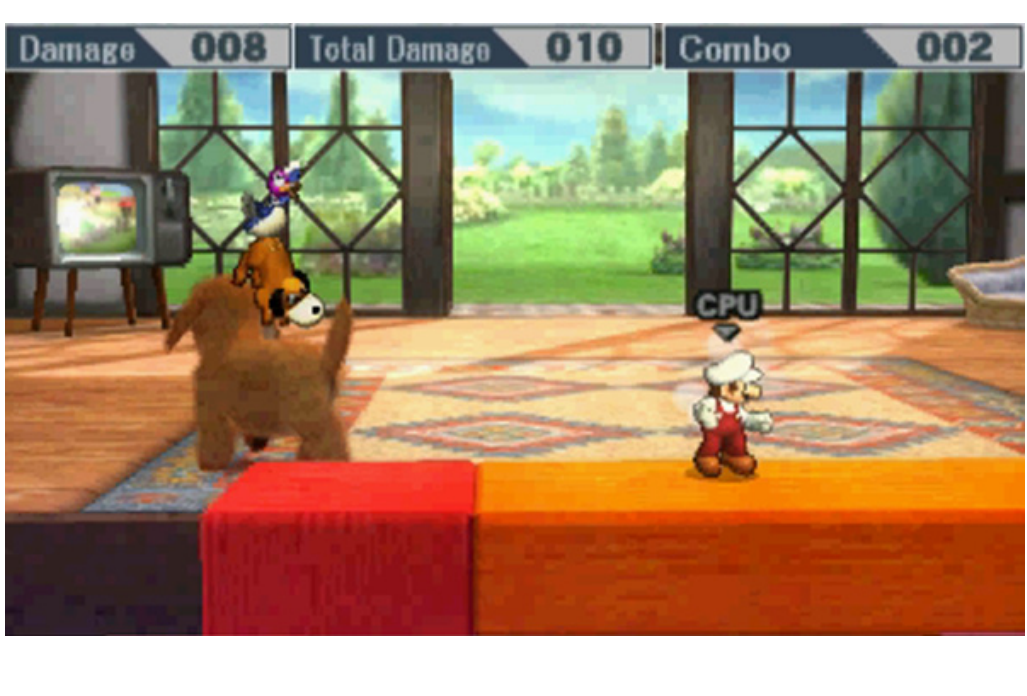

Damage 004
Total Damage 004
Combo 001

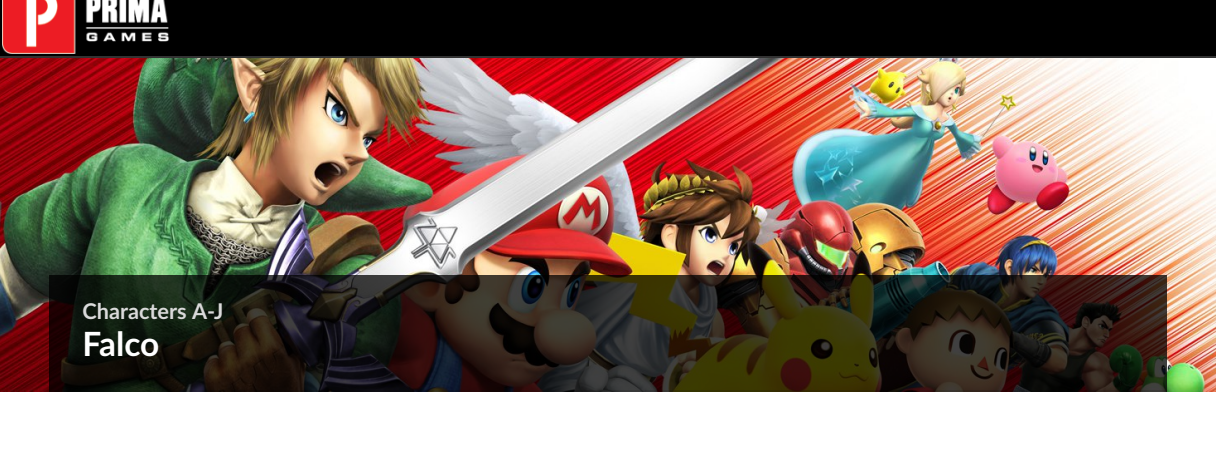
Back Air and Forward Air have the best range and are your best options to KO opponents while in the air. With the Forward Air, try to hit at maximum range for best results. Down Air is also very good for its meteor smash. For Smash attacks, Side Smash is your best option. Down Smash and Up Smash can be very difficult to time, but with practice, you will learn to land them more consistently. Side Tilt is a great poke, and Up Tilt is a good option to cover opponents approaching from above you. Though KO power can be an issue, Duck Hunt has excellent edge-guarding capability, thanks to its Trick Shooting can and Clay Shooting. Use a throw to get opponents off-stage, then bombard them with your projectiles!

Recovery

Duck Hunt really only has one good recovery tool, the Duck Jump. Duck Jump is your only way of getting back up to a stage. You can move the duck left or right as it carries the dog and flies back up. Once this recovery starts, you can't stop it, and it isn't an attack. This means you have to avoid enemy contact altogether. The lesser but more obvious recovery tool is Duck Hunt's double jump. The second jump is considerably higher than most characters' as the duck flaps its wings to get you as high as possible. Consider using this before using the Duck Jump if you really need to get a lot of height because you are in a fall state after Duck Jump.


Damage 008
Total Damage 010
Combo 002
CPU
P1


Damage 008
Total Damage 010
Combo 002
CPU



Falco

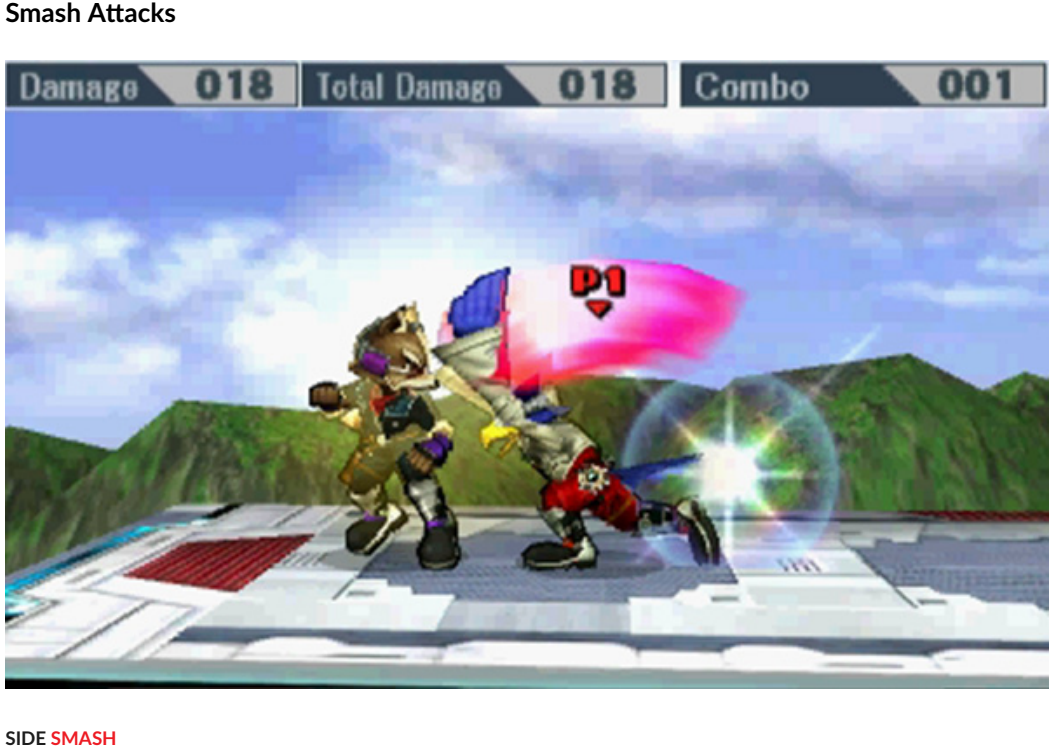
Trophy Description

A talented pilot and part of the Star Fox team, Falco can be a bit rough around the edges. He once led his own galactic gang before joining up with Fox. In *Smash Bros.*, his ability to jump high and deal damage in the air makes him a powerful threat, and his thrown Reflector can catch foes by surprise.

Statistics

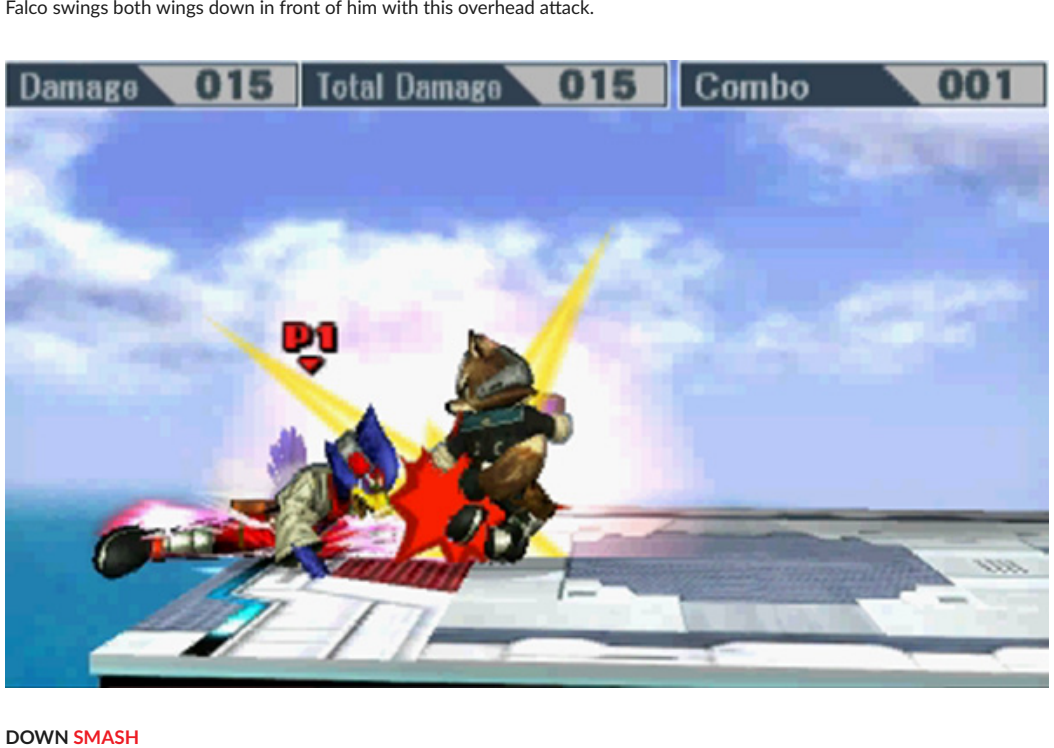
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 018
Total Damage 018
Combo 001
P1

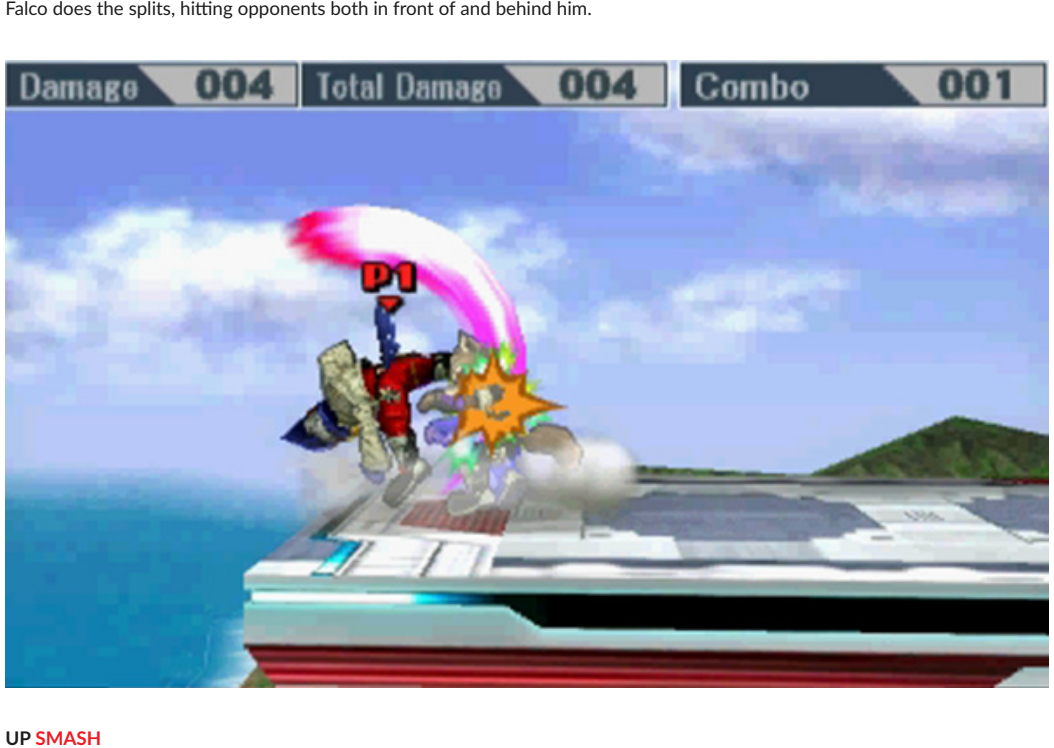
SIDE SMASH

Falco swings both wings down in front of him with this overhead attack.


Damage 015
Total Damage 015
Combo 001
P1

DOWN SMASH

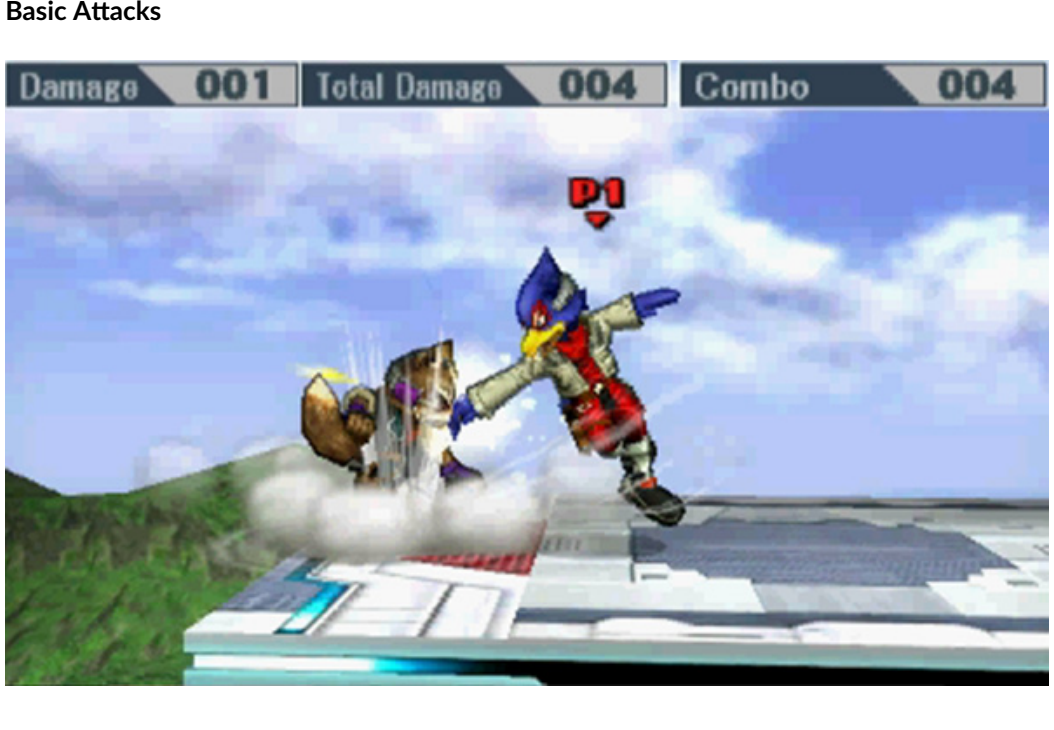
Falco does the splits, hitting opponents both in front of and behind him.


Damage 004
Total Damage 004
Combo 001
P1

UP SMASH

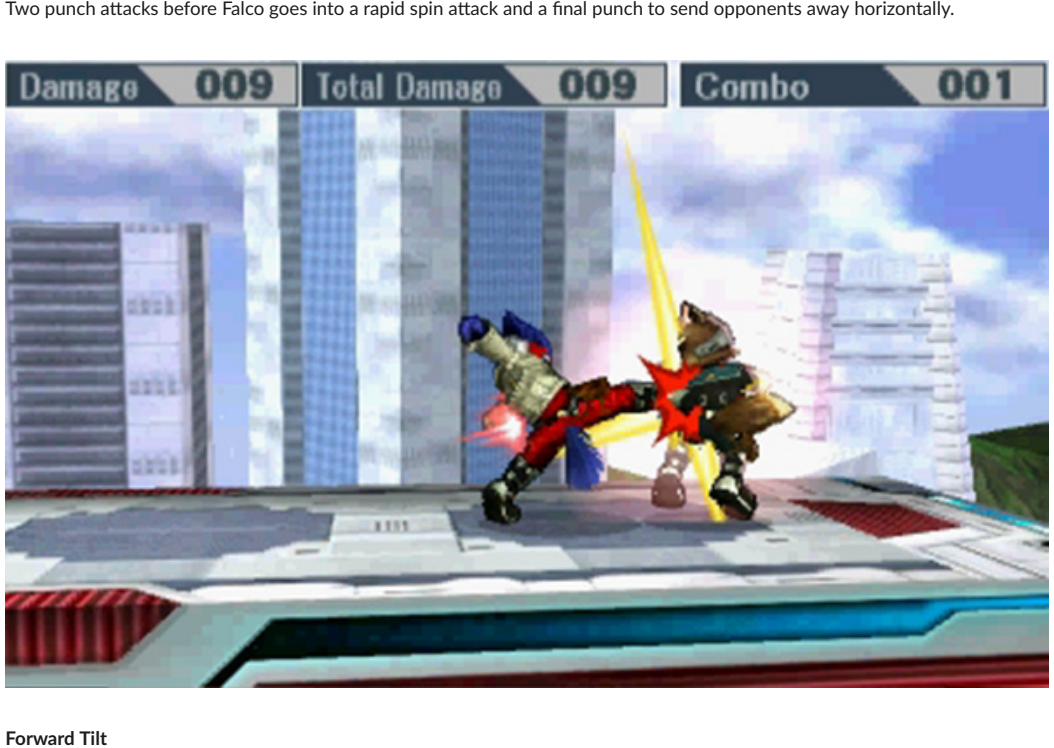
This backflip attack hits twice before knocking your opponent vertically.

Basic Attacks


Damage 001
Total Damage 004
Combo 004
P1

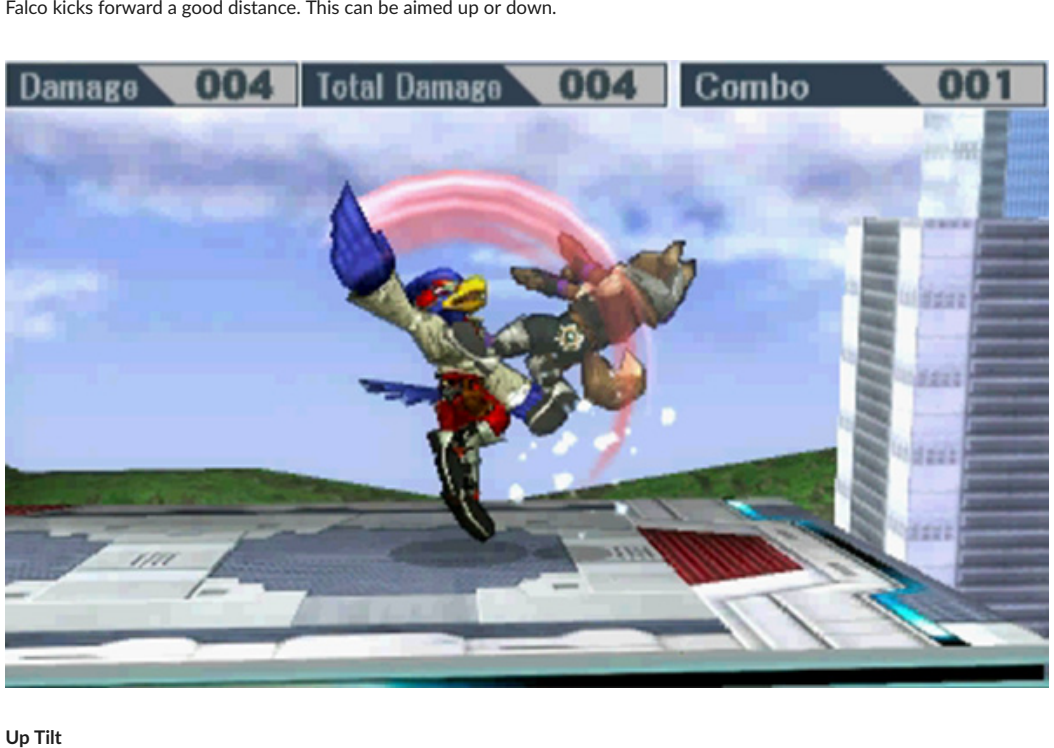
Standing Attack

Two punch attacks before Falco goes into a rapid spin attack and a final punch to send opponents away horizontally.


Damage 009
Total Damage 009
Combo 001

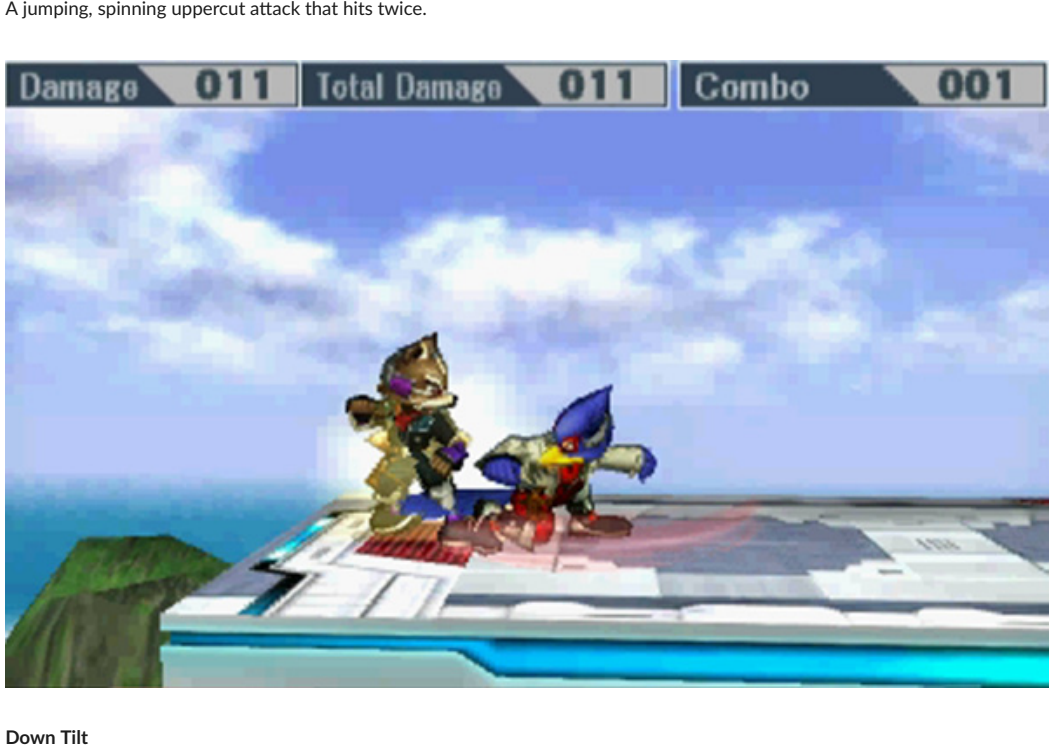
Forward Tilt

Falco kicks forward a good distance. This can be aimed up or down.


Damage 004
Total Damage 004
Combo 001

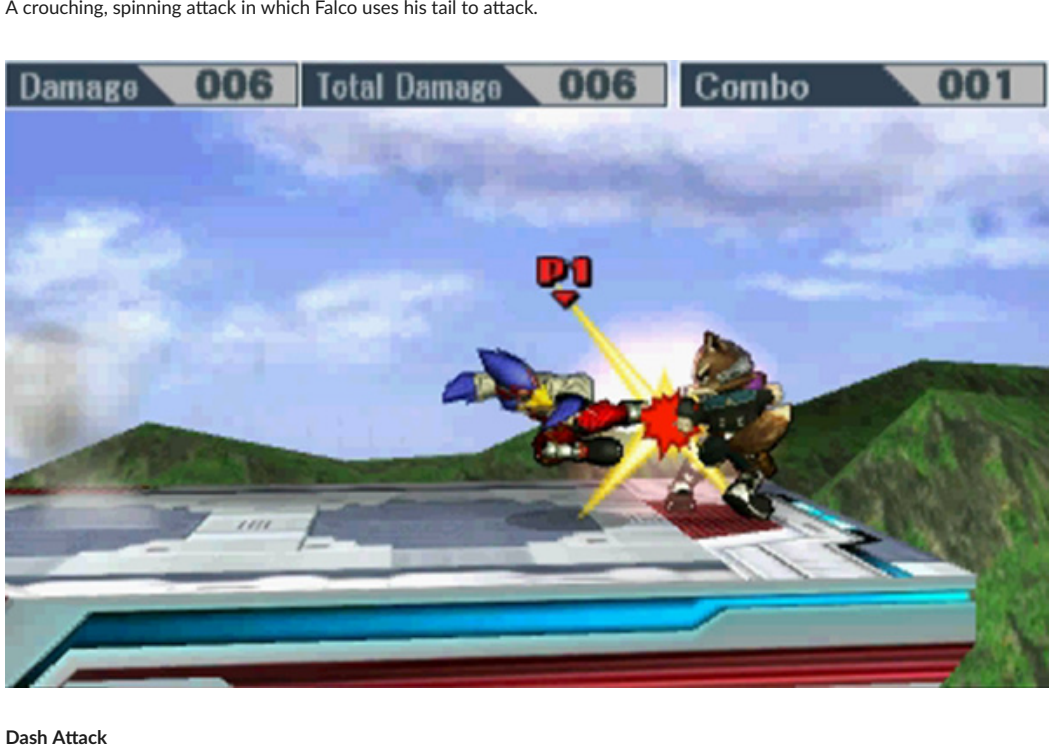
Up Tilt

A jumping, spinning uppercut attack that hits twice.


Damage 011
Total Damage 011
Combo 001

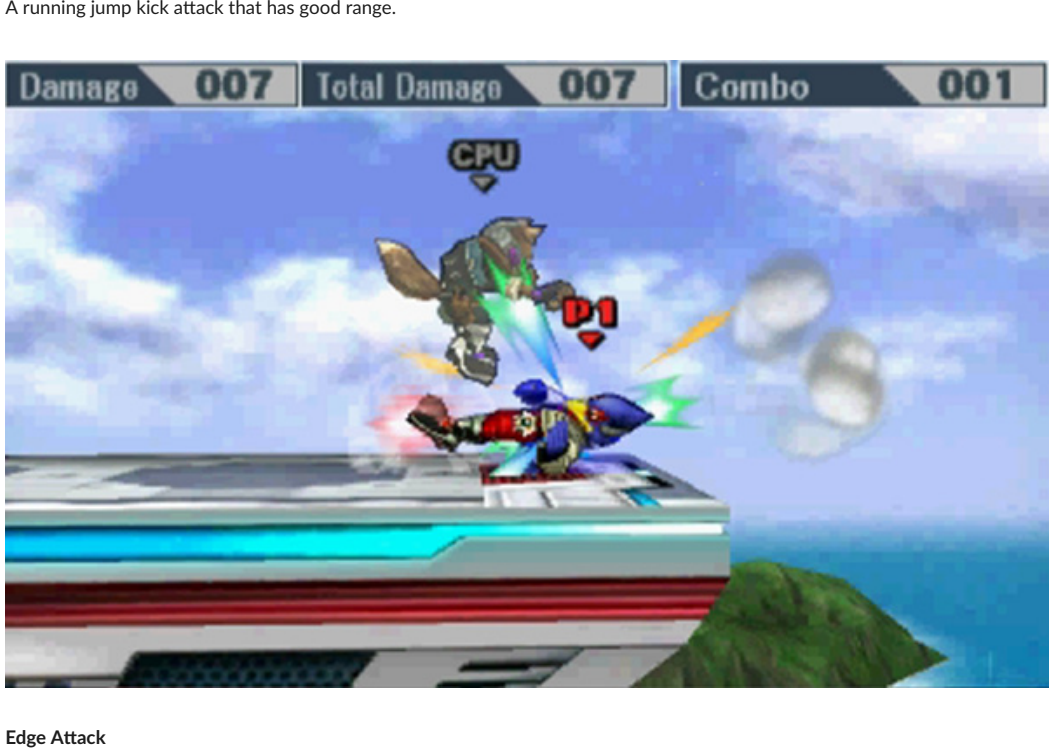
Down Tilt

A crouching, spinning attack in which Falco uses his tail to attack.


Damage 006
Total Damage 006
Combo 001
P1

Dash Attack

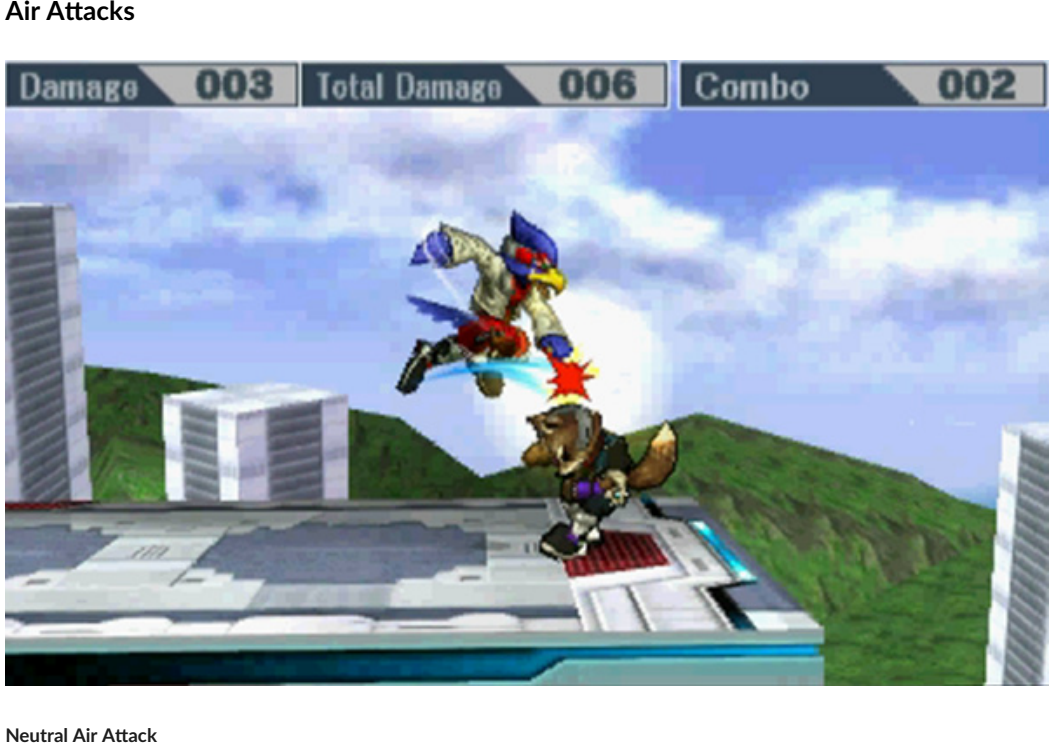
A running jump kick attack that has good range.


Damage 007
Total Damage 007
Combo 001
CPU
P1

Edge Attack

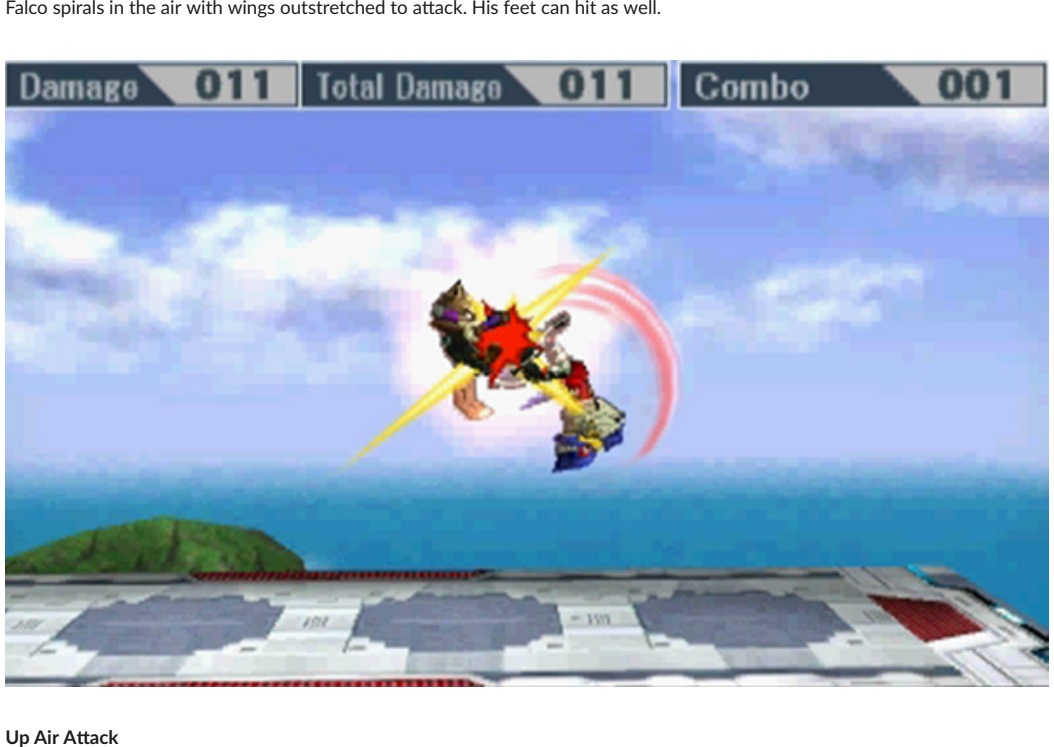
Falco returns to the stage with a spiral dropkick.

Air Attacks


Damage 003
Total Damage 006
Combo 002

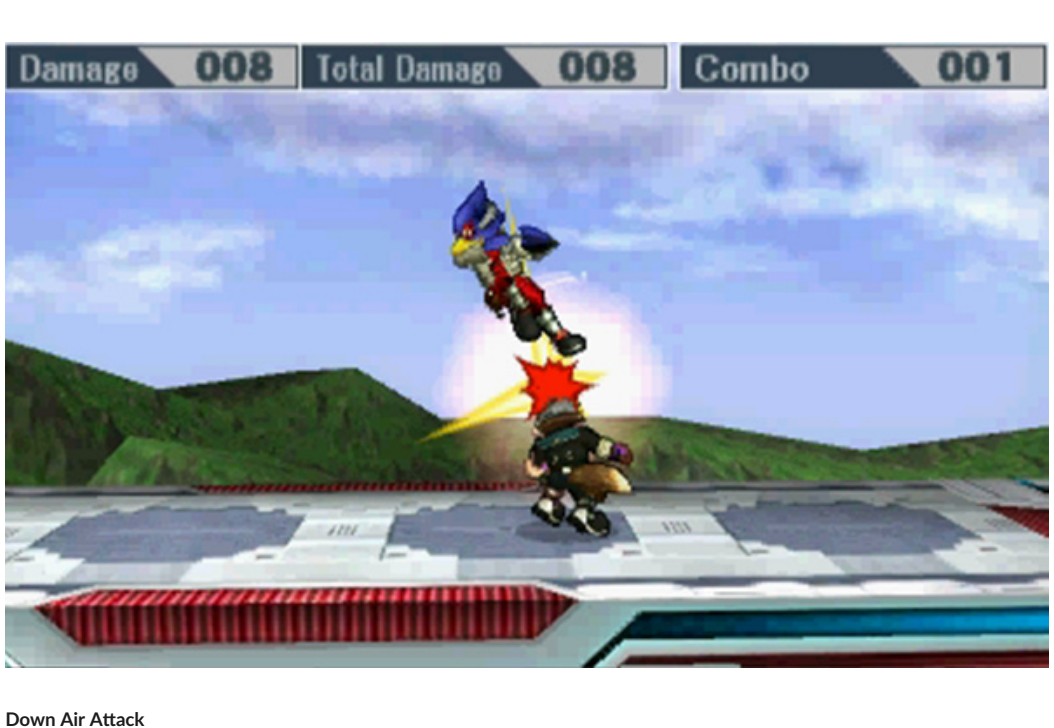
Neutral Air Attack

Falco spirals in the air with wings outstretched to attack. His feet can hit as well.


Damage 011
Total Damage 011
Combo 001

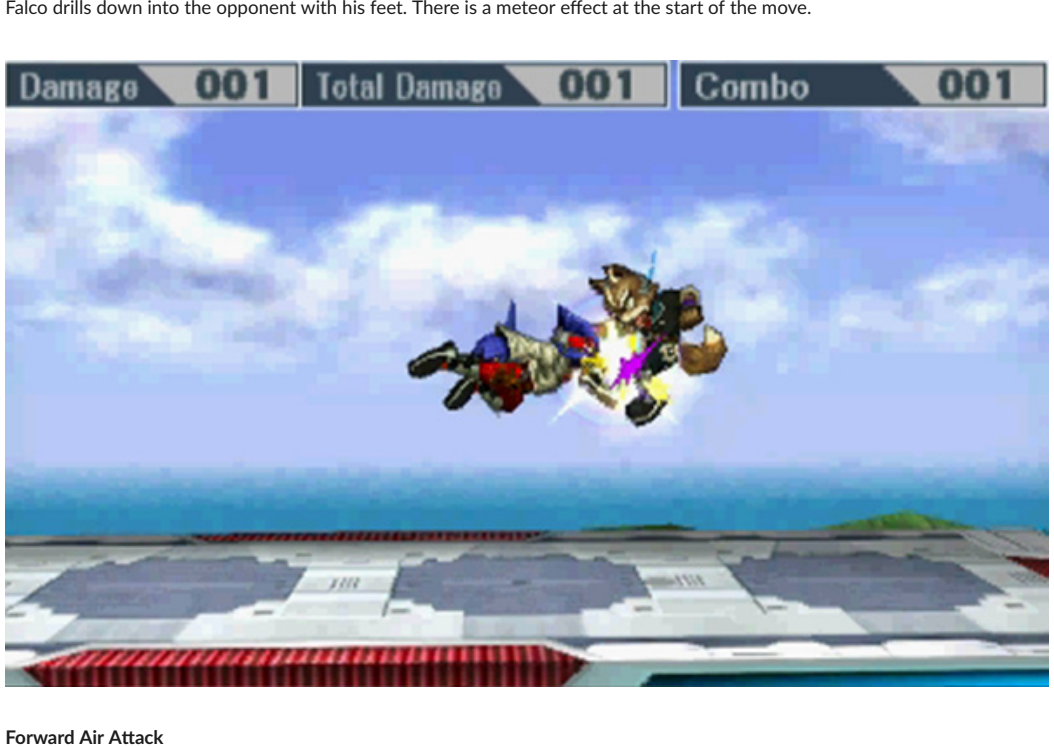
Up Air Attack

A reverse flipkick attack in which Falco strikes with both feet.


Damage 008
Total Damage 008
Combo 001

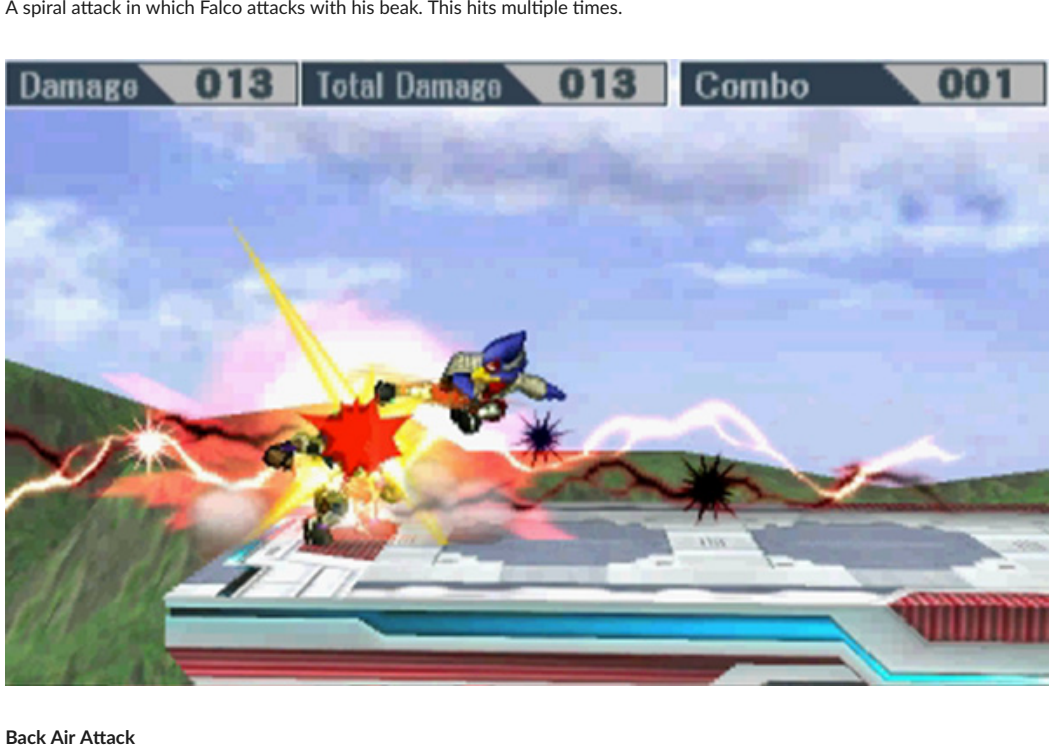
Down Air Attack

Falco drills down into the opponent with his feet. There is a meteor effect at the start of the move.


Damage 001
Total Damage 001
Combo 001

Forward Air Attack

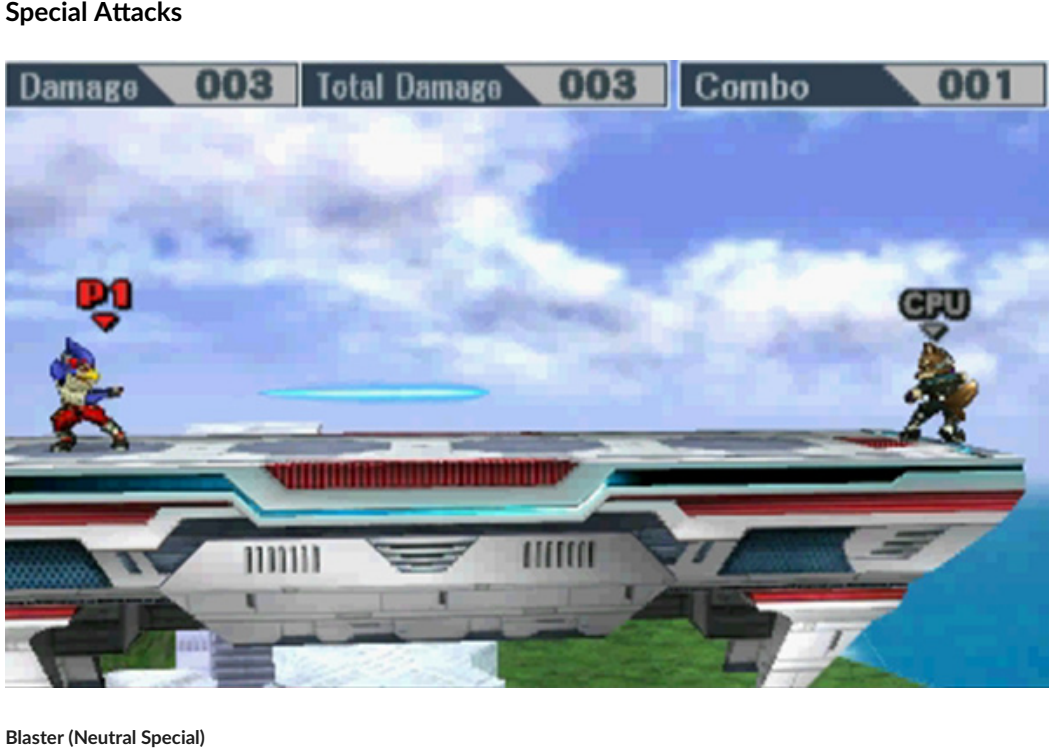
A spiral attack in which Falco attacks with his beak. This hits multiple times.


Damage 013
Total Damage 013
Combo 001

Back Air Attack

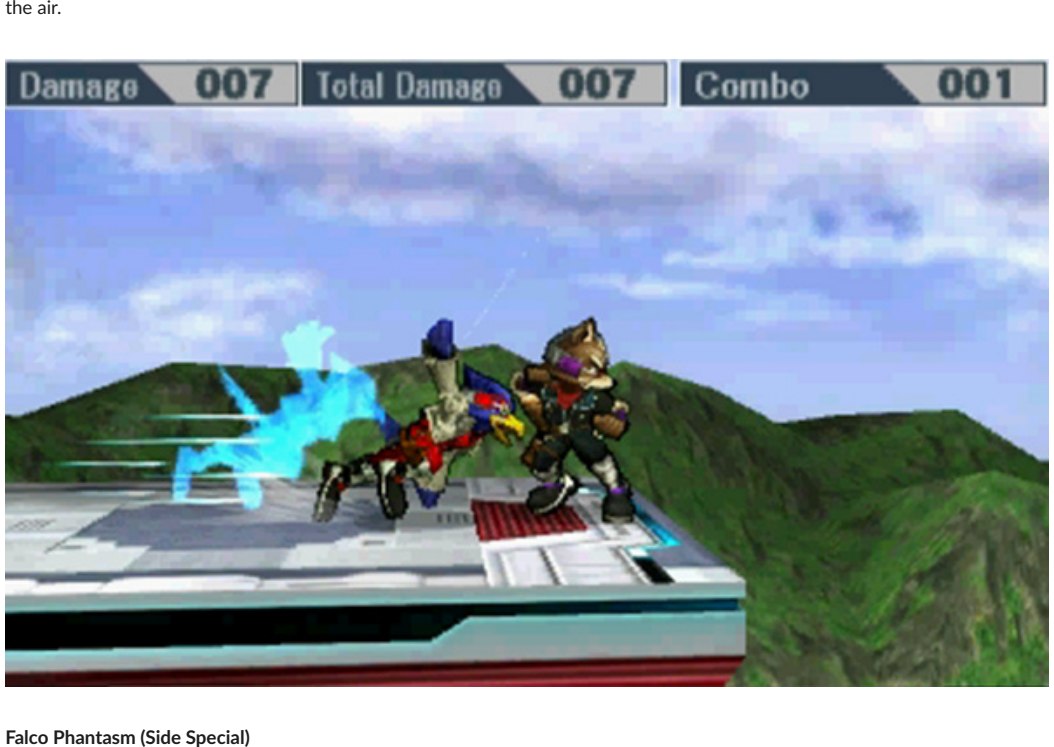
Falco turns and kicks horizontally behind him.

Special Attacks


Damage 003
Total Damage 003
Combo 001
P1
CPU

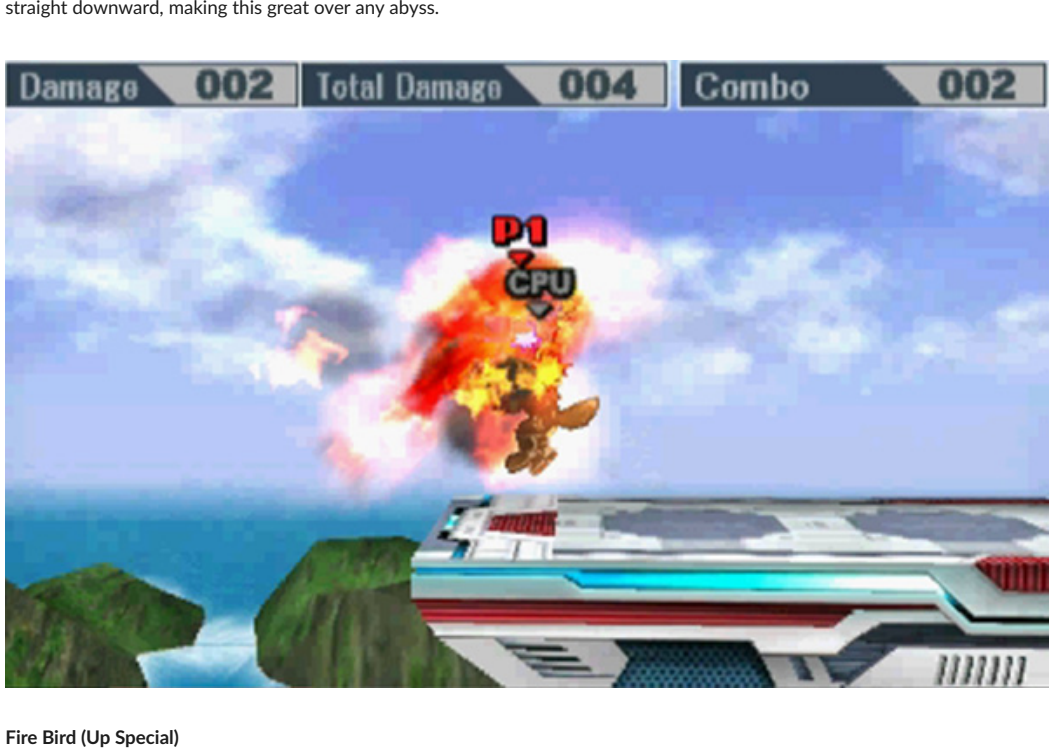
Blaster (Neutral Special)

Falco's primary projectile attack, this blaster isn't as fast as Fox's but each hit makes enemies flinch. Slightly faster when used in the air.


Damage 007
Total Damage 007
Combo 001

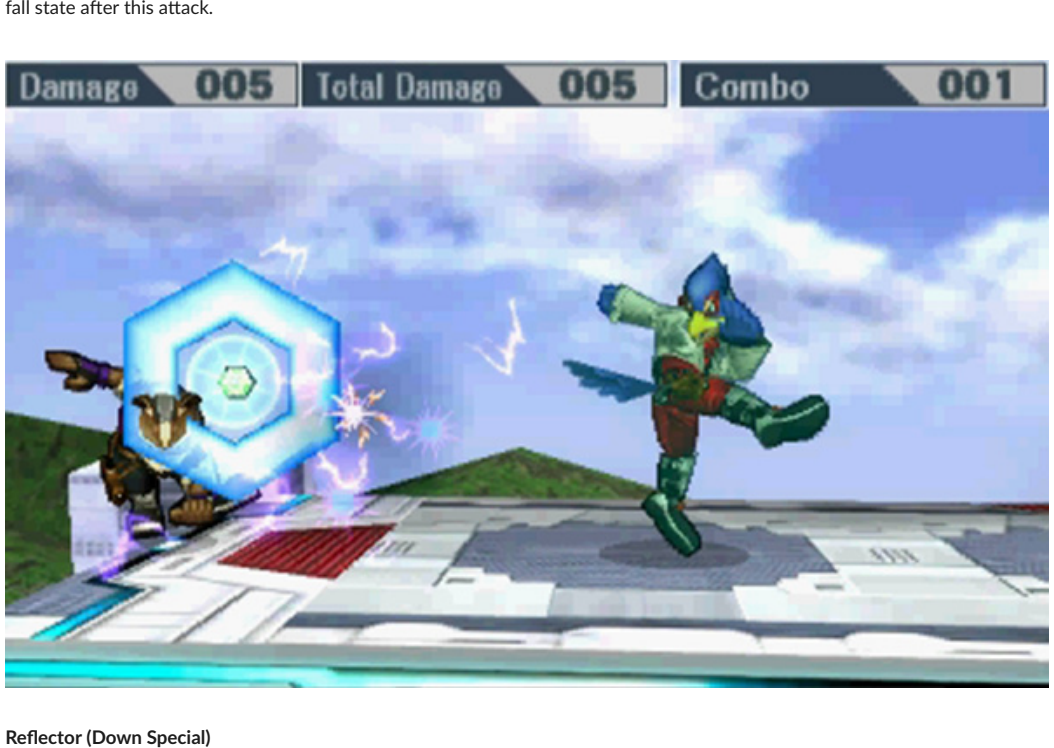
Falco Phantasm (Side Special)

Dash forward at high velocity, knocking anyone caught in your path upward. Hitting airborne opponents with this sends them straight downward, making this great over any abyss.


Damage 002
Total Damage 004
Combo 002
P1
CPU

Fire Bird (Up Special)

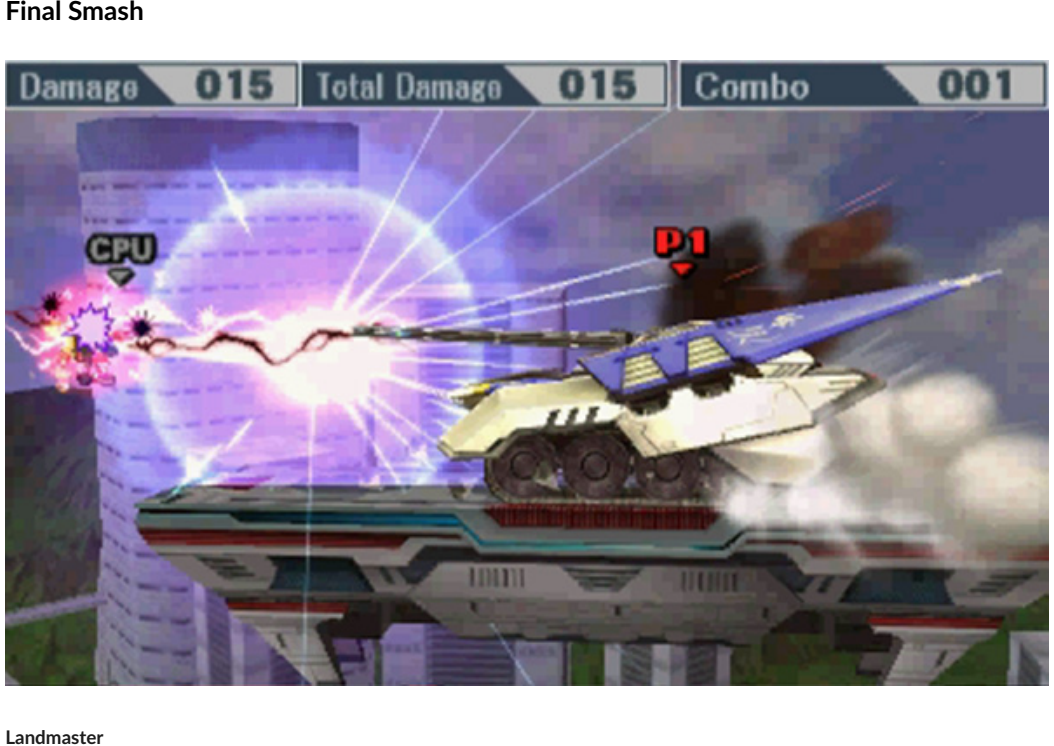
Falco engulfs himself in flames before blasting off through the air. You can choose which direction you want to fly. You are in a fall state after this attack.


Damage 005
Total Damage 005
Combo 001

Reflector (Down Special)

Falco kicks out an energy shield that reflects projectiles and attacks opponents. The shield only hits on its way out, not on its return to Falco.

Final Smash

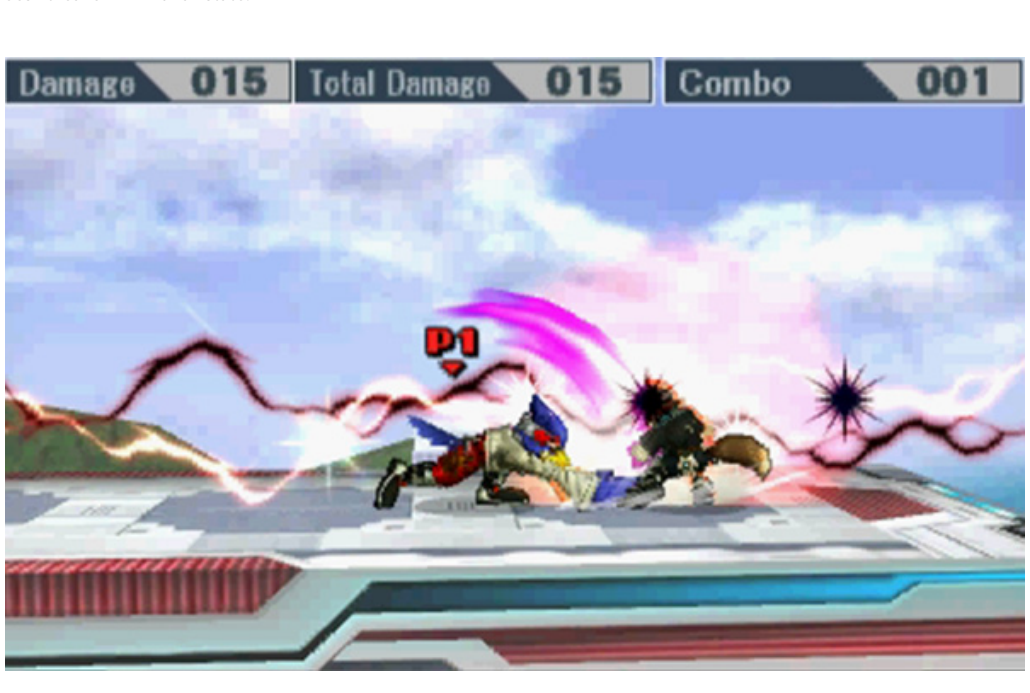

Damage 015
Total Damage 015
Combo 001
CPU
P1

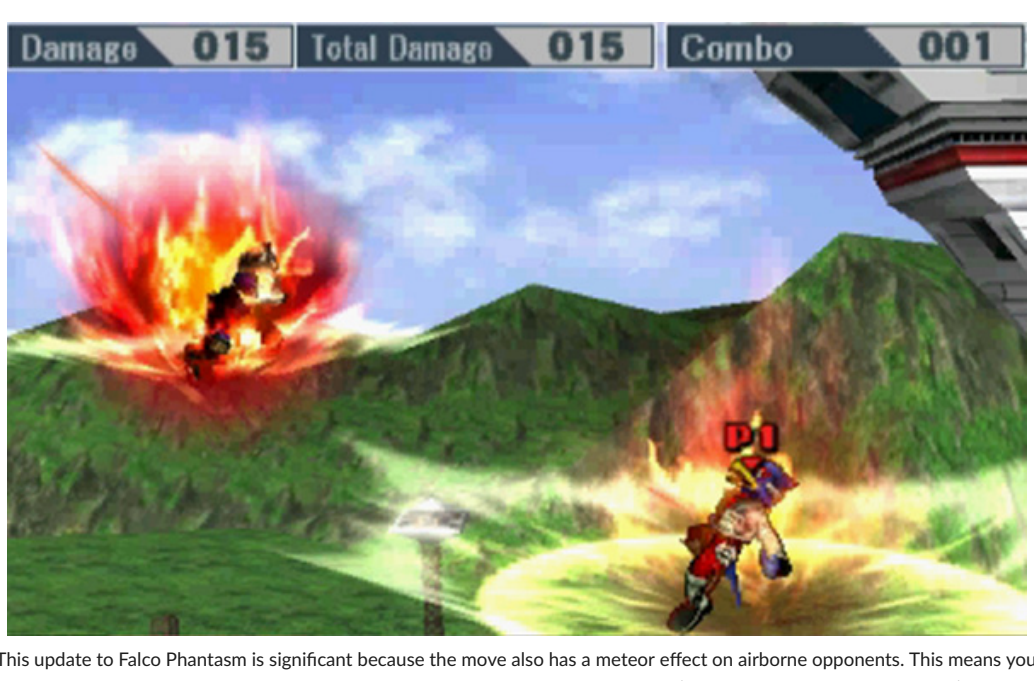
Landmaster

Falco jumps straight off-stage and returns in the Landmaster vehicle; the upward jump off-stage is also a small attack. The Landmaster vehicle itself has a few ways to attack. First, it has its main cannon, which can be fired with any attack button. The attack also hits anyone standing on the cannon itself. You can also perform a roll attack with the Landmaster by hitting Down. Of course, you can also drive over opponents or land on them to cause damage. Jumping in the Landmaster uses the ship's thrusters to push you upward. Use this to lift opponents up past the blast line to KO them if they don't hit Down to pass through the ship. Be careful not to go so high that you self-destruct, though! Also avoid falling off the stage while in the Landmaster, as there's no way to cancel out of the ship! While your thrusters can lift you for a while, if you get part of the ship stuck under the stage, you're going to be in trouble quick! Finally, if opponents attack the ship enough, it reduces the amount of time you get to spend in it!

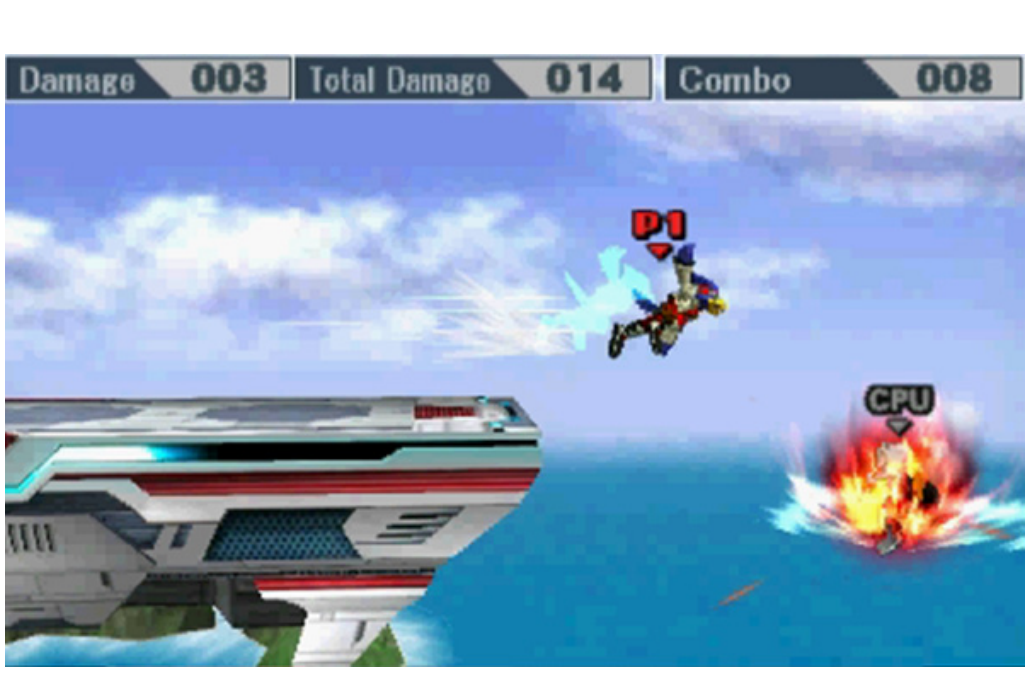
Strategy

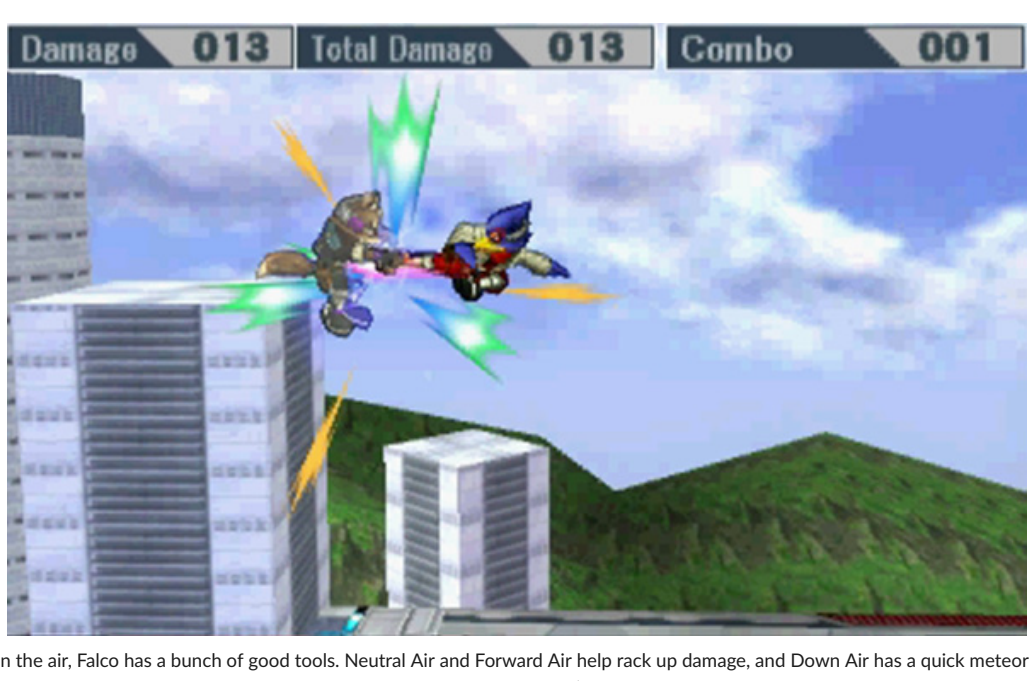
Falco is one of the lightest characters in the game and has a very high first-jump height. On the ground, his speed is average, but his Blaster and Reflector allow him to fight at more of a distance. With this jump, he can chase opponents into the air and combo with his Down Air, Forward Air, and Neutral Air to rack up damage. His KO power is below average, but he still has good options once he gets an opponent's damage up. On top of this, his recovery has been buffed because Falco Phantasm doesn't leave him in a fall state.


Damage 015
Total Damage 015
Combo 001
P1


Damage 015
Total Damage 015
Combo 001
P1

This update to Falco Phantasm is significant because the move also has a meteor effect on airborne opponents. This means you can use it to edge-guard against opponents and still have a chance to recover! Falco's Blaster is much slower than Fox's, but it has the added benefit of making opponents flinch on hit. Using it in the air is slightly faster than using it on the ground. As with Fox, if you shoot again while the gun is still out, you get a consecutive blast without putting the Blaster away. This allows for faster shots when opponents are farther away. Firebird hits multiple times as an attack, but since it leaves you vulnerable in a fall state, it's better used as a recovery tool. Falco's Reflector is one of his best tools—it has a fast startup and covers a lot of distance in front of him. Not only does it reflect projectiles with more speed and damage, but it can also hit and push opponents. If opponents are close to the edge, you can actually push them off the stage with this!

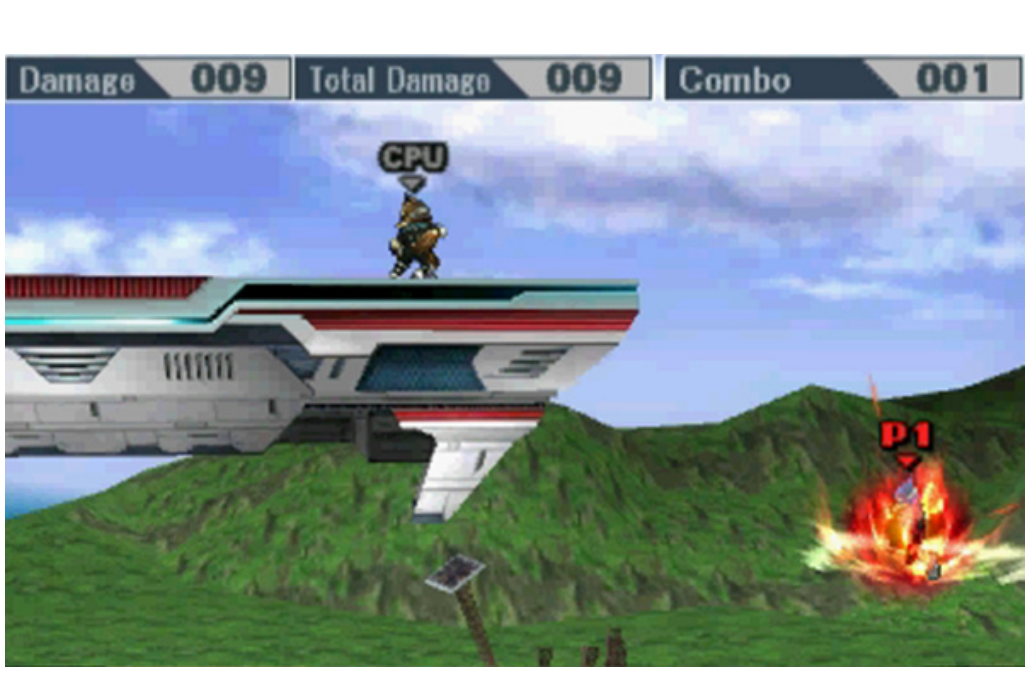

Damage 003
Total Damage 014
Combo 008
P1
CPU

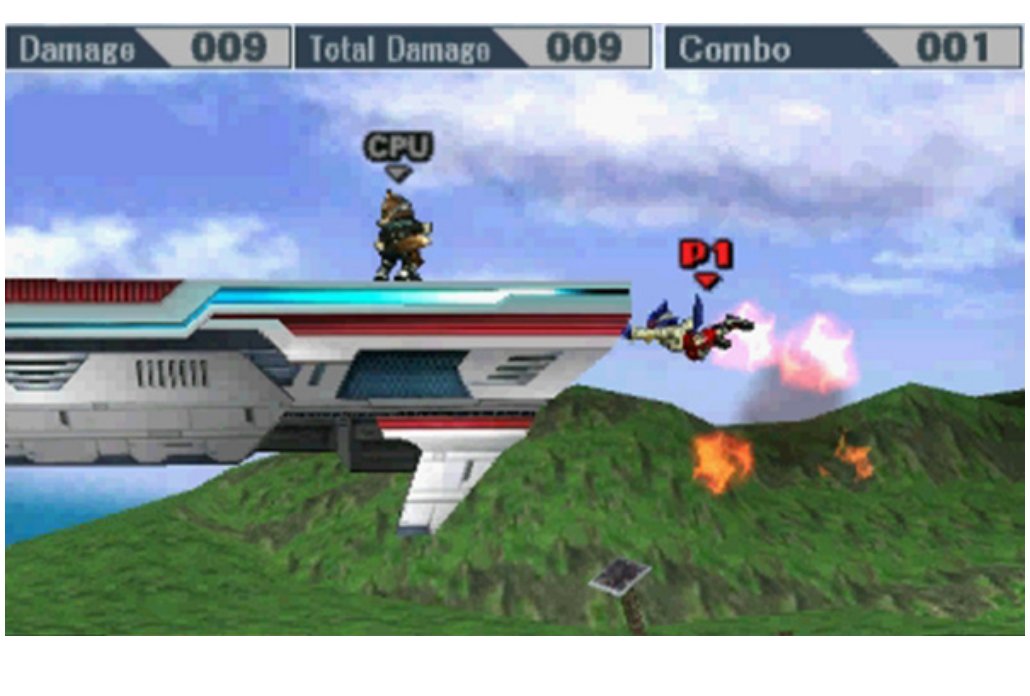

Damage 013
Total Damage 013
Combo 001

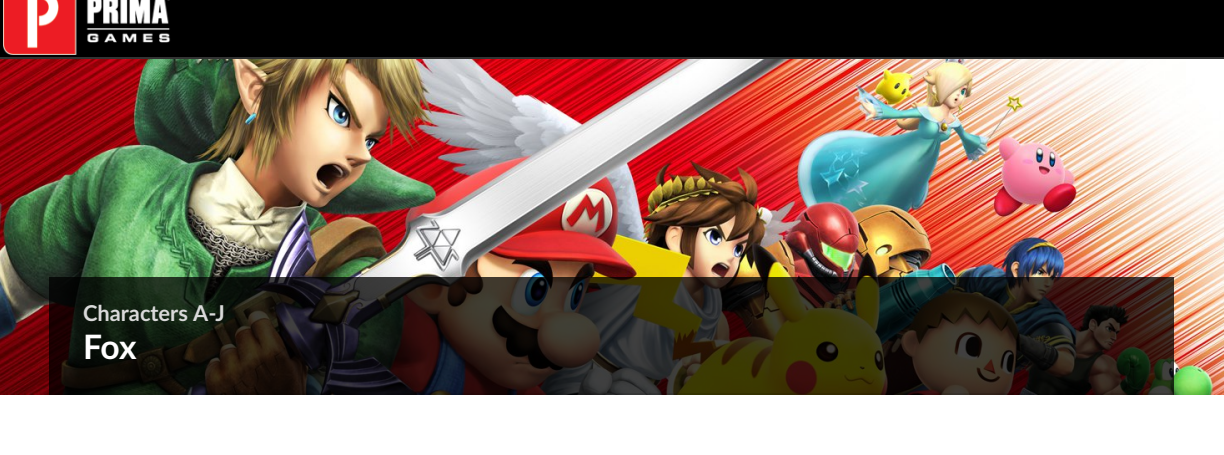
In the air, Falco has a bunch of good tools. Neutral Air and Forward Air help rack up damage, and Down Air has a quick meteor effect. Up Air can be useful for vertical KOs when combined with Falco's jump height. The best aerial tool he has, though, has to be Back Air with its impressive range and KO power. On the ground, Falco's Side Smash is very strong and has decent range. His Down Smash also has good range, starts up fairly quickly, and has invincibility on Falco's feet. Save his Up Smash for vertical KO opportunities. Falco's Up Tilt has good vertical range, while his Side Tilt has good horizontal range. Additionally, his Down Throw leaves opponents fairly close for easy pressure and follow ups. For edge-guarding, stop opponents with Falco Phantasm's meteor effect and your Blaster. Down Smash can also be useful in this situation, thanks to its invincibility.

Recovery

With Falco's fast fall speed you are going to have to be ready to recover as soon as possible. Don't forget to use your wall jump as well since it essentially gives you an extra jump. For horizontal recovery he has his Falco Phantasm which covers a lot of distance. For his vertical recovery, Fire Bird is his main option. Once you input the notation for Fire Bird, you can hit any direction to send Falco flying in that direction, however he will be in a fall state afterwards. One thing to note is that Falco Phantasm does not leave you in a fall state, so you are actually able to follow it up with Fire Bird as well! This greatly helps his recovery game. When approaching the stage from above try to use Fire Bird, Down Air, or Forward Air.


Damage 009
Total Damage 009
Combo 001
CPU
P1


Damage 009
Total Damage 009
Combo 001
CPU
P1



Characters A-J

Fox

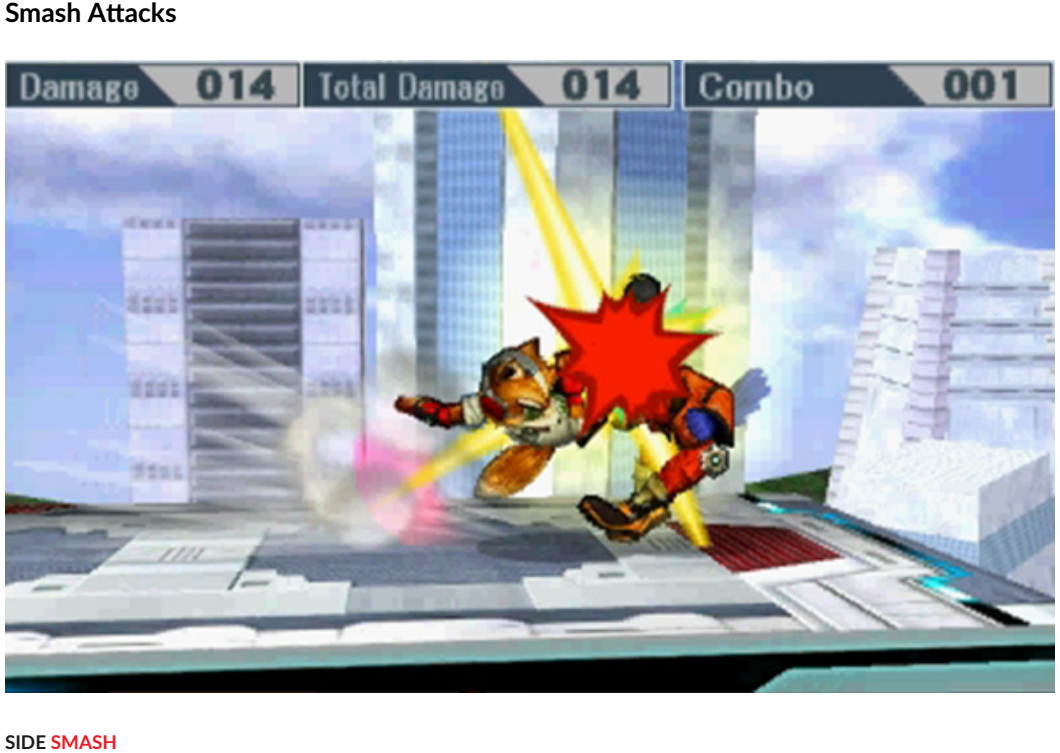
Trophy Description

Fox is the leader of the mercenary unit Star Fox, often enlisted to defeat the evil Andross. His piloting skills are top-notch, but in *Smash Bros.*, he brings speed and fast attacks to the battle. His Reflector move allows him to turn projectile attacks against his foes, increasing their power for a punishing blow.

Statistics

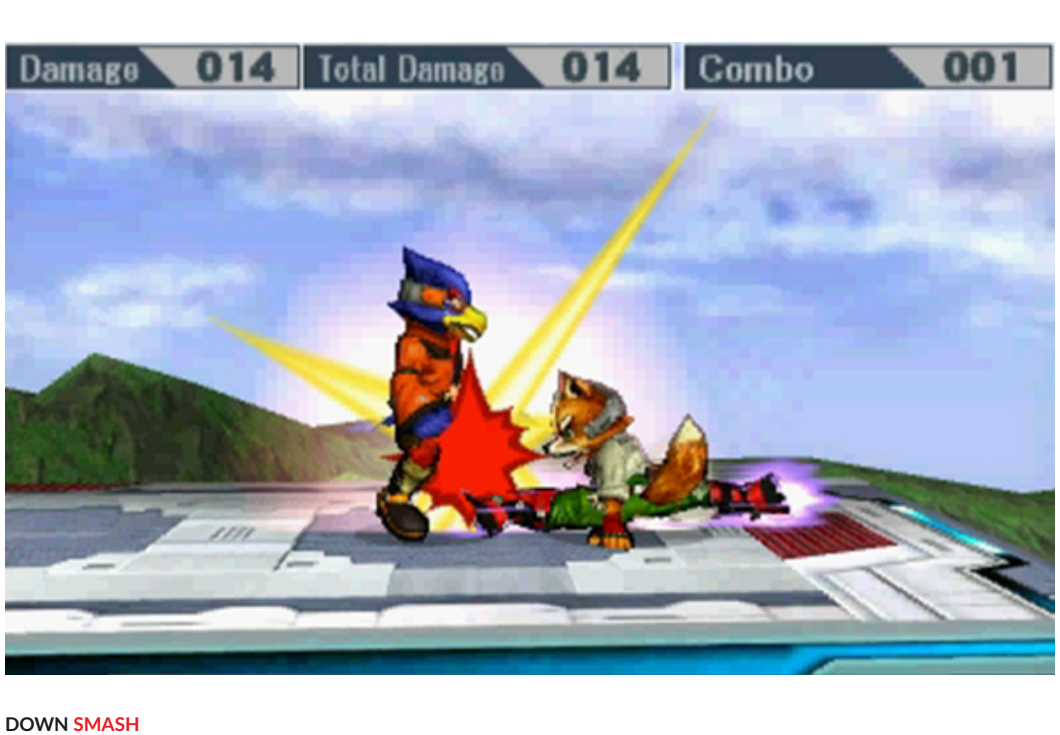
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 014
Total Damage 014
Combo 001

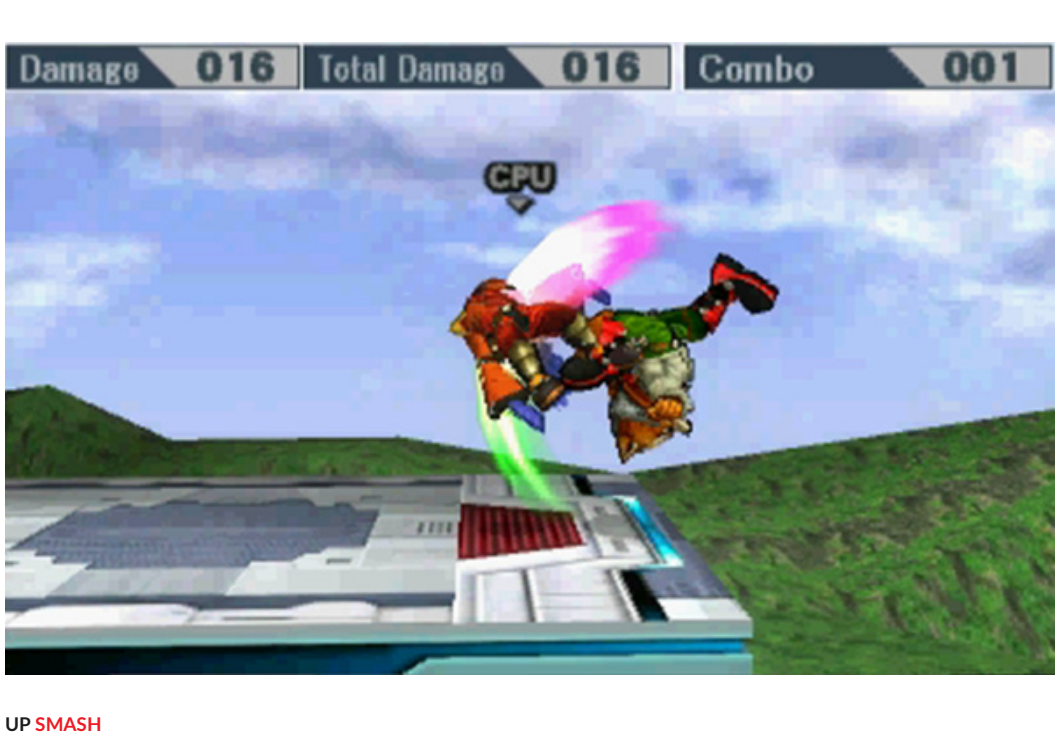
SIDE SMASH

Fox hurls himself at your opponent, striking with both feet.


Damage 014
Total Damage 014
Combo 001

DOWN SMASH

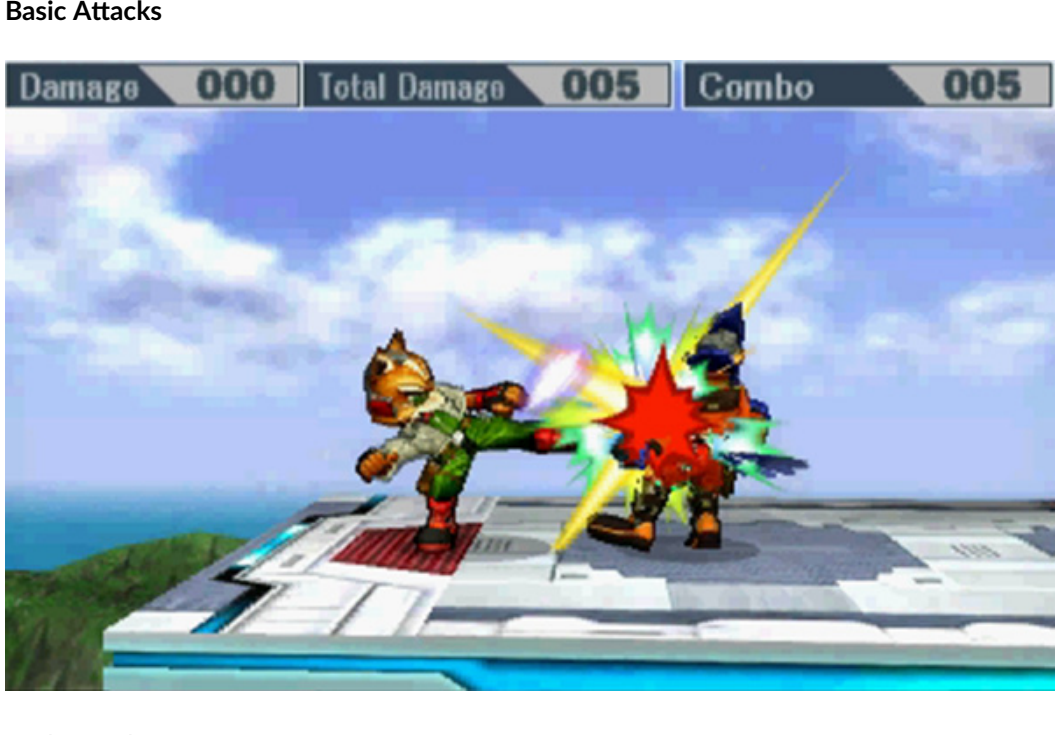
Fox drops into the splits, kicking both in front of and behind him.


Damage 016
Total Damage 016
Combo 001
CPU

UP SMASH

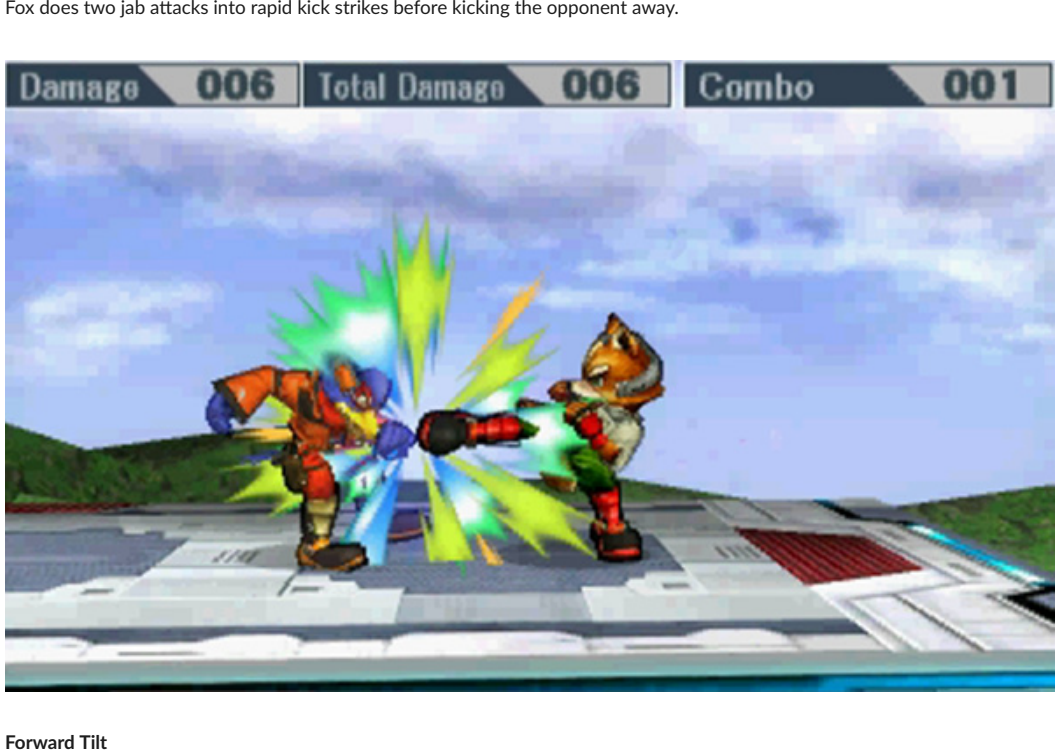
A flipkick attack that launches opponents vertically.

Basic Attacks


Damage 000
Total Damage 005
Combo 005

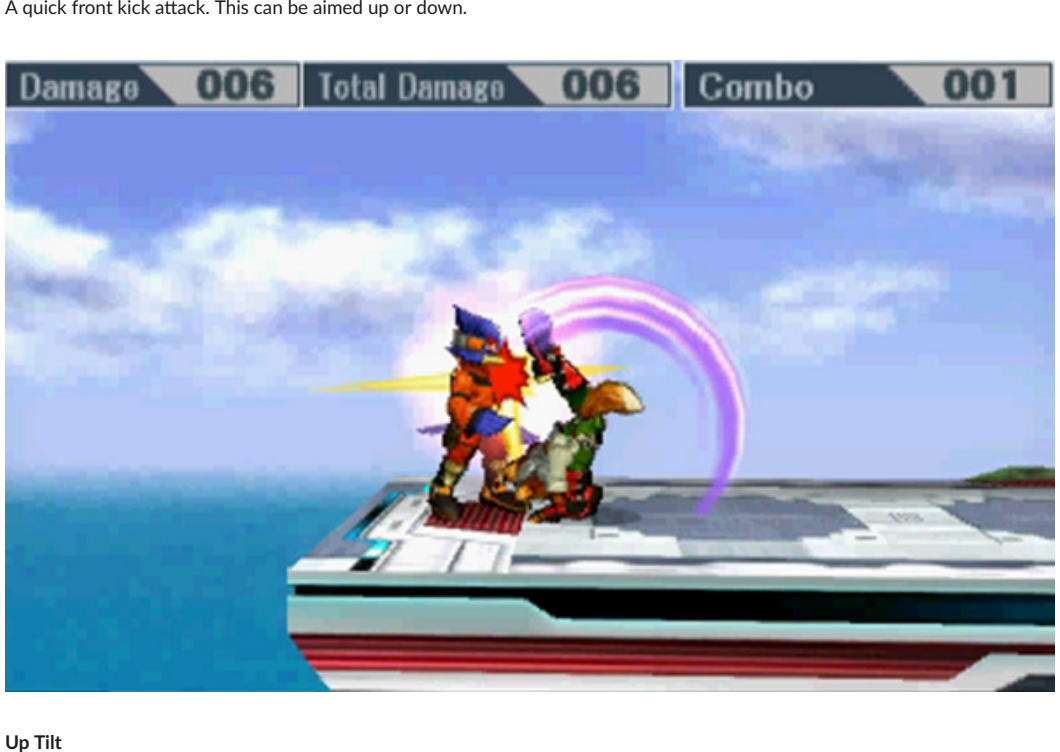
Standing Attack

Fox does two jab attacks into rapid kick strikes before kicking the opponent away.


Damage 006
Total Damage 006
Combo 001

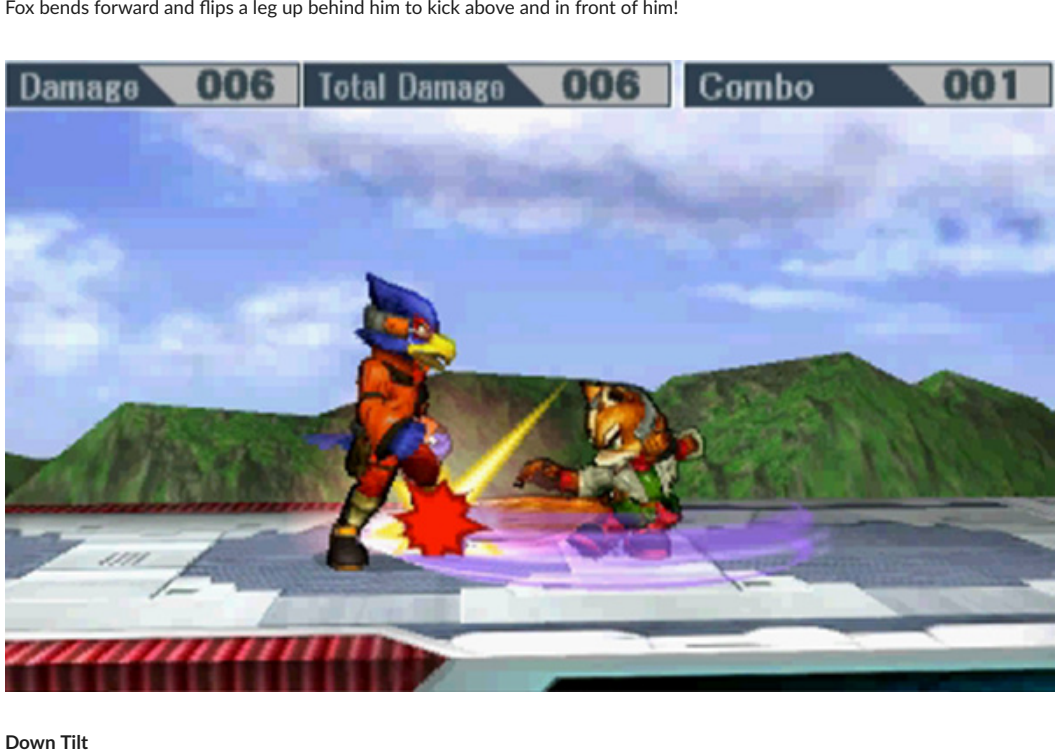
Forward Tilt

A quick front kick attack. This can be aimed up or down.


Damage 006
Total Damage 006
Combo 001

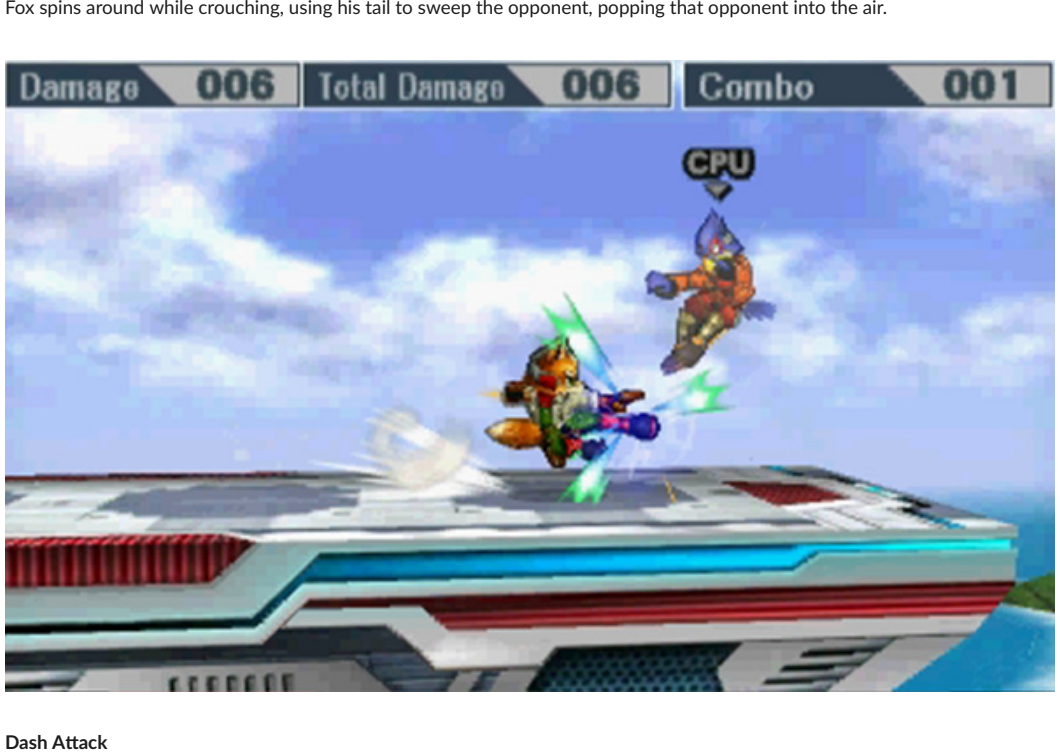
Up Tilt

Fox bends forward and flips a leg up behind him to kick above and in front of him!


Damage 006
Total Damage 006
Combo 001

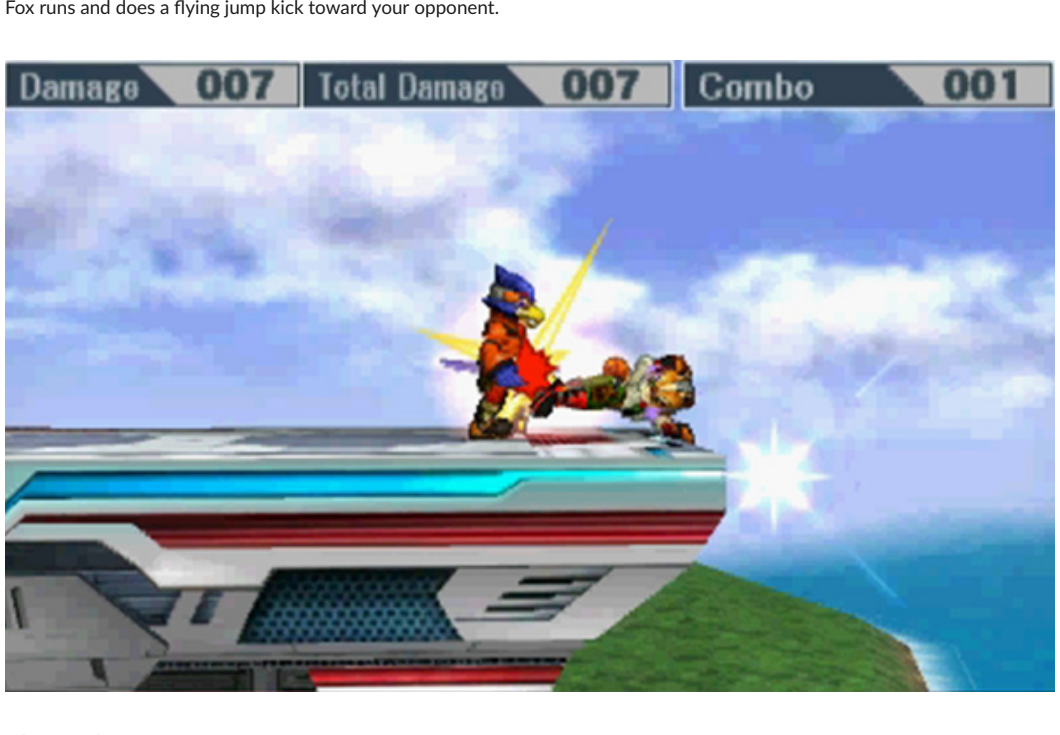
Down Tilt

Fox spins around while crouching, using his tail to sweep the opponent, popping that opponent into the air.


Damage 006
Total Damage 006
Combo 001
CPU

Dash Attack

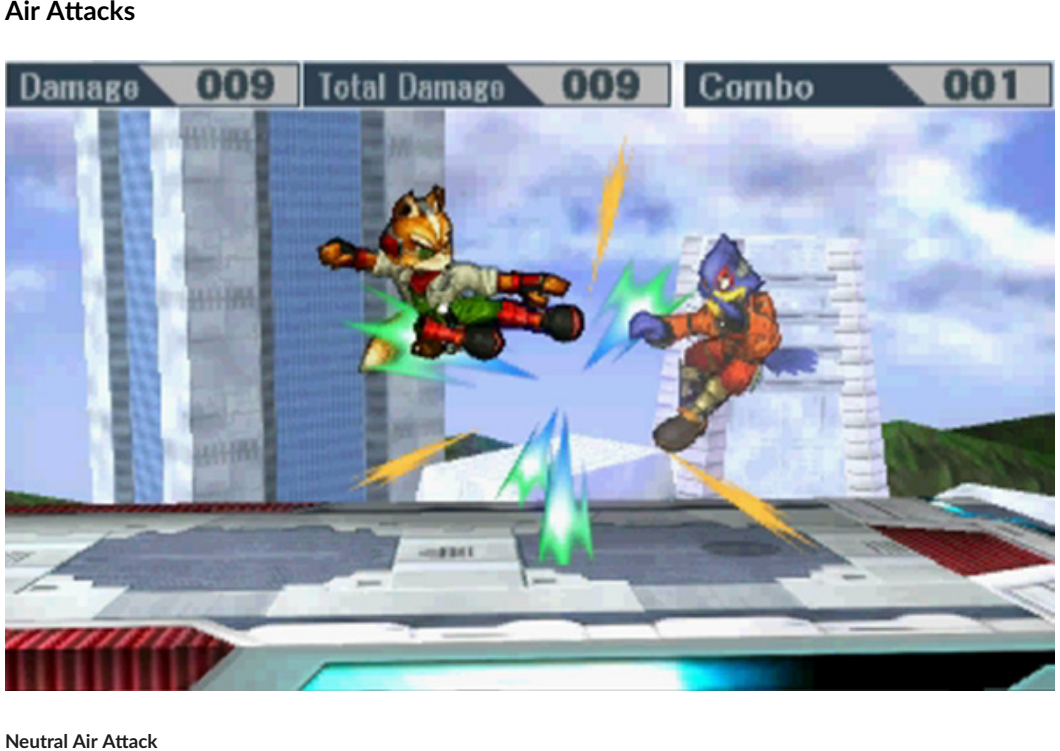
Fox runs and does a flying jump kick toward your opponent.


Damage 007
Total Damage 007
Combo 001

Edge Attack

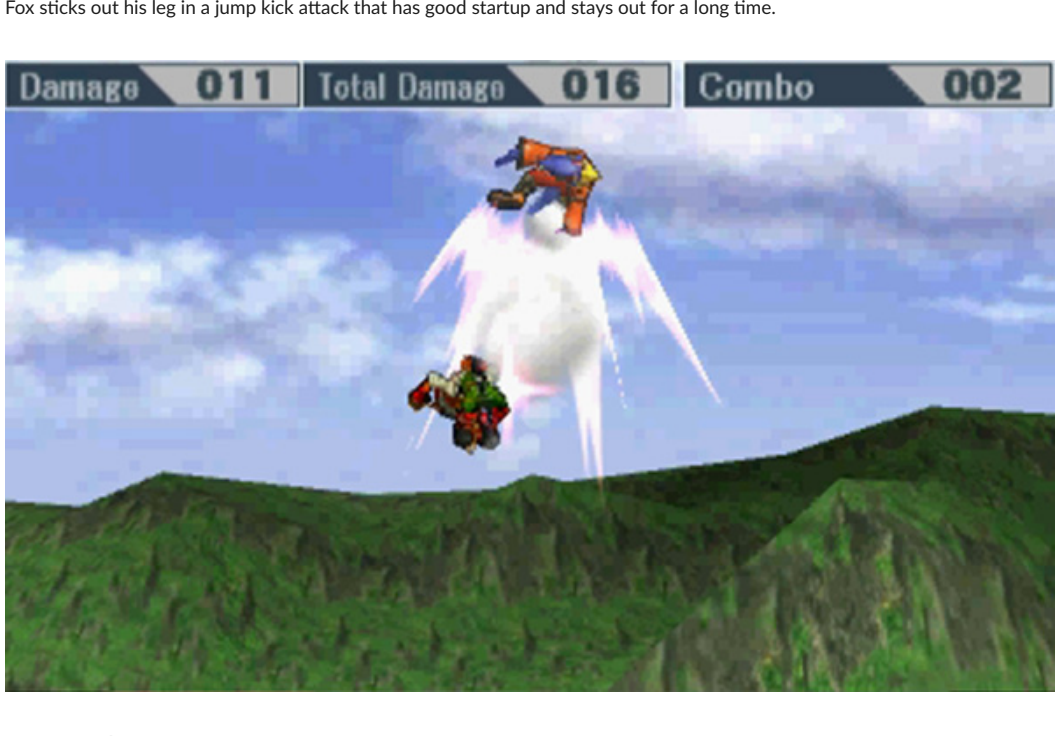
Fox flips back to the stage and uses both of his legs to sweep the opponent.

Air Attacks


Damage 009
Total Damage 009
Combo 001

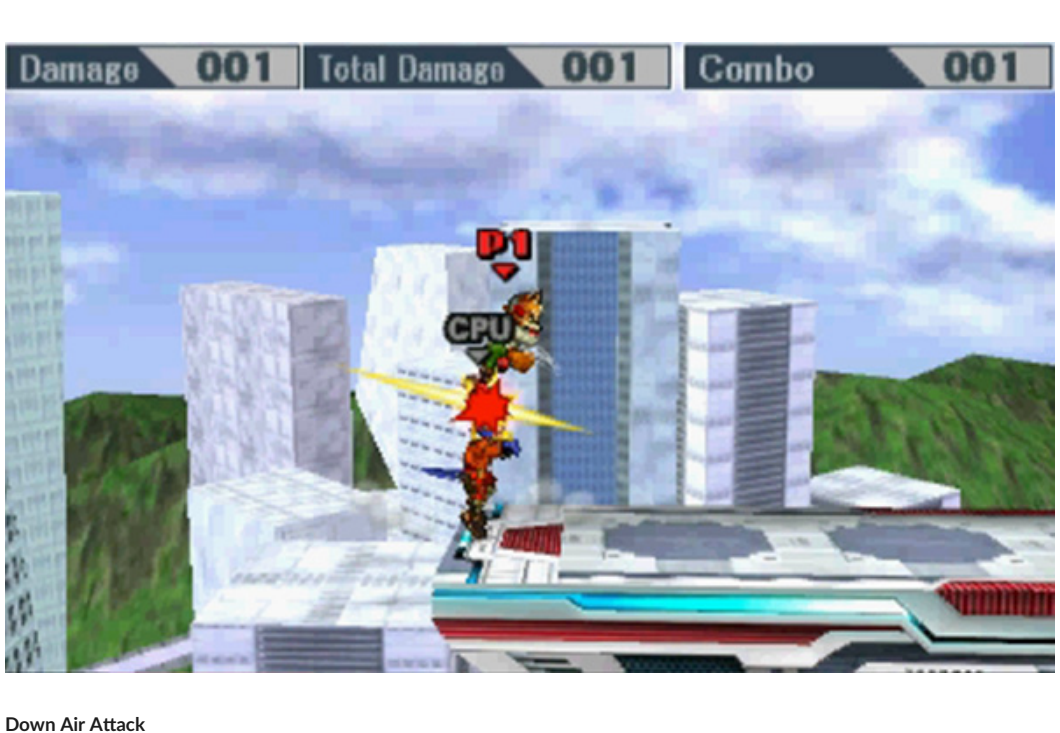
Neutral Air Attack

Fox sticks out his leg in a jump kick attack that has good startup and stays out for a long time.


Damage 011
Total Damage 016
Combo 002

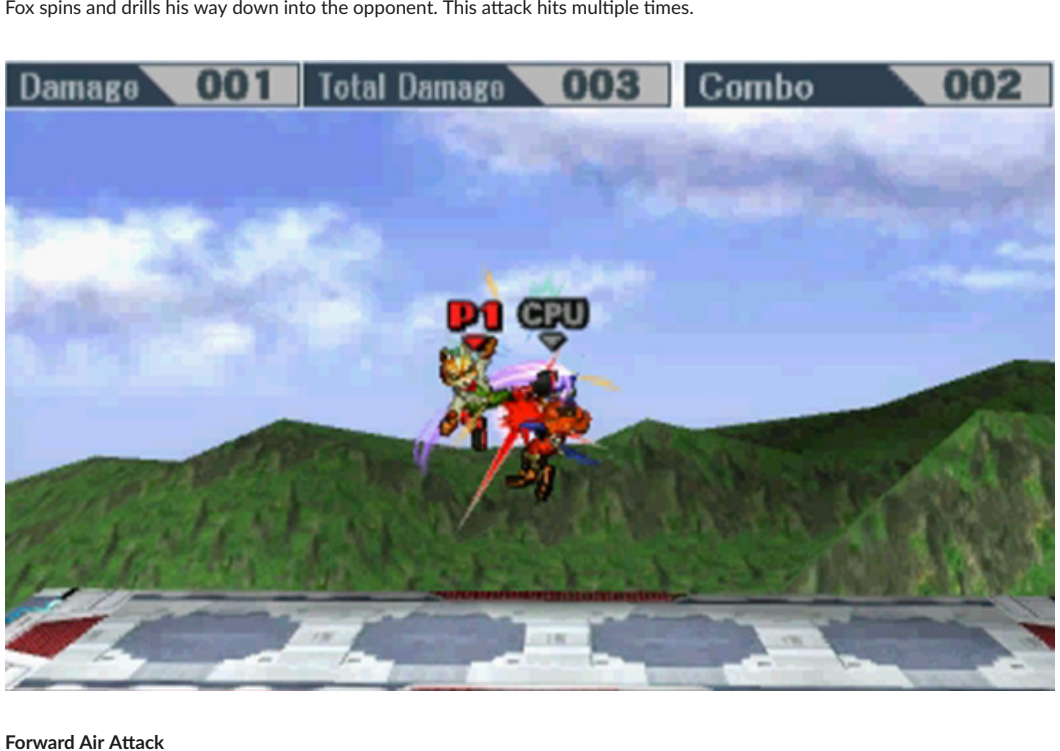
Up Air Attack

Fox uses both legs to do a backward flipkick attack. This attack has very small horizontal range.


Damage 001
Total Damage 001
Combo 001
P1
CPU

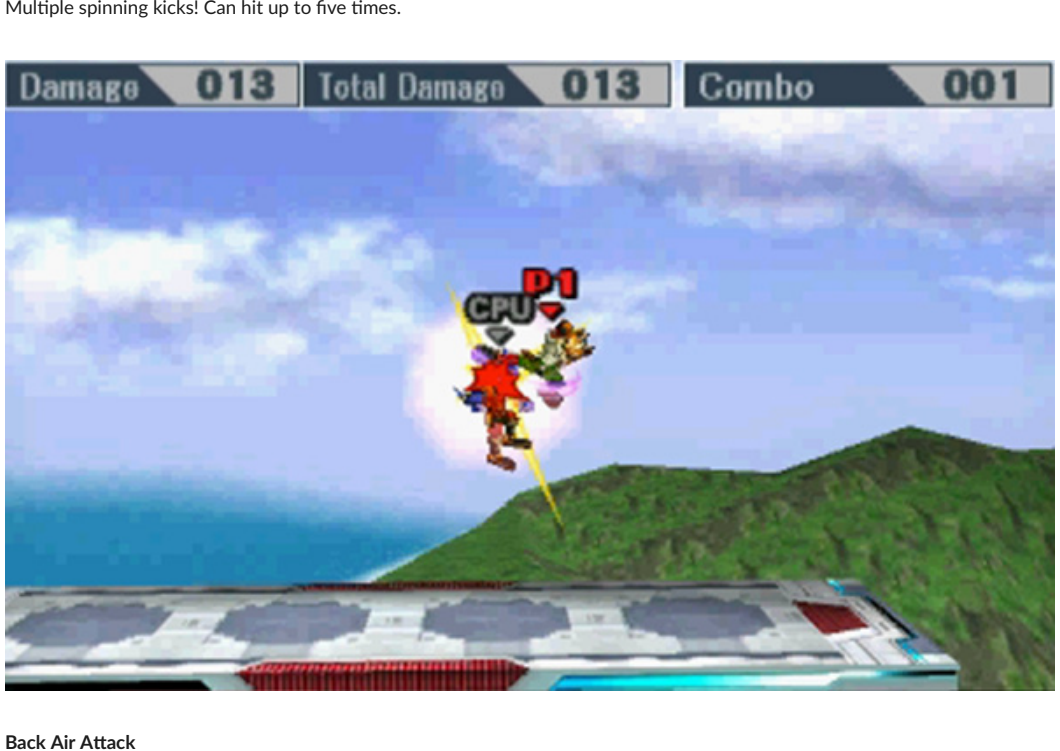
Down Air Attack

Fox spins and drills his way down into the opponent. This attack hits multiple times.


Damage 001
Total Damage 003
Combo 002
P1
CPU

Forward Air Attack

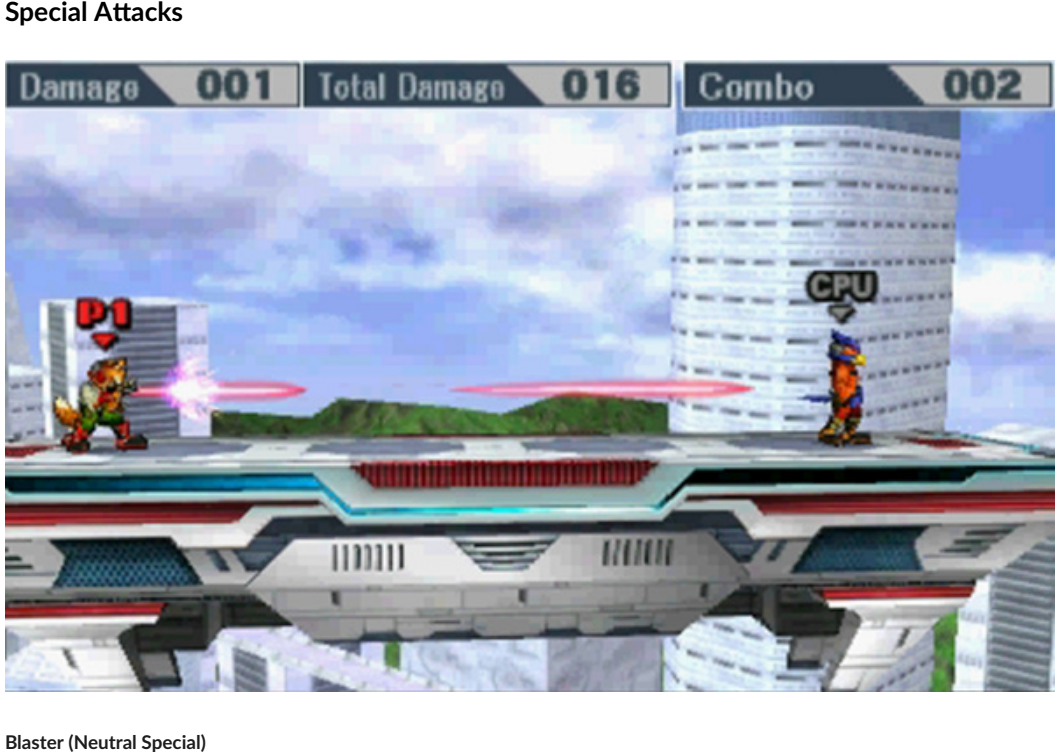
Multiple spinning kicks! Can hit up to five times.


Damage 013
Total Damage 013
Combo 001
P1
CPU

Back Air Attack

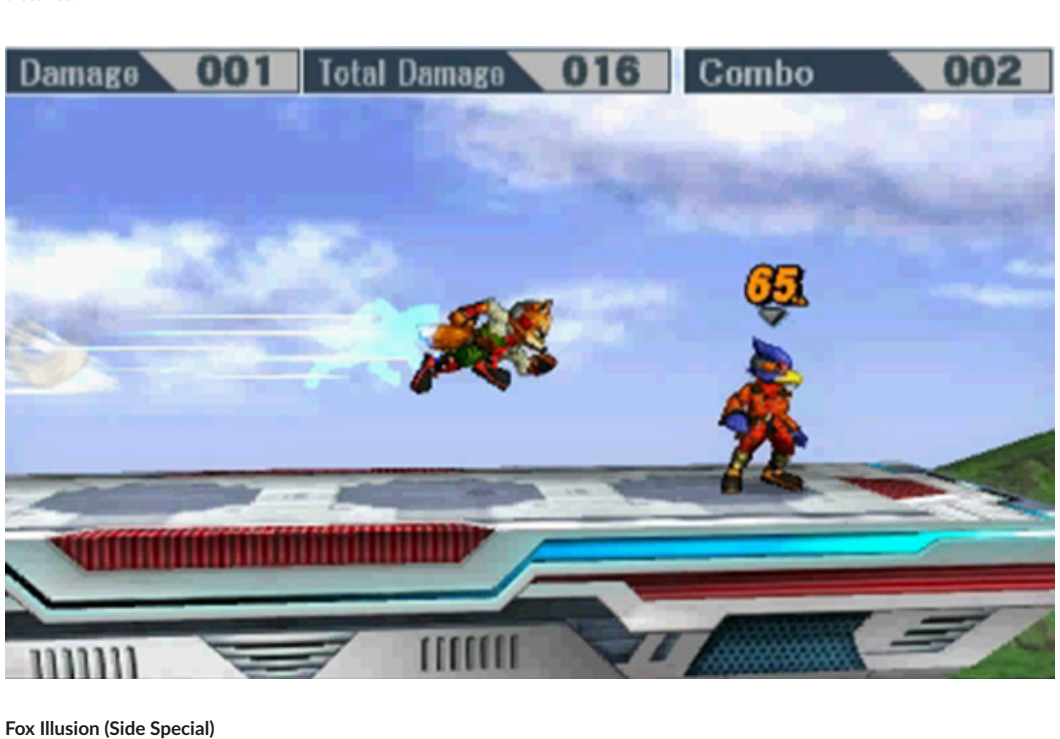
Fox turns and does a spin kick attack behind him.

Special Attacks


Damage 001
Total Damage 016
Combo 002
P1
CPU

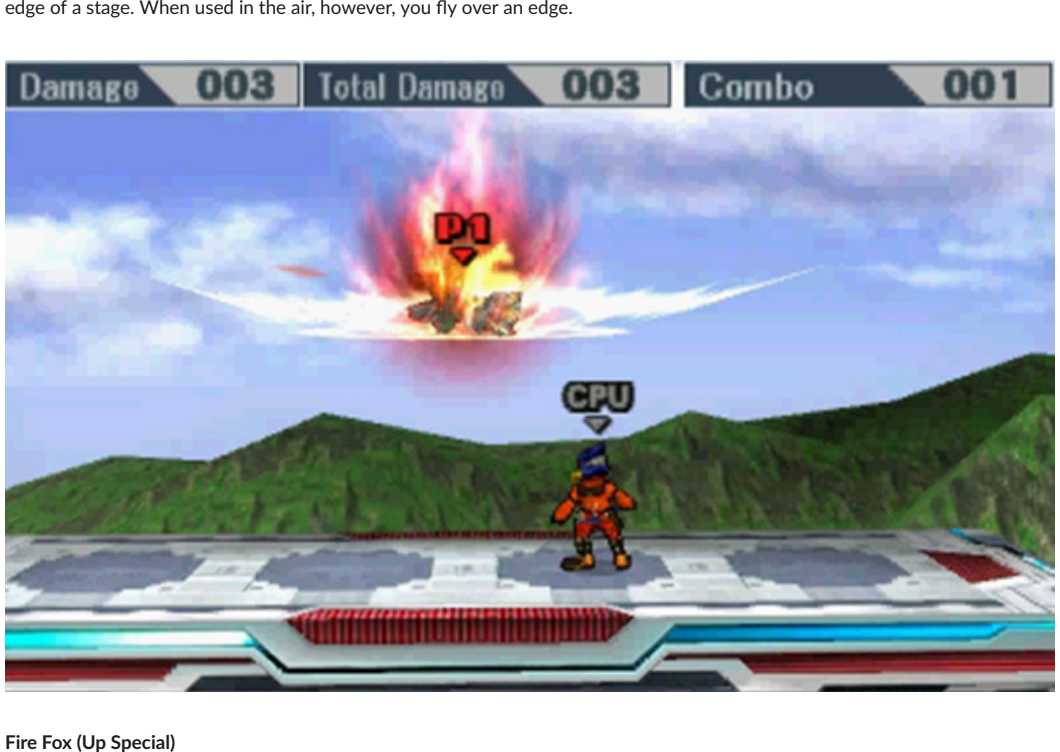
Blaster (Neutral Special)

Fox rapid-fires lasers at his opponent. They deal damage but do not cause the opponent to flinch. Be sure to use this at a distance.


Damage 001
Total Damage 016
Combo 002
65

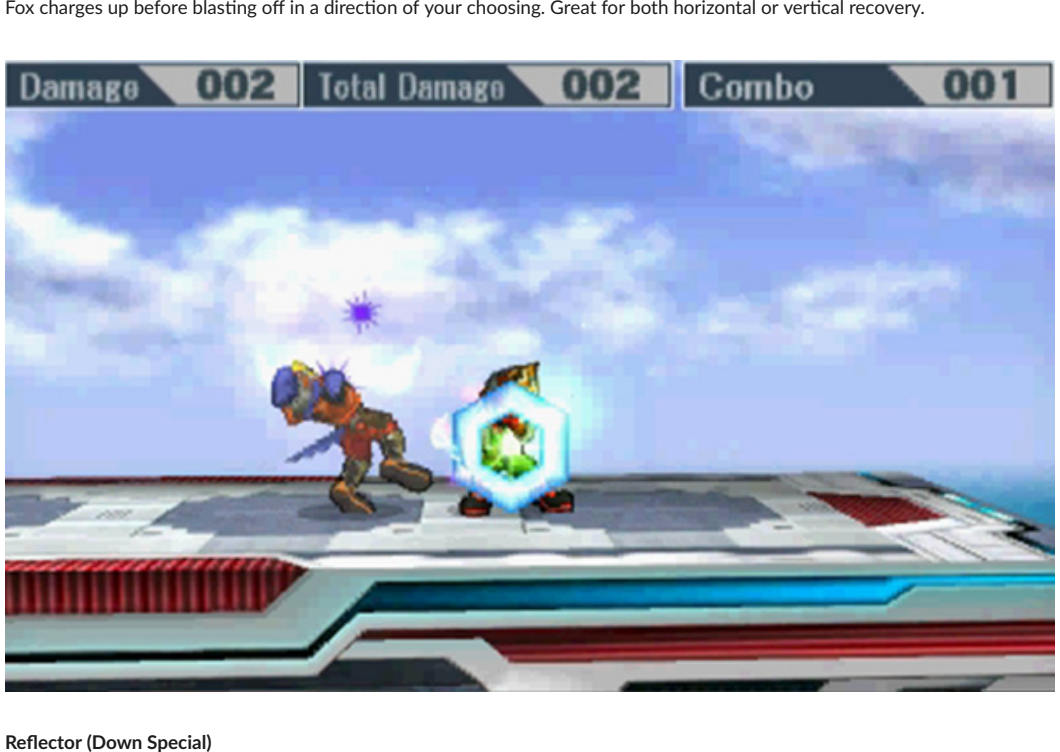
Fox Illusion (Side Special)

A lightning-quick dash that sends Fox through opponents, knocking them upward. If used on the ground, you don't fly over the edge of a stage. When used in the air, however, you fly over an edge.


Damage 003
Total Damage 003
Combo 001
P1
CPU

Fire Fox (Up Special)

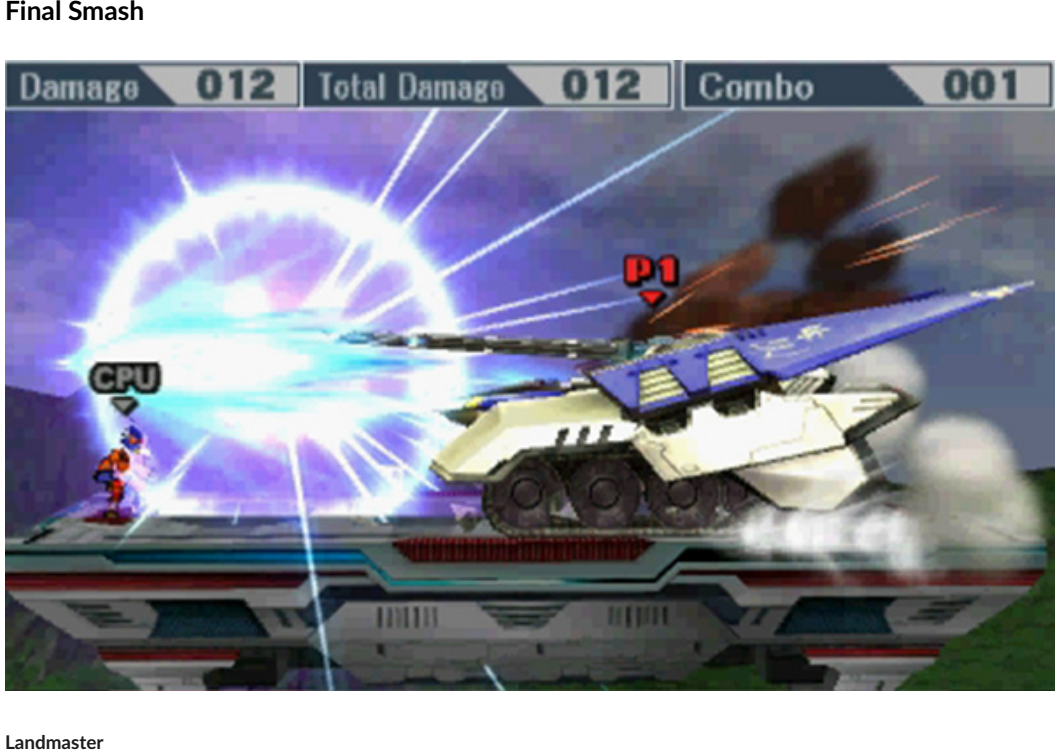
Fox charges up before blasting off in a direction of your choosing. Great for both horizontal or vertical recovery.


Damage 002
Total Damage 002
Combo 001

Reflector (Down Special)

This move reflects projectiles while increasing their speed and power. It can also damage opponents who are close enough to get hit by it. On hit, it pushes the opponent back pretty far.

Final Smash


Damage 012
Total Damage 012
Combo 001
P1
CPU

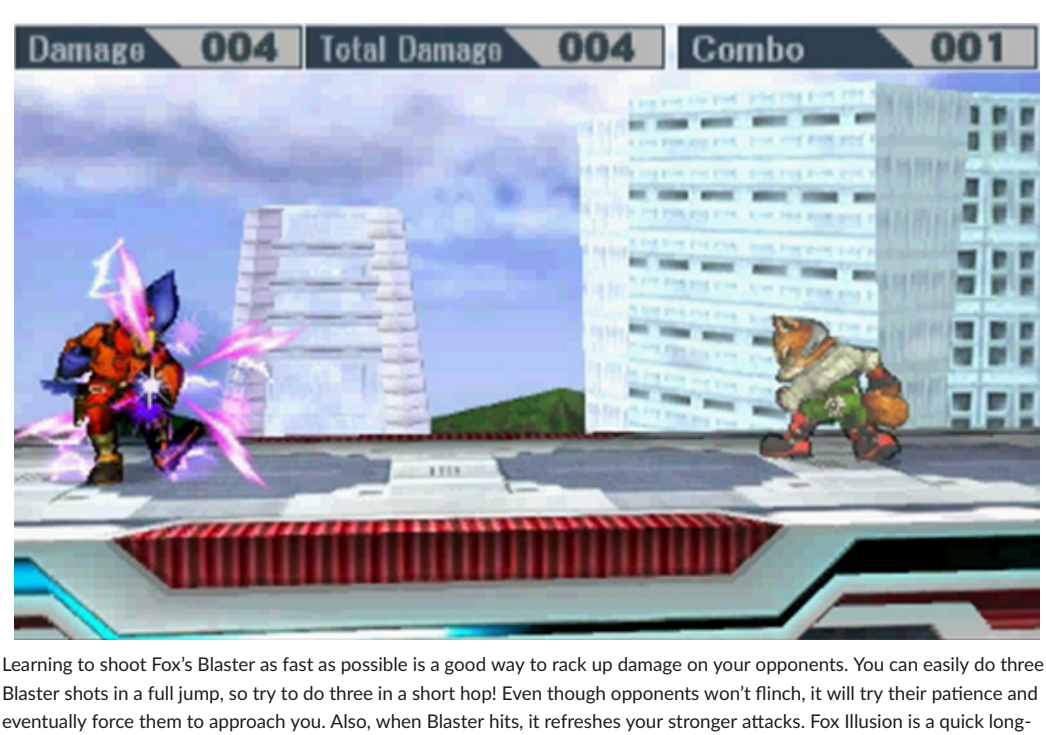
Landmaster

Fox jumps straight off-stage and returns in the Landmaster vehicle; the upward jump off-stage is also a small attack. The Landmaster vehicle itself has a few ways to attack. First, it has its main cannon, which can be fired with any attack button. The attack also hits anyone standing on the cannon itself. You can also perform a roll attack with the Landmaster by hitting Down. Of course, you can also drive over opponents or land on them to cause damage. Jumping in the Landmaster uses the ship's thrusters to push you upward. Use this to lift opponents up past the blast line to KO them if they don't hit Down to pass through the ship. Be careful not to go so high that you self-destruct, though! Also avoid falling off the stage while in the Landmaster, as there's no way to cancel out of the ship! While your thrusters can lift you for a while, if you get part of the ship stuck under the stage, you're going to be in trouble quick! Finally, if opponents attack the ship enough, it reduces the amount of time you get to spend in it!

Strategy

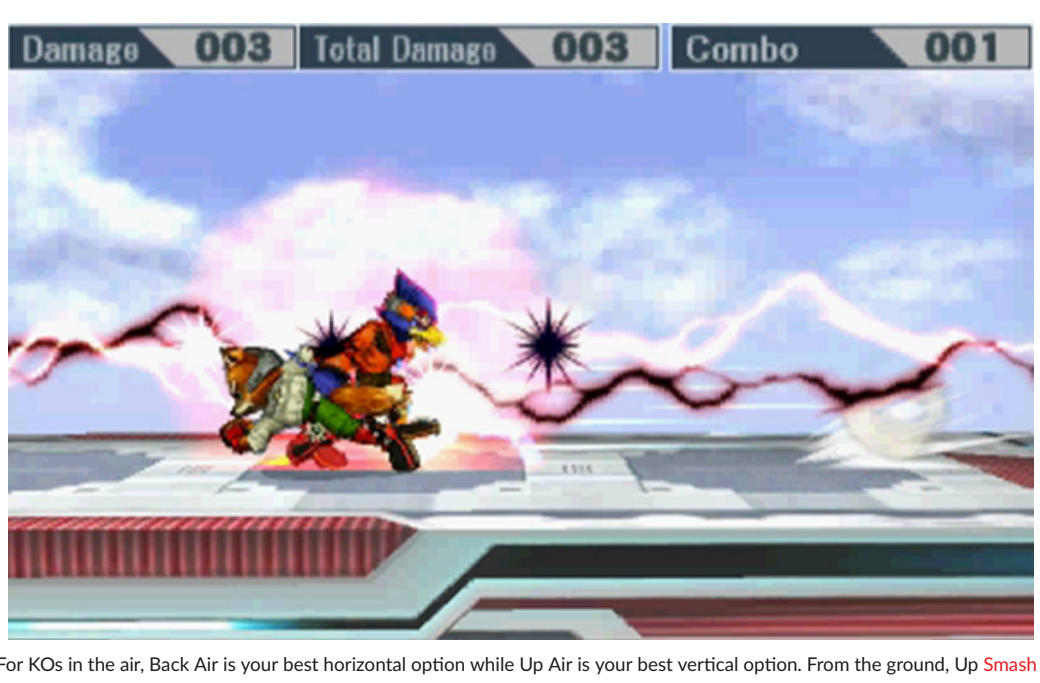
Fox is one of the fastest characters on the ground or in the air with incredible falling speed, given his average weight. With short hops and fast-fall, Fox can usually pull off multiple jumps and aerials in the time slower characters take to do one. While this can be a benefit for combos, it also works in reverse, allowing opponents to combo him easier on the ground with tilt combos and rapid strikes. His speed is counterbalanced by his generally short-ranged attacks. The main exception to this is his long-range Blaster. It doesn't cause opponents to flinch, however, so they can choose to ignore it and attack Fox.

Damage 002
Total Damage 003
Combo 001


Damage 004
Total Damage 004
Combo 001

Learning to shoot Fox's Blaster as fast as possible is a good way to rack up damage on your opponents. You can easily do three Blaster shots in a full jump, so try to do three in a short hop! Even though opponents won't flinch, it will try their patience and eventually force them to approach you. Also, when Blaster hits, it refreshes your stronger attacks. Fox Illusion is a quick long-range attack that can catch opponents off guard, but its slow startup and landing lag make it more useful as a recovery tool. Fire Fox allows you to blast in any direction, but generally you want to use this for recovery as well. The flames around Fox can hit opponents, but Fox can also be hit by projectiles to cancel this out. Against projectile-heavy opponents, Fox can also use his Reflector, which returns projectiles at increased speed and damage, but it's a little slower to start up than in previous games.

Damage 002
Total Damage 016
Combo 002
P1
CPU


Damage 003
Total Damage 003
Combo 001

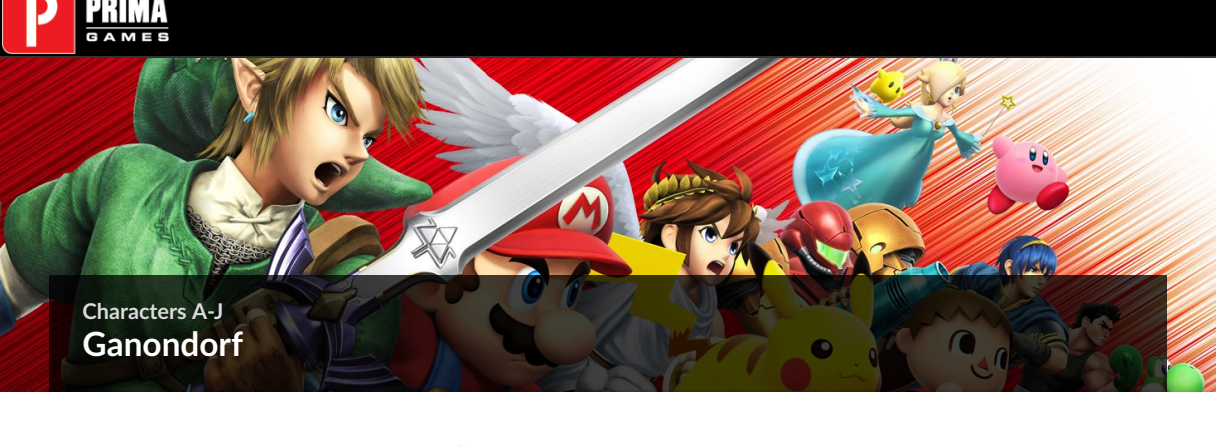
For KOs in the air, Back Air is your best horizontal option while Up Air is your best vertical option. From the ground, Up Smash is good, as Fox's head is invincible, and Down Smash is good because Fox's feet are invincible. Side Smash is still your best longer-range attack option, though. Use Fox's ground speed and fast falling speed to combine your attacks and rack up damage with combos. Forward Air, Down Air, and his Up and Down throws are good ways to start racking up damage.

Recovery

With Fox's fast fall speed, be ready to recover as soon as possible. Remember to use your wall jump when necessary; it basically gives you an extra jump. For horizontal recovery, Fox has his Fox Illusion, which covers a lot of distance. For vertical recovery, Fire Fox is his main option. Once you input the notation for Fire Fox, you can hit any direction to send Fox flying in that direction, but he is in a fall state afterward. Note that Fox Illusion doesn't leave you in a fall state, so you are actually able to follow it up with Fire Fox as well! This greatly helps Fox's recovery game. When approaching the stage from above, use Fire Fox, Down Air, or Forward Air. Additionally, use Fox's Reflector to slow his fall and stall.

Damage 003
Total Damage 013
Combo 006
CPU
P1

Damage 003
Total Damage 013
Combo 006
CPU
P1



Ganondorf

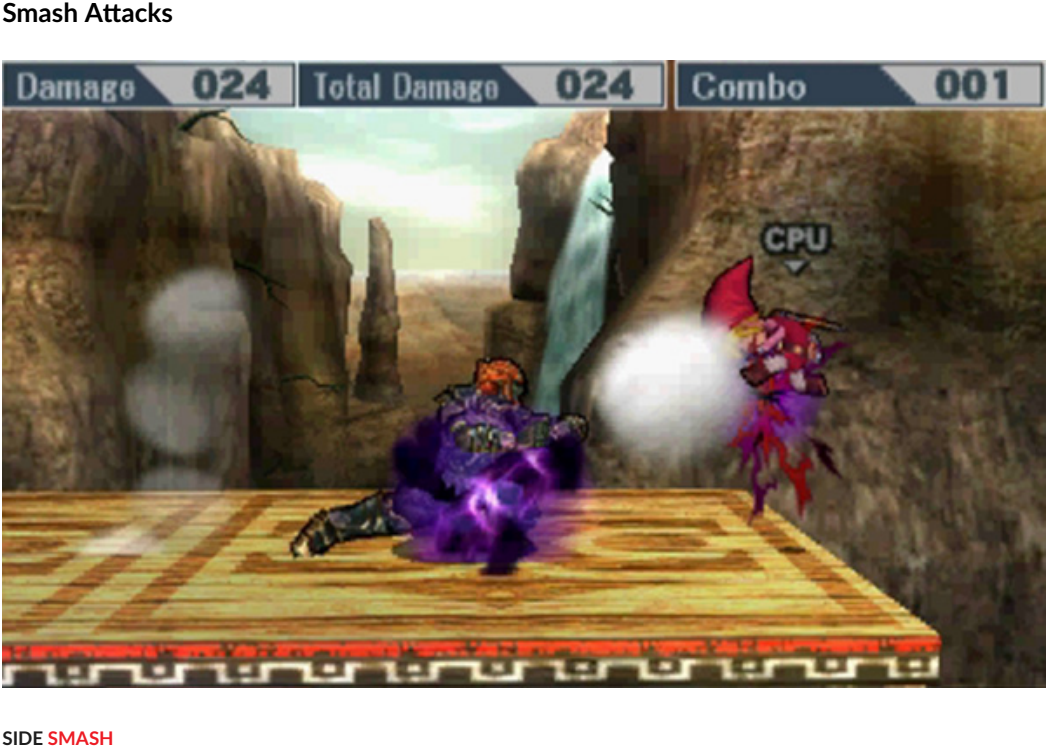
Trophy Description

The King of Evil who awaits Link at the end of most of his adventures. Ganondorf possesses the Triforce of Power. In *Smash Bros.*, he makes up for his low speed with devastating power. The strength of his blows can knock back most opponents. Get close with a Dash attack and pummel your foes!

Statistics

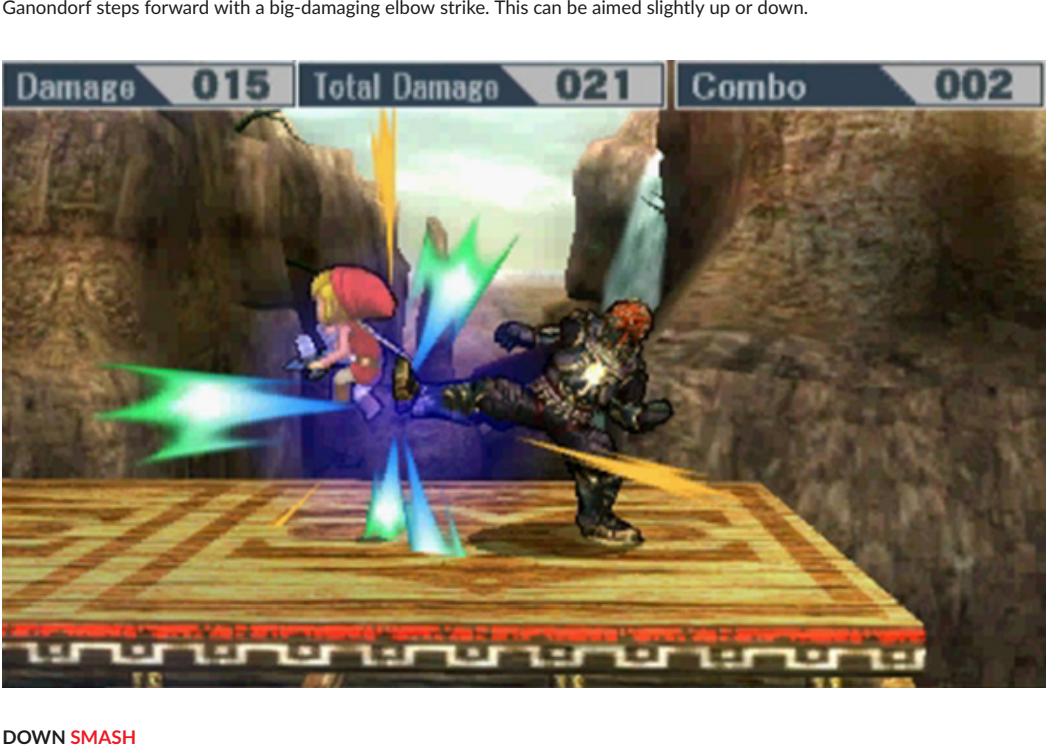
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 024
Total Damage 024
Combo 001
CPU

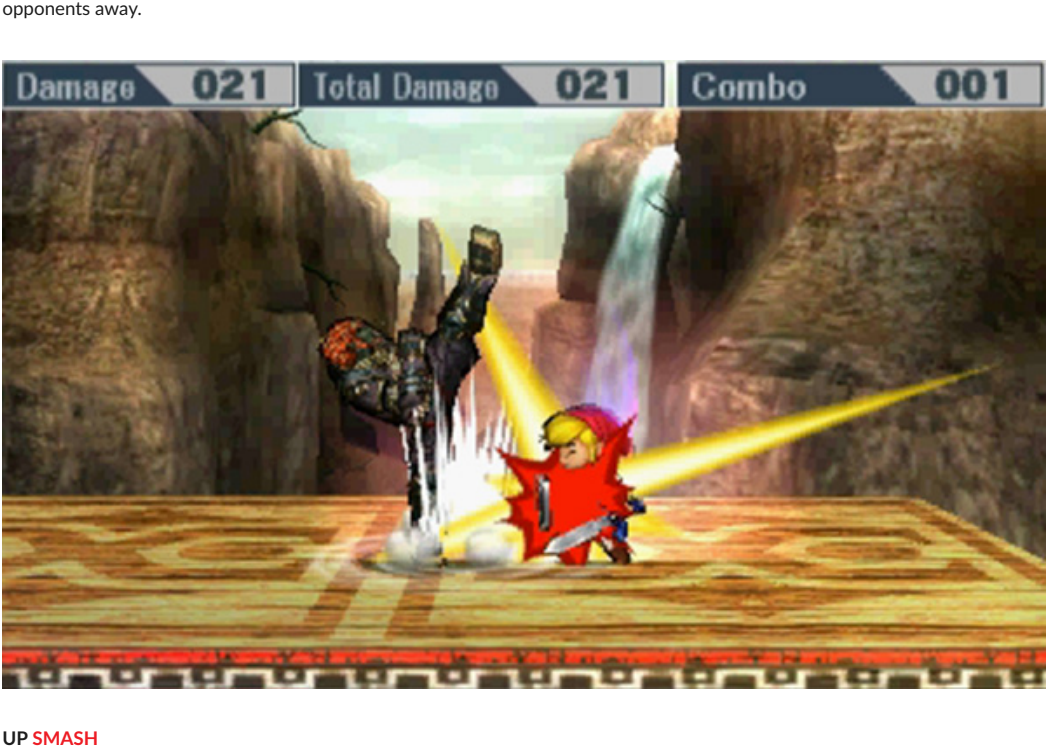
SIDE SMASH

Ganondorf steps forward with a big-damaging elbow strike. This can be aimed slightly up or down.


Damage 015
Total Damage 021
Combo 002

DOWN SMASH

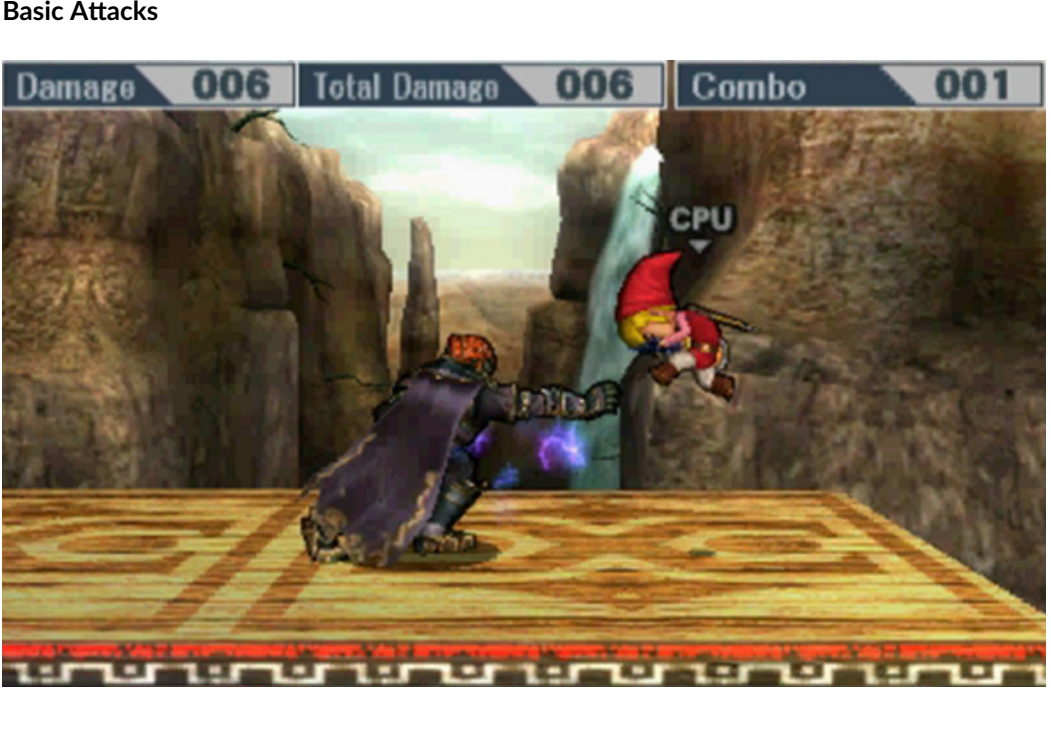
Ganondorf kicks forward and then backward. The first kick can combo into the second kick. The second kick launches opponents away.


Damage 021
Total Damage 021
Combo 001

UP SMASH

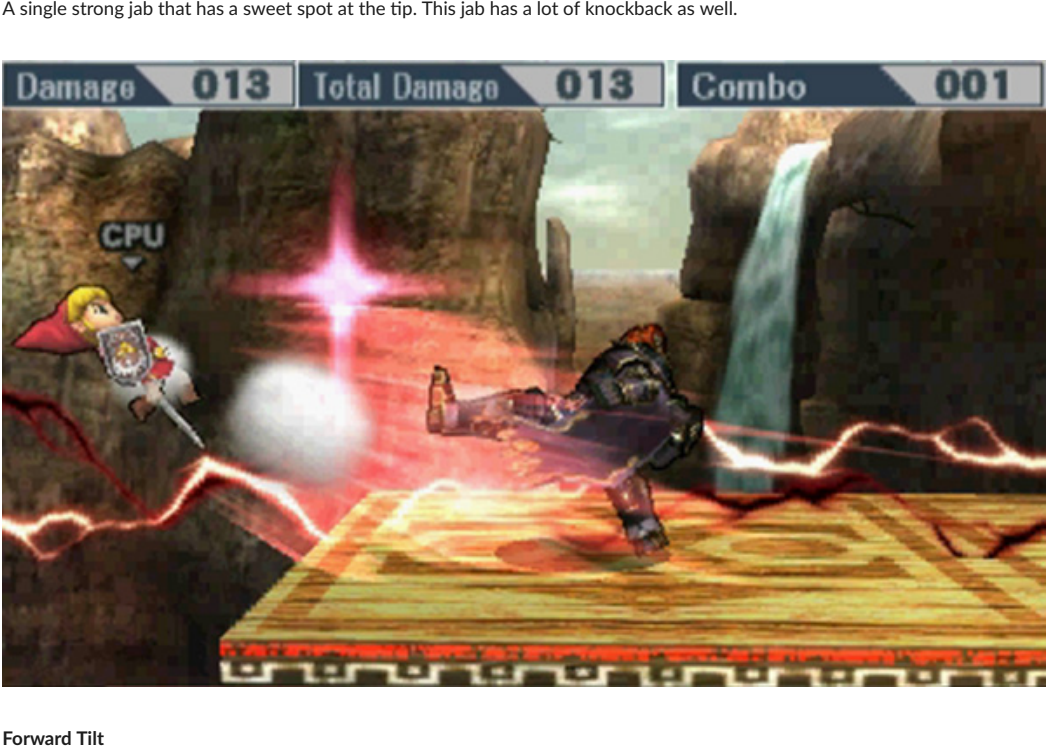
Ganondorf kicks vertically, punting his opponents into the sky.

Basic Attacks


Damage 006
Total Damage 006
Combo 001
CPU

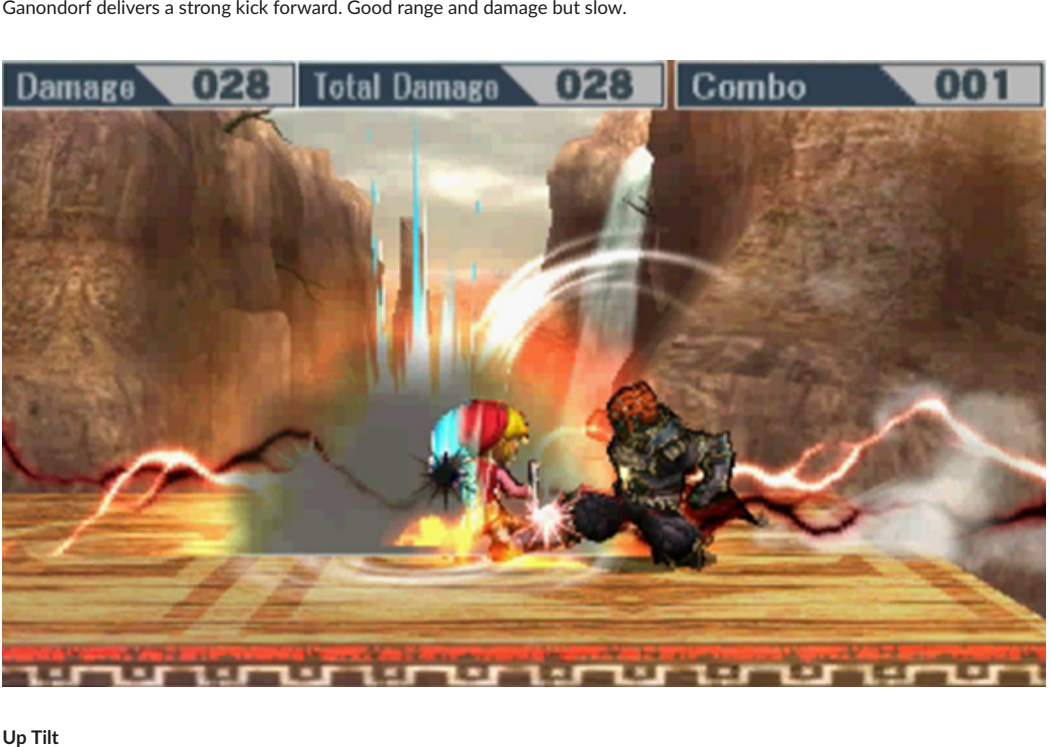
Standing Attack

A single strong jab that has a sweet spot at the tip. This jab has a lot of knockback as well.


Damage 013
Total Damage 013
Combo 001
CPU

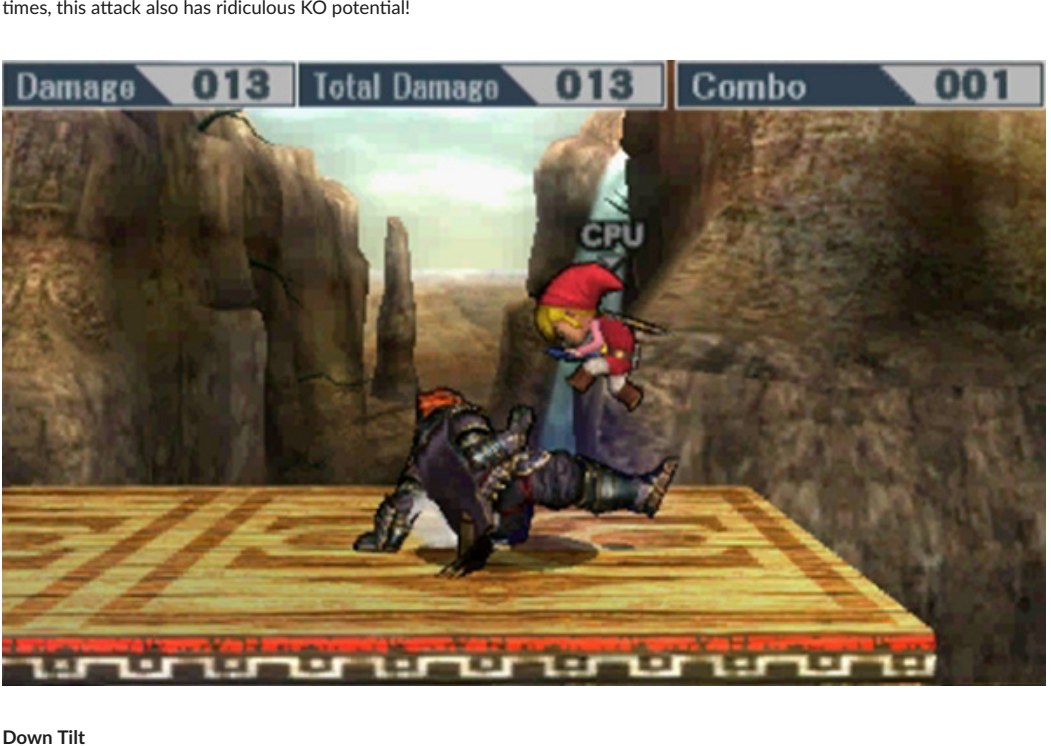
Forward Tilt

Ganondorf delivers a strong kick forward. Good range and damage but slow.


Damage 028
Total Damage 028
Combo 001

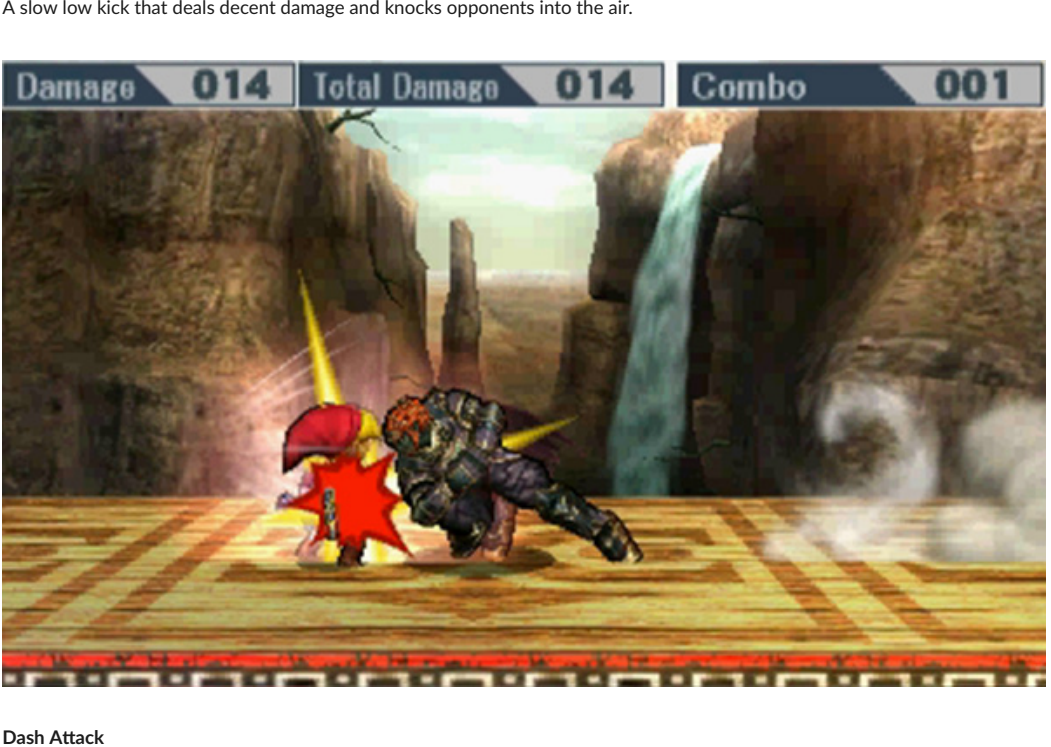
Up Tilt

Ganondorf lifts his leg and charges up before unleashing a downward kick. Though it has ridiculously long startup and charging times, this attack also has ridiculous KO potential!


Damage 013
Total Damage 013
Combo 001
CPU

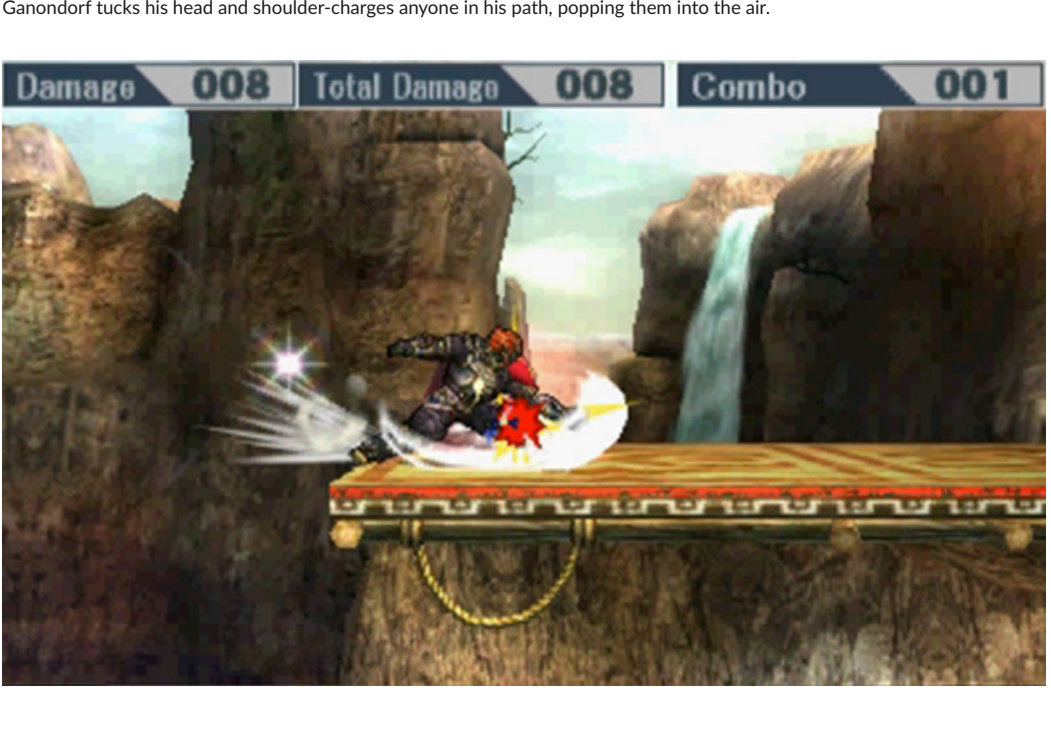
Down Tilt

A slow low kick that deals decent damage and knocks opponents into the air.


Damage 014
Total Damage 014
Combo 001

Dash Attack

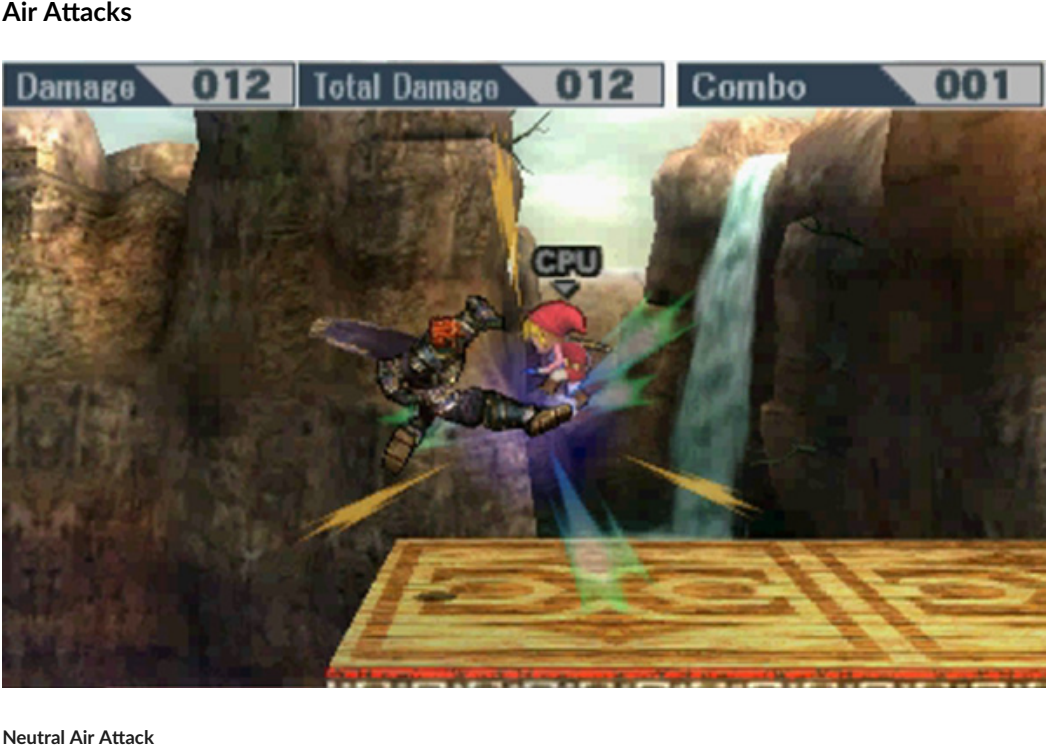
Ganondorf tucks his head and shoulder-charges anyone in his path, popping them into the air.


Damage 008
Total Damage 008
Combo 001

Edge Attack

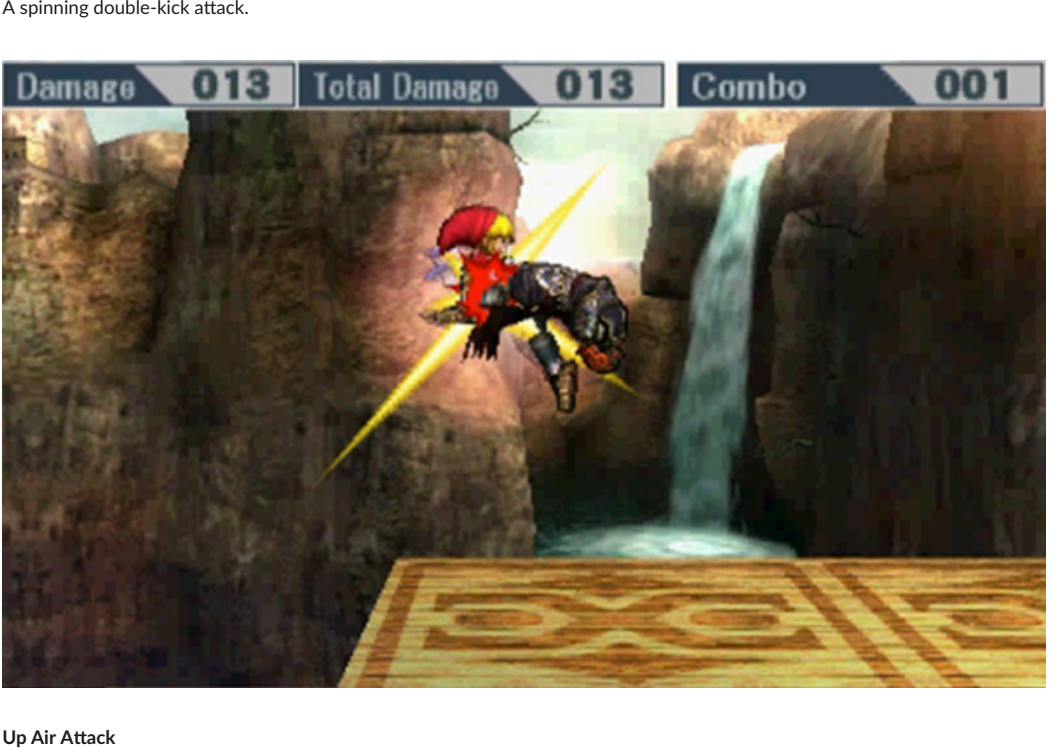
Ganondorf hops back to the stage and sweeps opponents upward with a swing of his arm.

Air Attacks


Damage 012
Total Damage 012
Combo 001
CPU

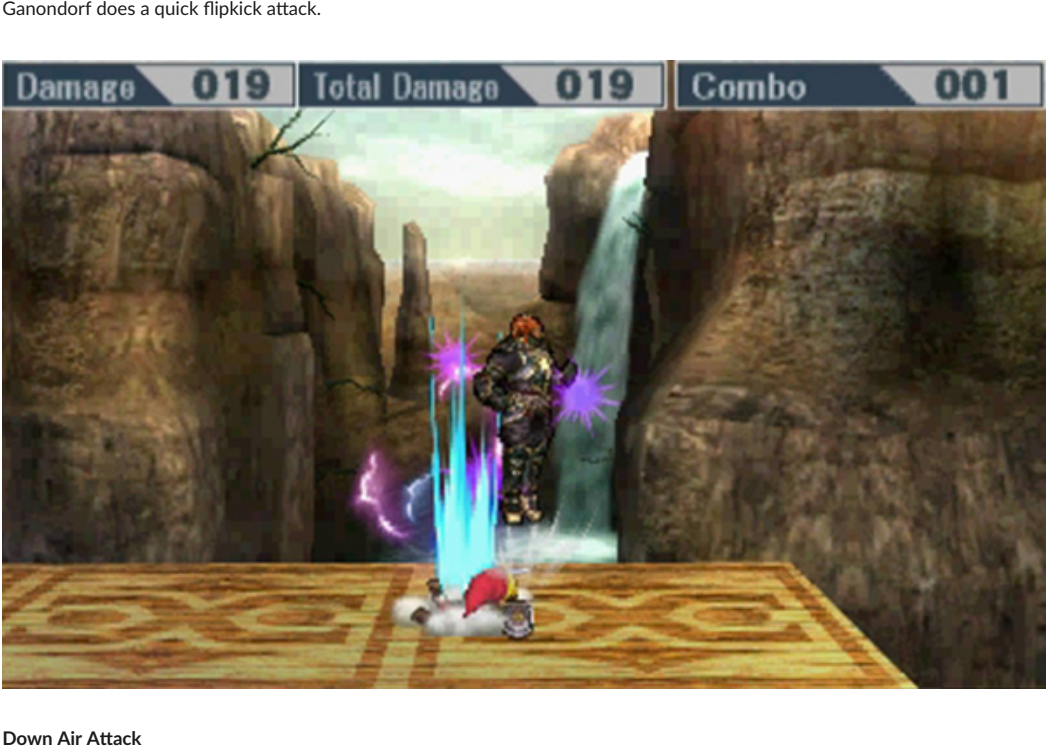
Neutral Air Attack

A spinning double-kick attack.


Damage 013
Total Damage 013
Combo 001

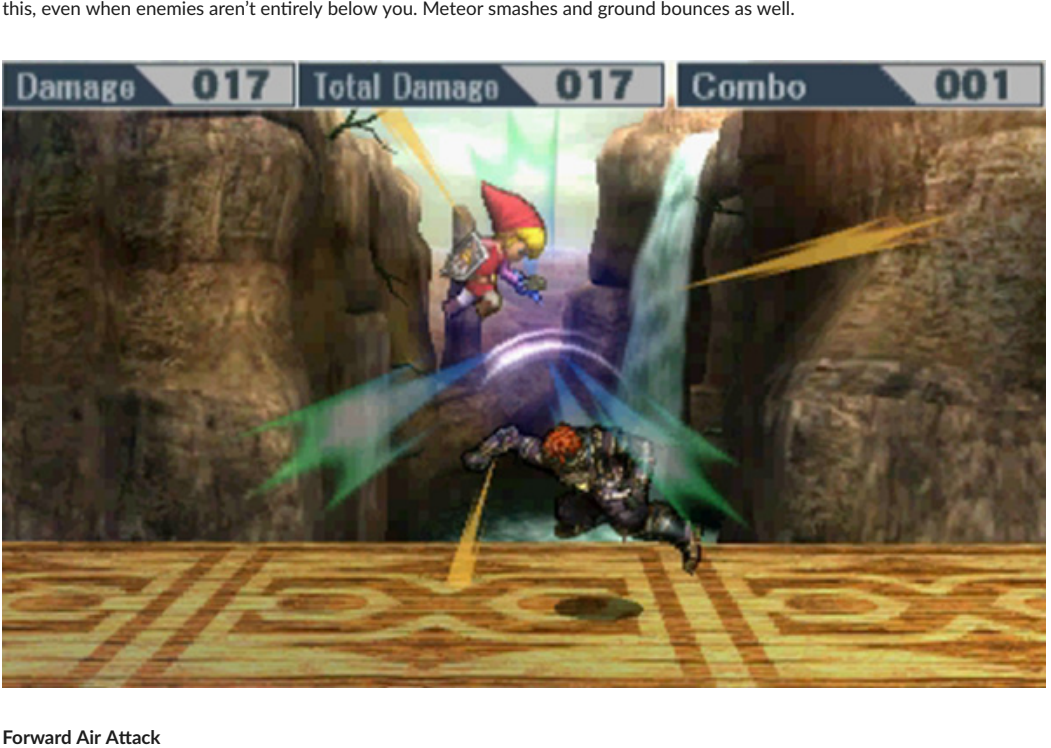
Up Air Attack

Ganondorf does a quick flipkick attack.


Damage 019
Total Damage 019
Combo 001

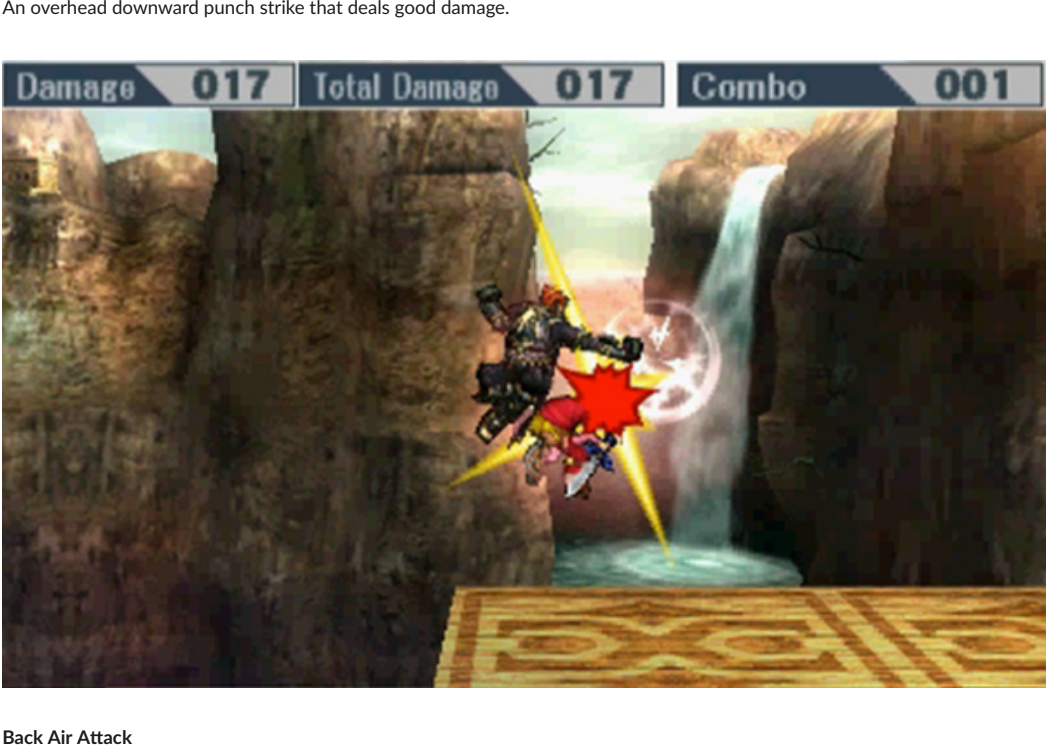
Down Air Attack

Ganondorf stomps downward with both legs. Ganondorf tucks his body a bit before attacking, so it's actually easier to hit with this, even when enemies aren't entirely below you. Meteor smashes and ground bounces as well.


Damage 017
Total Damage 017
Combo 001

Forward Air Attack

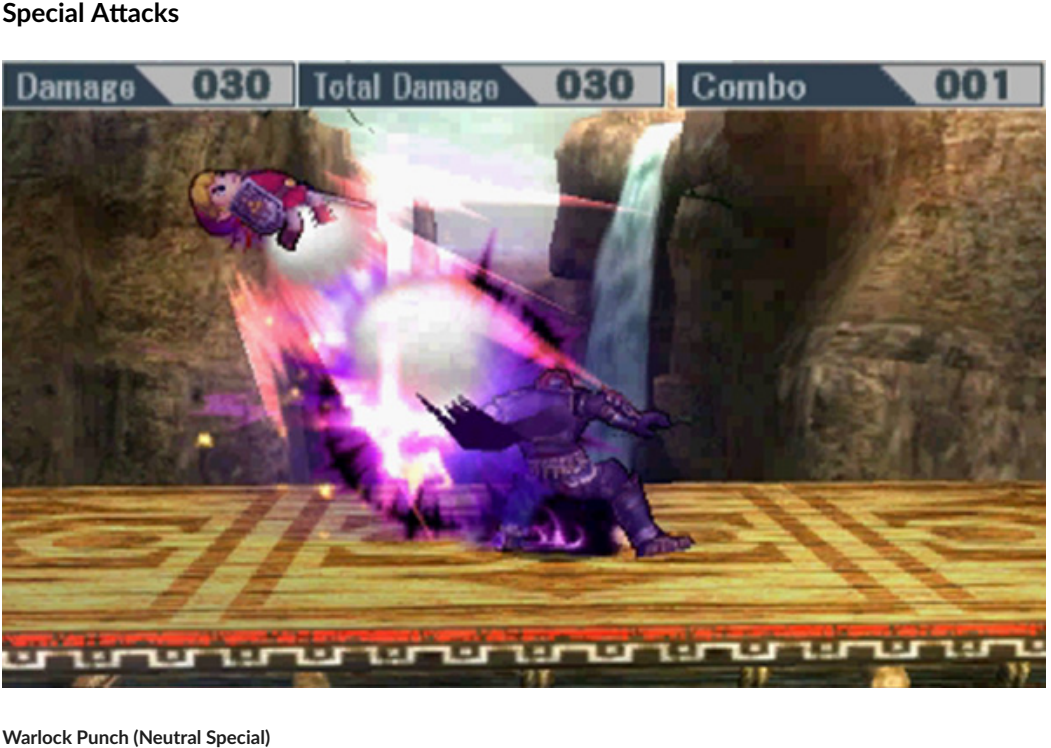
An overhead downward punch strike that deals good damage.


Damage 017
Total Damage 017
Combo 001

Back Air Attack

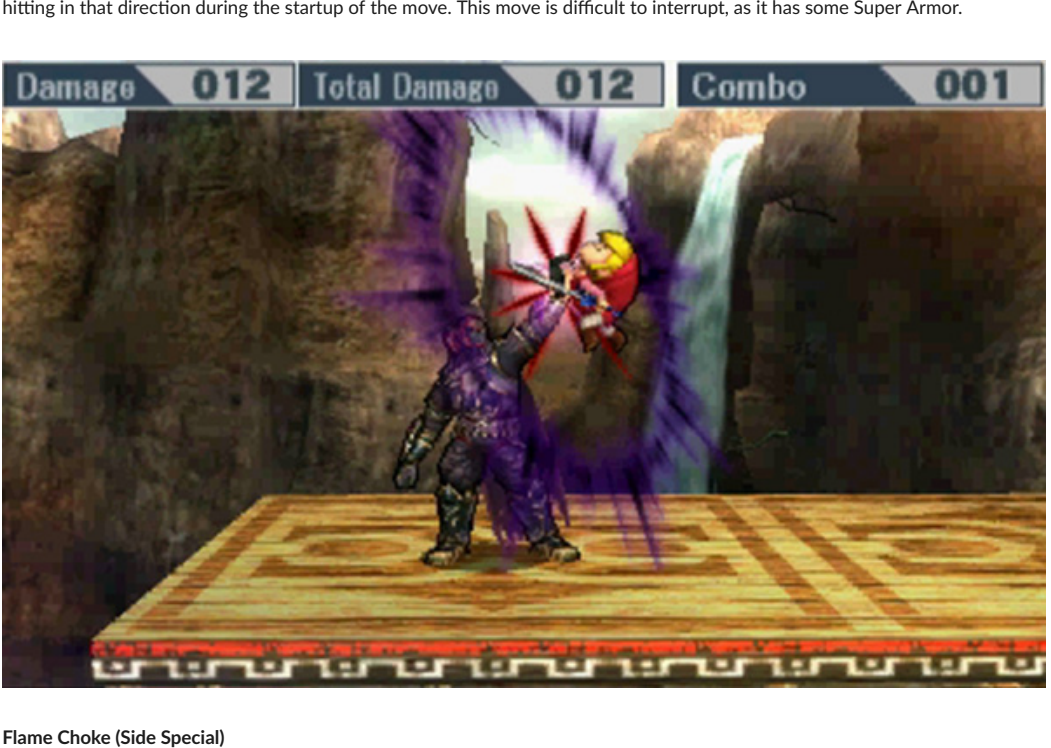
Ganondorf turns midair and swings his arm behind him for decent damage and knockback.

Special Attacks


Damage 030
Total Damage 030
Combo 001

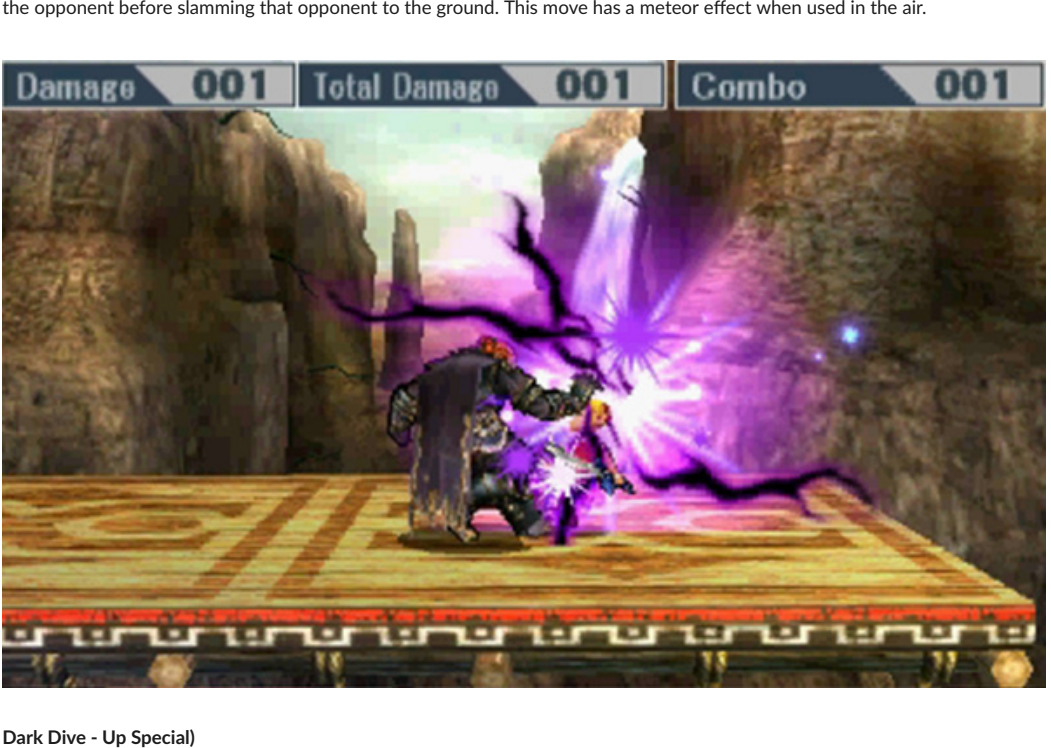
Warlock Punch (Neutral Special)

Charges up with dark energy before unleashing a devastating punch. You can turn Ganondorf to face the opposite direction by hitting in that direction during the startup of the move. This move is difficult to interrupt, as it has some Super Armor.


Damage 012
Total Damage 012
Combo 001

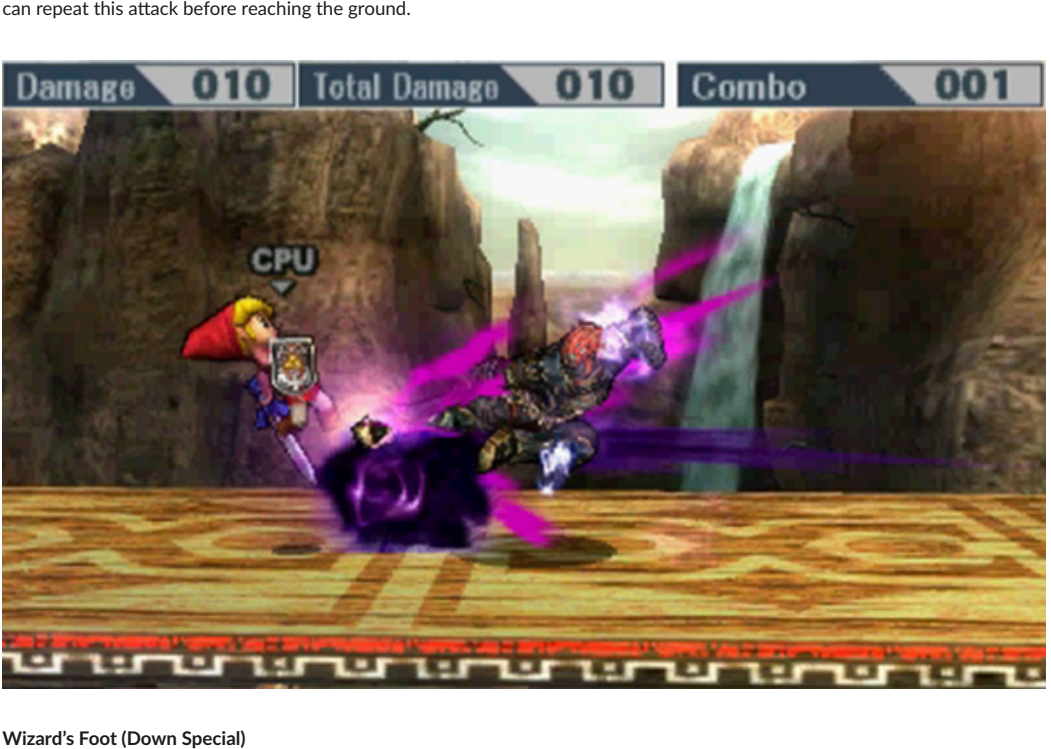
Flame Choke (Side Special)

Dash forward to choke your opponent before dropping that opponent to the ground. When used in the air, Ganondorf grabs the opponent before slamming that opponent to the ground. This move has a meteor effect when used in the air.


Damage 001
Total Damage 001
Combo 001

Dark Dive - Up Special)

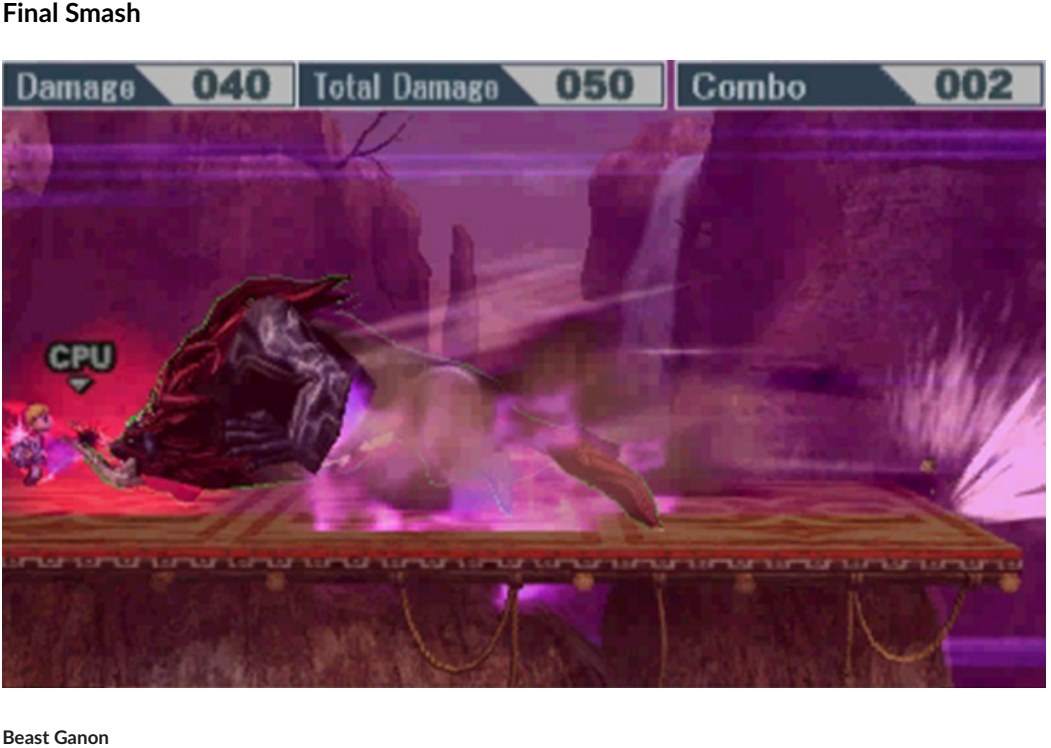
A jumping swing to grab an opponent before shocking and exploding off of that opponent. On a successful hit in the air, you can repeat this attack before reaching the ground.


Damage 010
Total Damage 010
Combo 001
CPU

Wizard's Foot (Down Special)

When used on the ground, this is a horizontal flying kick attack. In the air, this is a kick that goes diagonally downward. The airborne version has a meteor effect at the start of the attack.

Final Smash


Damage 040
Total Damage 050
Combo 002
CPU

Beast Ganon

Ganondorf transforms into Beast Ganon and charges forward with this directional Final Smash across the length of the stage. Beast Ganon always charges in the direction Ganondorf is facing when the Final Smash is activated. After this move ends, Ganondorf reappears in the spot where he activated the Final Smash, and if he was in the air then he performs an additional jump. Beast Ganon has a decent vertical size and is not be affected by platforms. Anyone caught in the area where Ganondorf transforms will be buried and stomped on, taking an additional 20% damage.

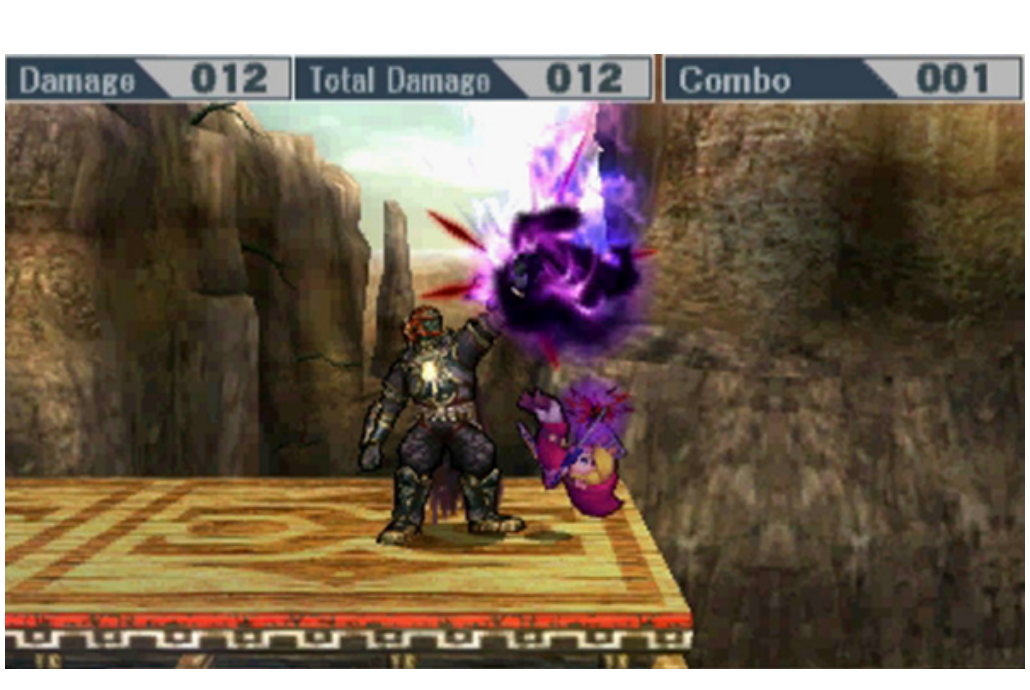
Strategy

Along with Bowser, Ganondorf is tied for being the heaviest character in the game. Naturally, this means it's harder for other characters to knock him off the stage, so to balance this, Ganondorf has below-average mobility, recovery, and attack speed. The flip side of this, however, is that pretty much any attack Ganondorf lands is going to hurt—a lot! To land these attacks requires patience and good defense. Using your shield, spot dodges, and air dodges effectively will help immensely. To assist with Ganondorf's mobility, use Flame Choke and the grounded version of Wizard's Foot. Also be aware that Dark Dive does not leave Ganondorf in a fall state when it hits the opponent! This can come in handy when battling off-stage!

Damage 030
Total Damage 030
Combo 001

Damage 016
Total Damage 016
Combo 001
CPU
P1

Warlock Punch deals insane damage, especially if you turn it around before it strikes. Additionally, starting it while Ganondorf is high in the air will yield even more damage! So, for maximum damage, start it in the air, and turn it around! With Flame Choke, Ganondorf has some Super Armor once you grab an opponent, so don't be scared to use this as an approach tool against opponents with high damage. Flame Choke also does a bit more damage in the air than it does on the ground. With Dark Dive, you can actually control it a bit to the left or right to improve your chance of hitting. Don't forget you can repeat it when it successfully lands in the air. Finally, Wizard's Foot is Ganondorf's fastest long-range grounded option. Keep this in mind in case you see opponents make a mistake at a distance!

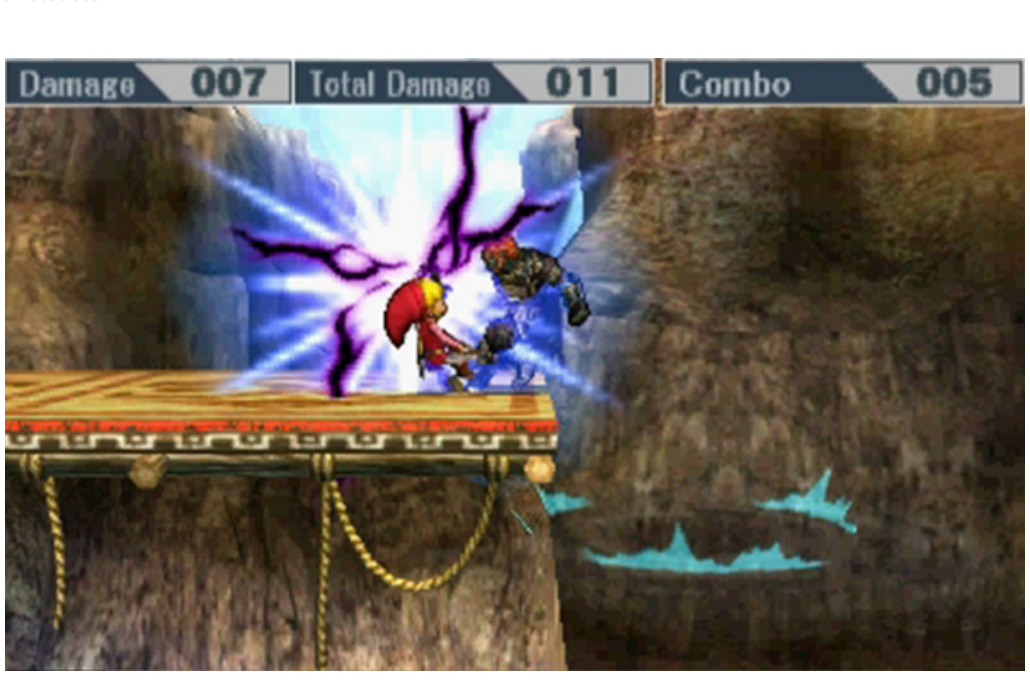

Damage 012
Total Damage 012
Combo 001

Damage 013
Total Damage 025
Combo 002

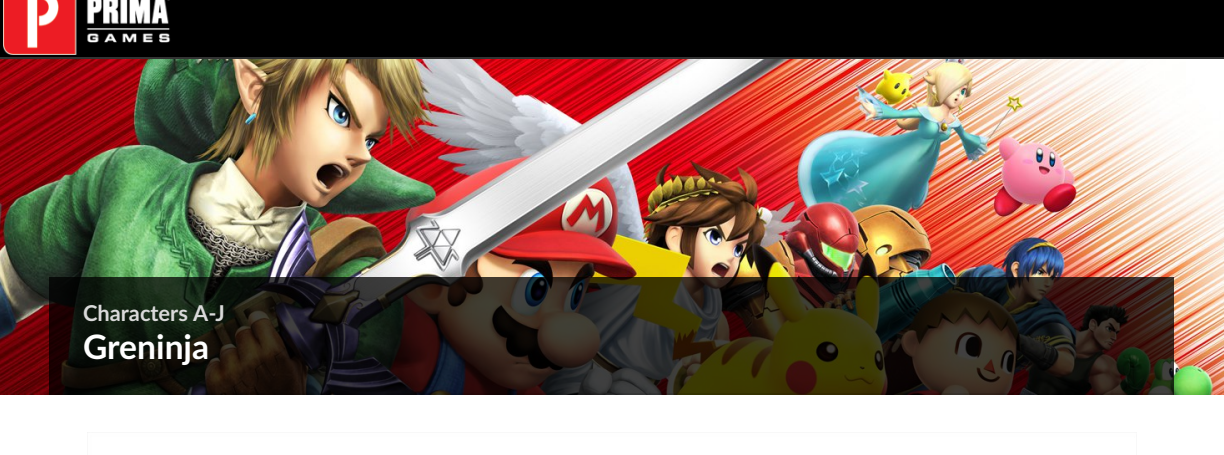
For aerial attacks, your fastest options are Ganondorf's Neutral Air and Up Air attacks. If you can land it, Down Air has a very strong meteor smash. Forward Air and Back Air deal good damage but are a little harder to land. If you use Wizard's Foot from the air, it has a meteor effect and lets out a shockwave when Ganondorf lands, pushing opponents away and dealing some damage. It should be noted that Flame Choke in the air can be useful for a suicide KO. Ganondorf has ridiculous power in his grounded strikes, but your best bets to KO opponents are Side Tilt and all of Ganondorf's Smash attacks. If you want to get a little crazy, go for his Up Tilt! It takes a long time to come out, but when it hits perfectly, it is Ganondorf's most damaging attack!

Recovery

Ganondorf's recovery tools are fairly limited. For horizontal recovery, he has Flame Choke, but it doesn't cover much distance and puts him into a fall state after use. For vertical recovery, he only has Dark Dive. You can angle Dark Dive slightly during the input of the attack by hitting more of a diagonal direction than directly up. This will help you get to the edge as soon as possible. Dark Dive also goes into a fall state afterward, so you can only choose one of these options. If Ganondorf is returning to the stage from above, use Wizard's Foot to attack on the way down, but it's fairly steep and if you miss the edge, you will self-destruct.


Damage 007
Total Damage 011
Combo 005

Damage 007
Total Damage 011
Combo 005
P1
CPU



Greninja

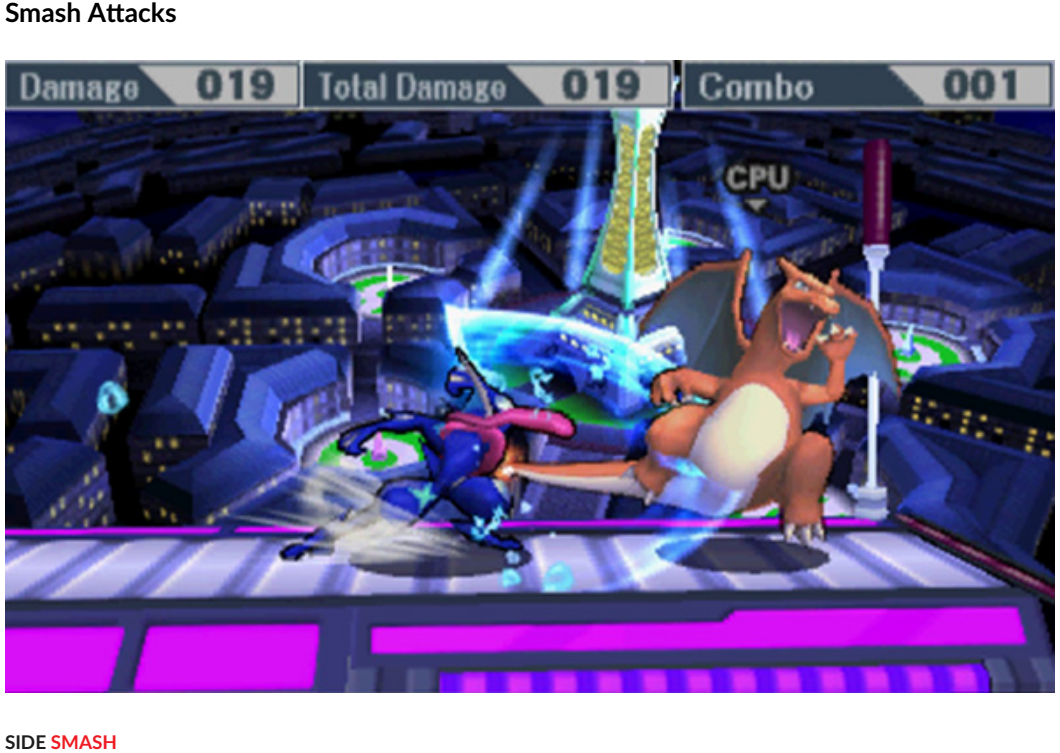
Trophy Description

This Water/Dark-type Pokémon is the fully evolved form of Froakie. It's just as fast and dangerous as any other ninja, and the throwing stars it can make out of water can shear metal. In *Smash Bros.*, as well as being a graceful, speedy fighter, it can also use moves like Hydro Pump that let it travel through the air and avoid falling.

Statistics

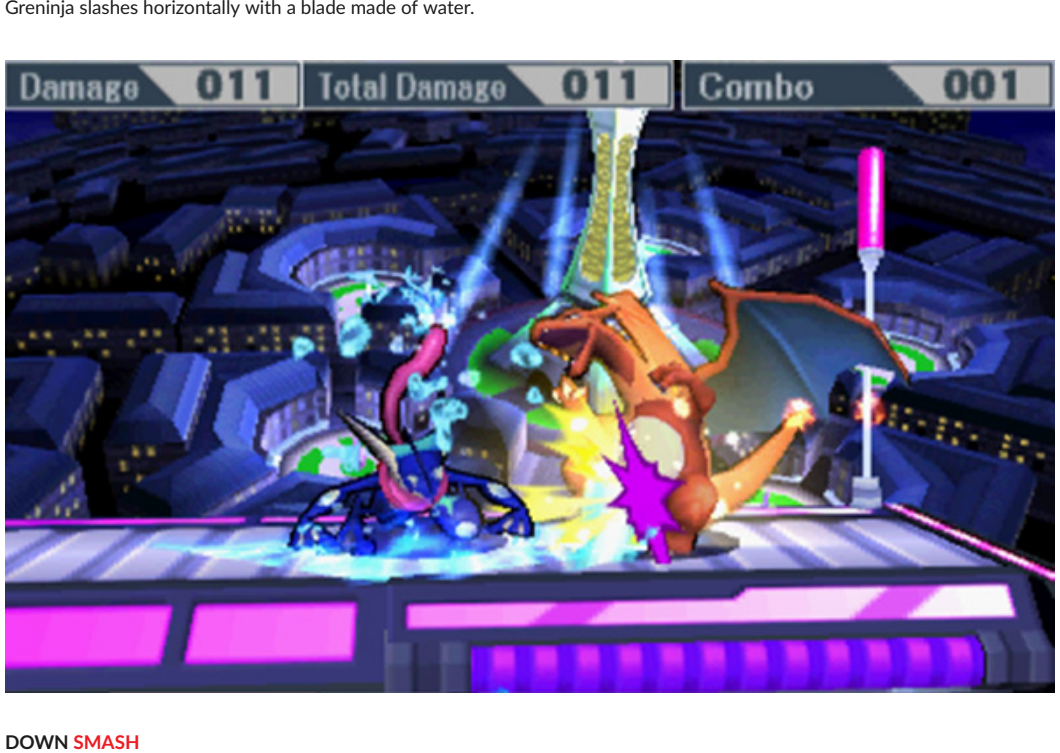
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: Yes
- **Can Crawl**: Yes

Smash Attacks


Damage 019
Total Damage 019
Combo 001
CPU

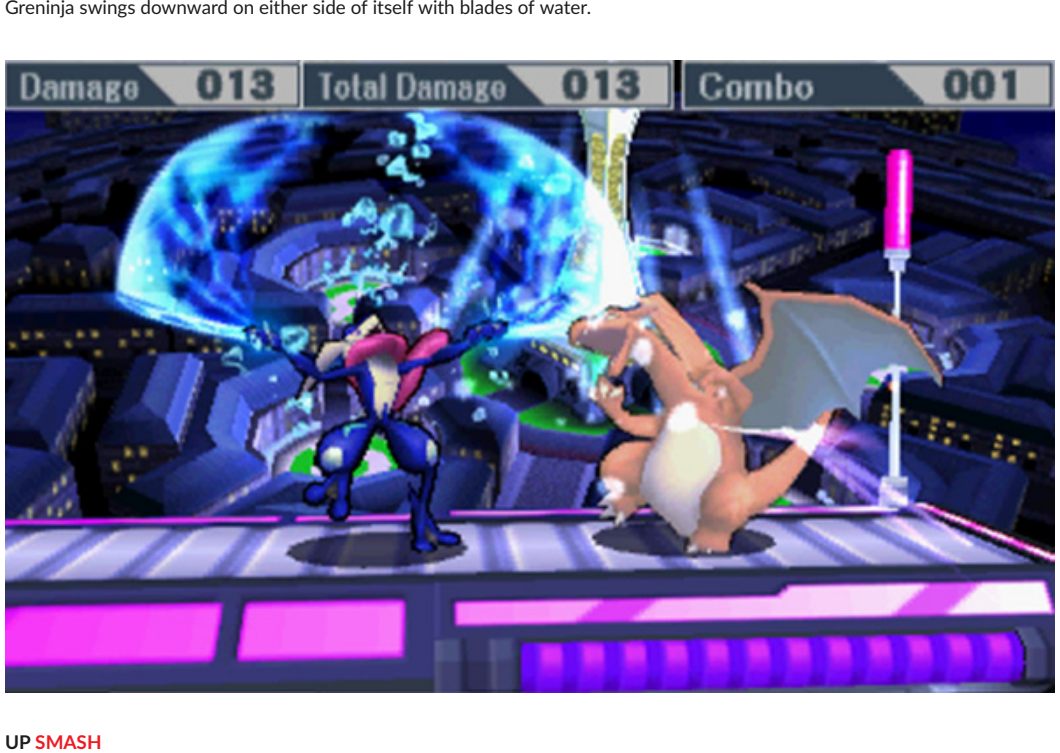
SIDE SMASH

Greninja slashes horizontally with a blade made of water.


Damage 011
Total Damage 011
Combo 001

DOWN SMASH

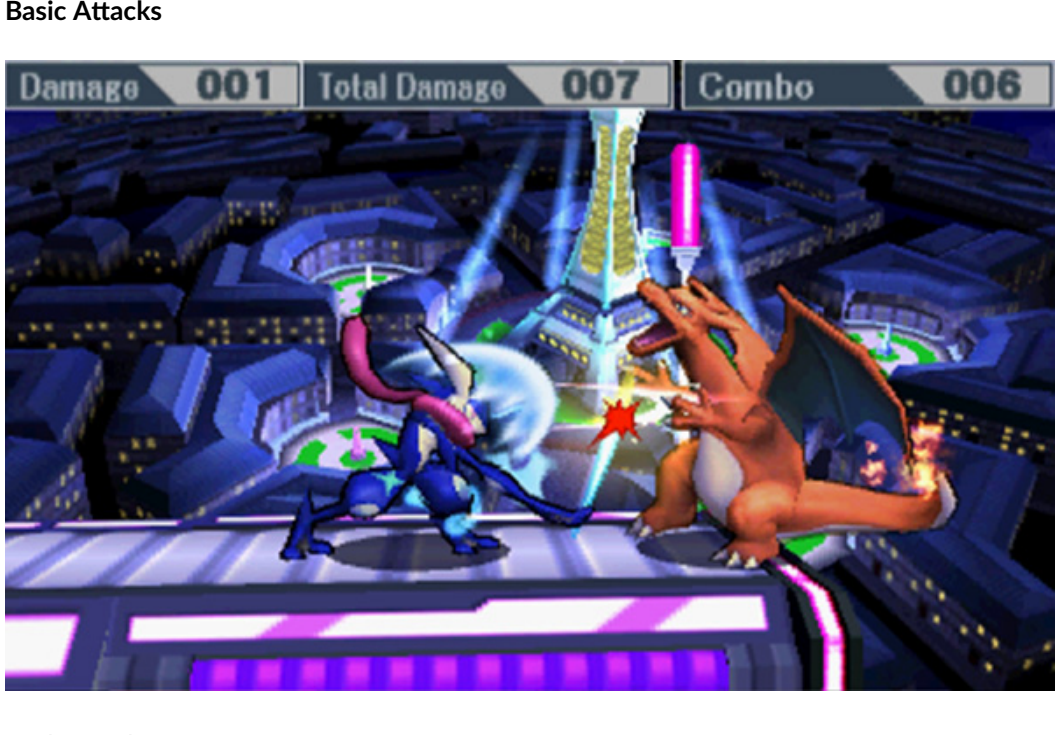
Greninja swings downward on either side of itself with blades of water.


Damage 013
Total Damage 013
Combo 001

UP SMASH

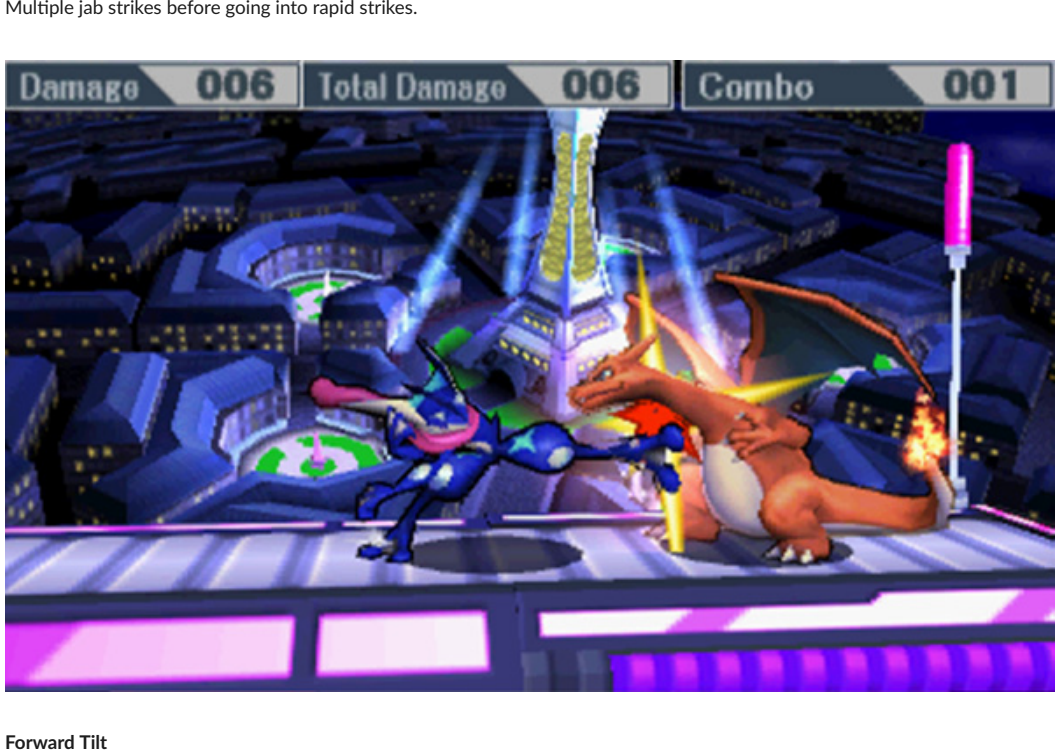
Greninja stabs upwards with blades of water before swinging them downward on either side of itself.

Basic Attacks


Damage 001
Total Damage 007
Combo 006

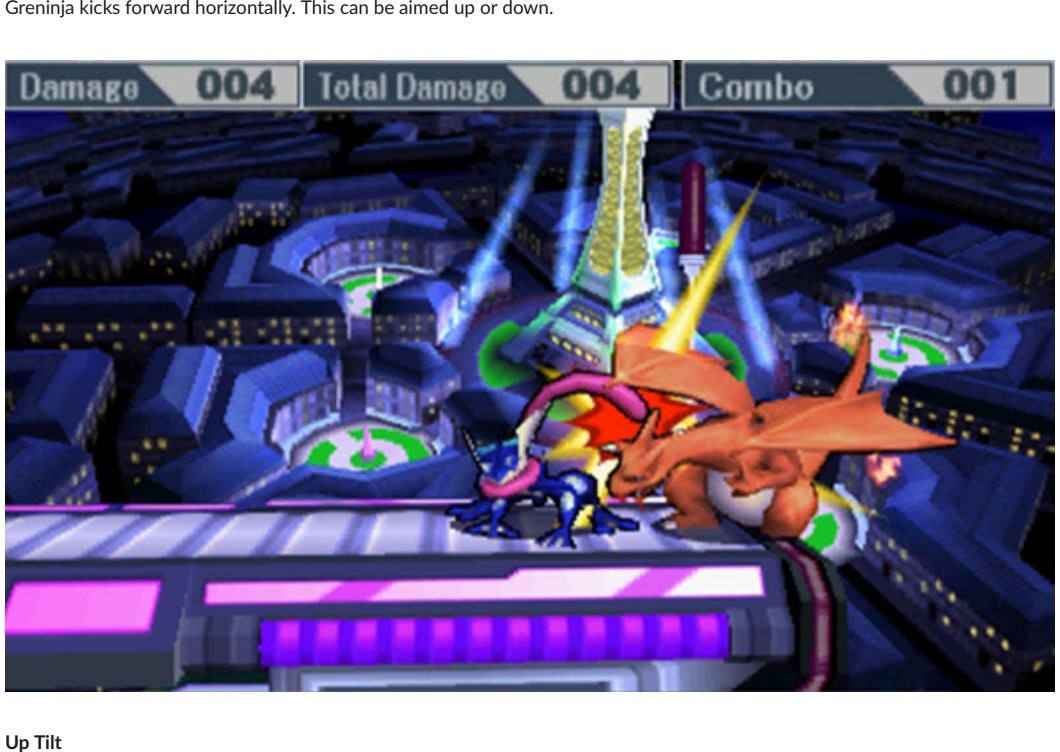
Standing Attack

Multiple jab strikes before going into rapid strikes.


Damage 006
Total Damage 006
Combo 001

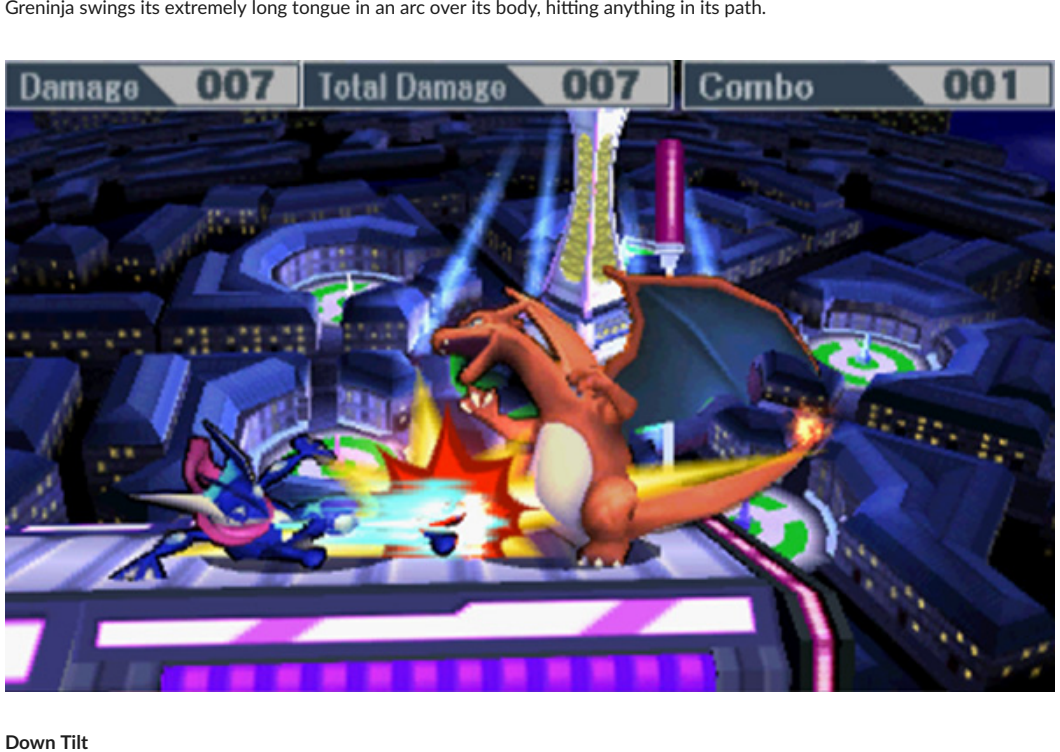
Forward Tilt

Greninja kicks forward horizontally. This can be aimed up or down.


Damage 004
Total Damage 004
Combo 001

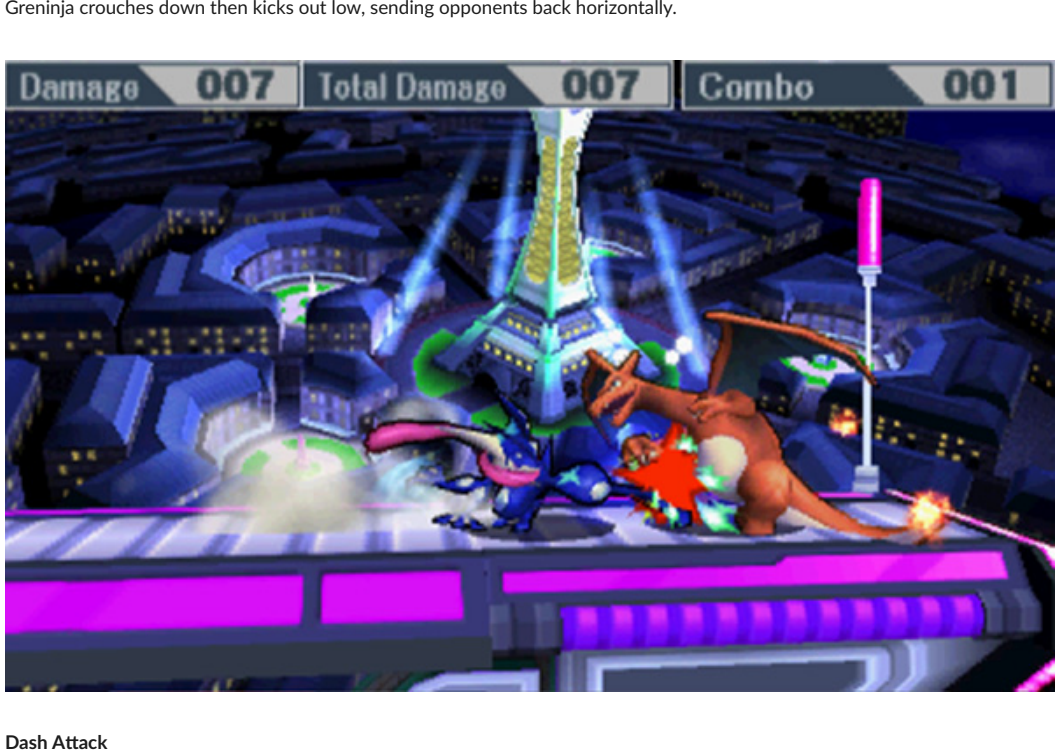
Up Tilt

Greninja swings its extremely long tongue in an arc over its body, hitting anything in its path.


Damage 007
Total Damage 007
Combo 001

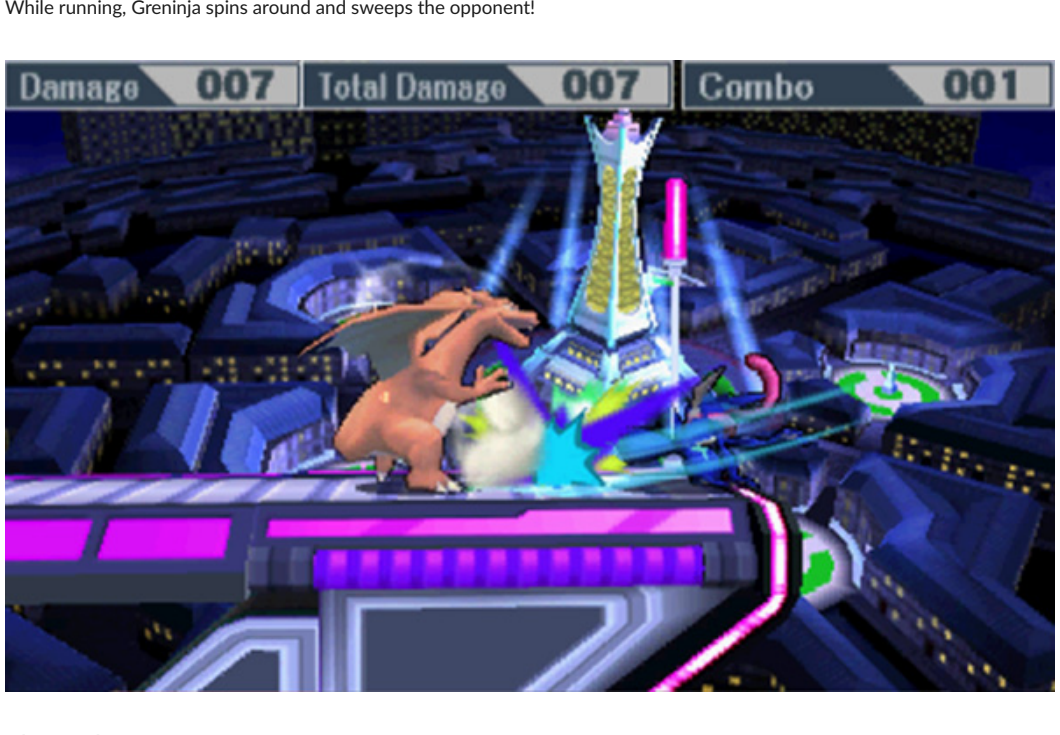
Down Tilt

Greninja crouches down then kicks out low, sending opponents back horizontally.


Damage 007
Total Damage 007
Combo 001

Dash Attack

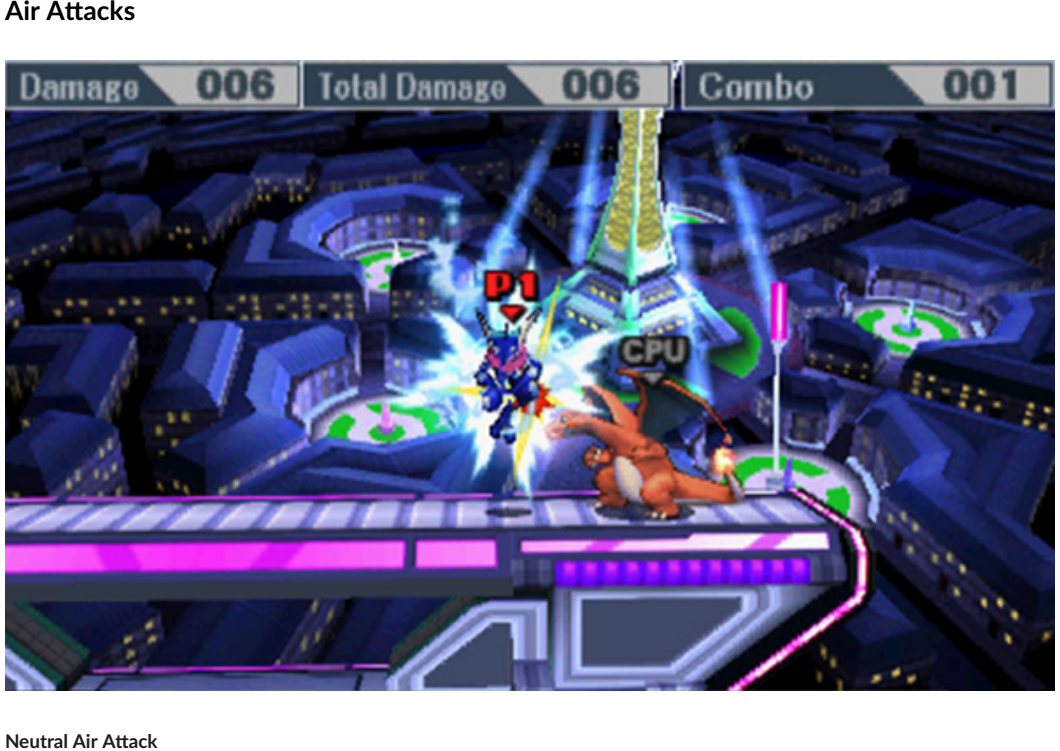
While running, Greninja spins around and sweeps the opponent!


Damage 007
Total Damage 007
Combo 001

Edge Attack

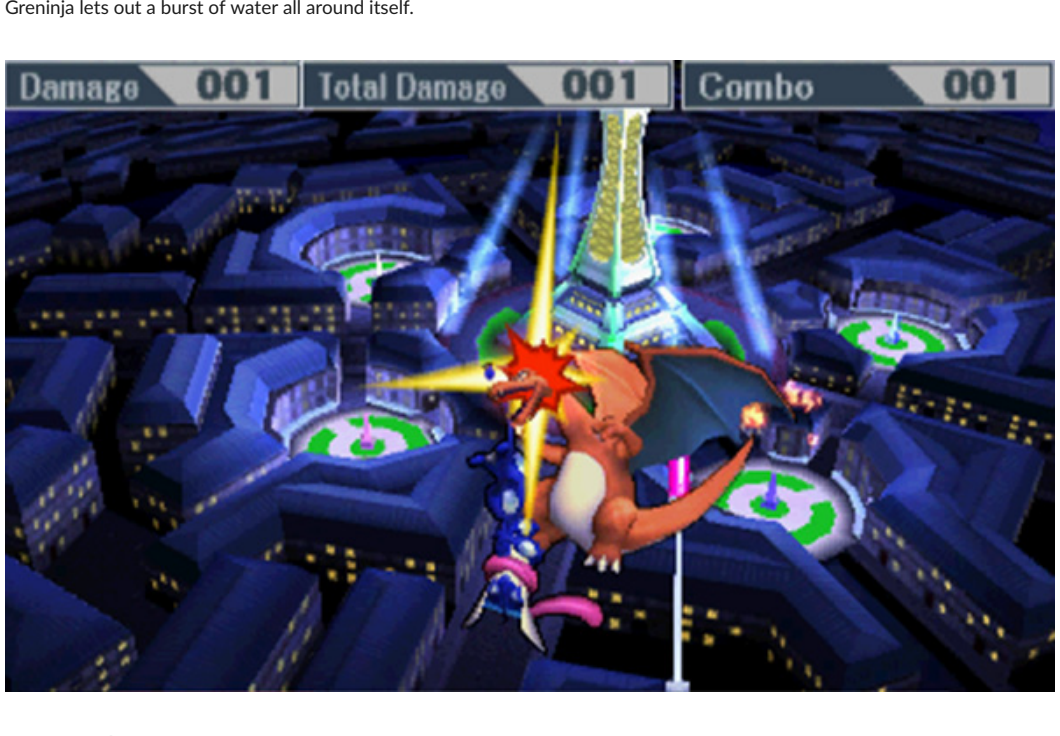
Greninja pulls itself back up then swings both legs at the opponent to trip that opponent up.

Air Attacks


Damage 006
Total Damage 006
Combo 001
P1
CPU

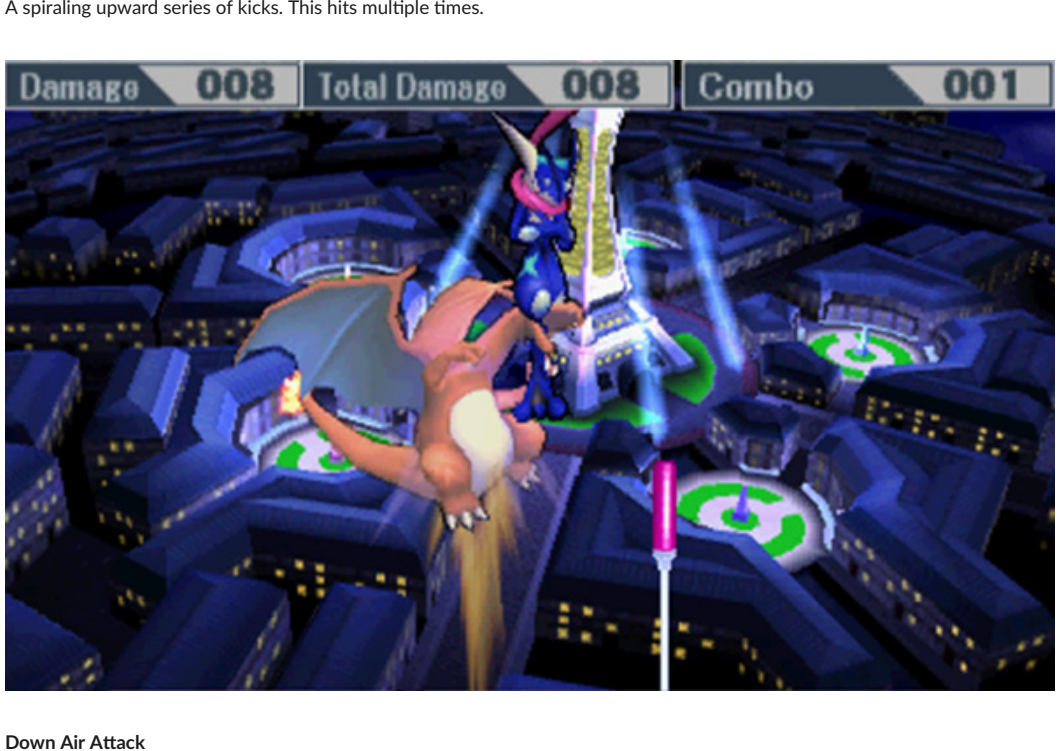
Neutral Air Attack

Greninja lets out a burst of water all around itself.


Damage 001
Total Damage 001
Combo 001

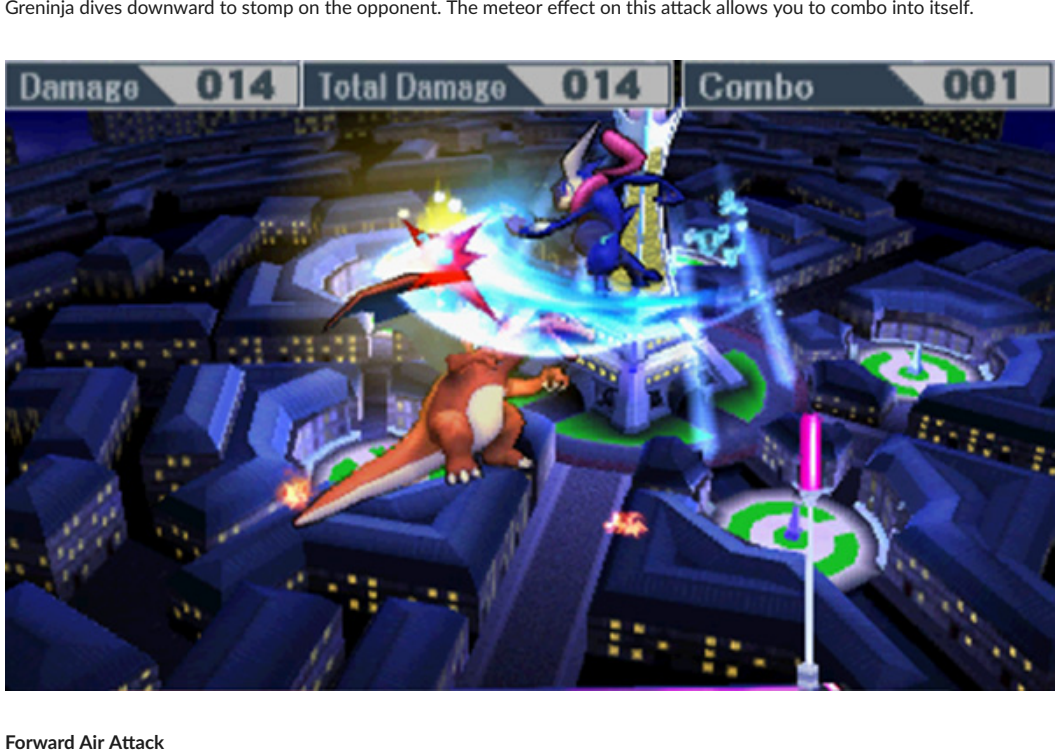
Up Air Attack

A spiraling upward series of kicks. This hits multiple times.


Damage 008
Total Damage 008
Combo 001

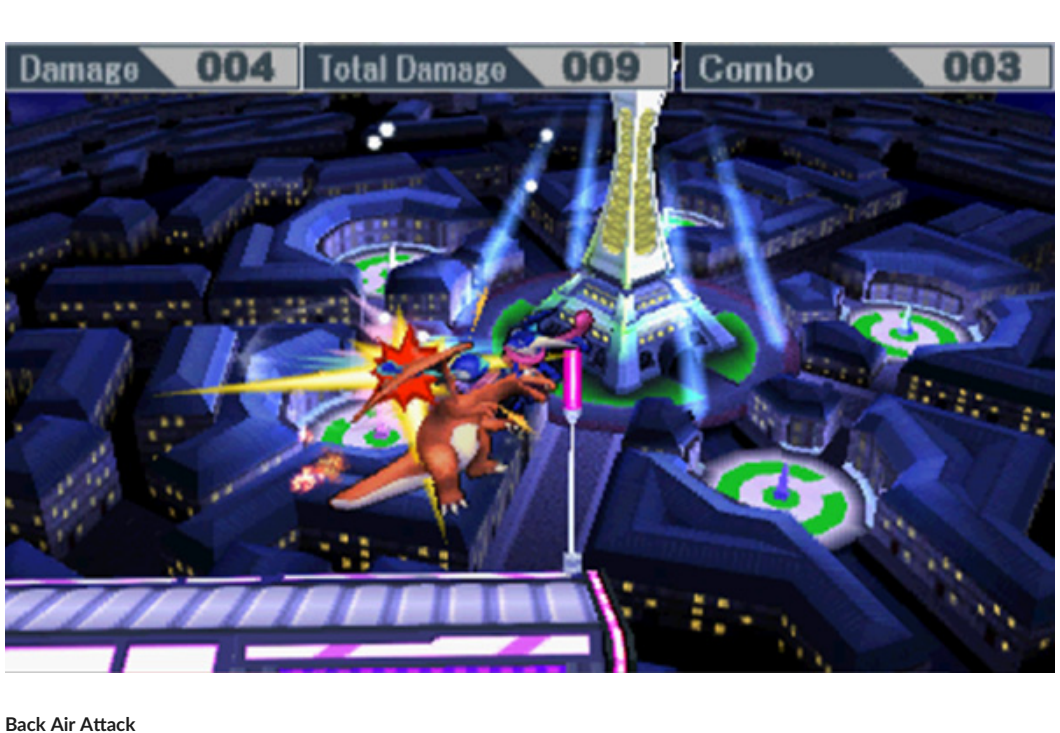
Down Air Attack

Greninja dives downward to stomp on the opponent. The meteor effect on this attack allows you to combo into itself.


Damage 014
Total Damage 014
Combo 001

Forward Air Attack

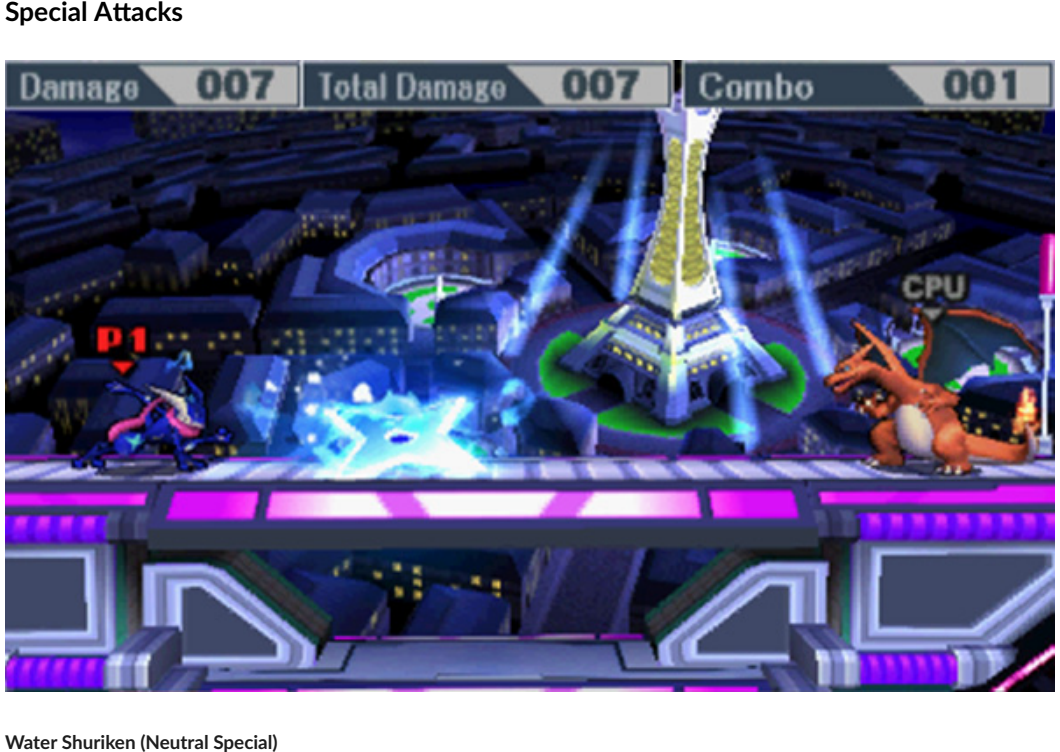
Swing forward horizontally with Greninja's water blade.


Damage 004
Total Damage 009
Combo 003

Back Air Attack

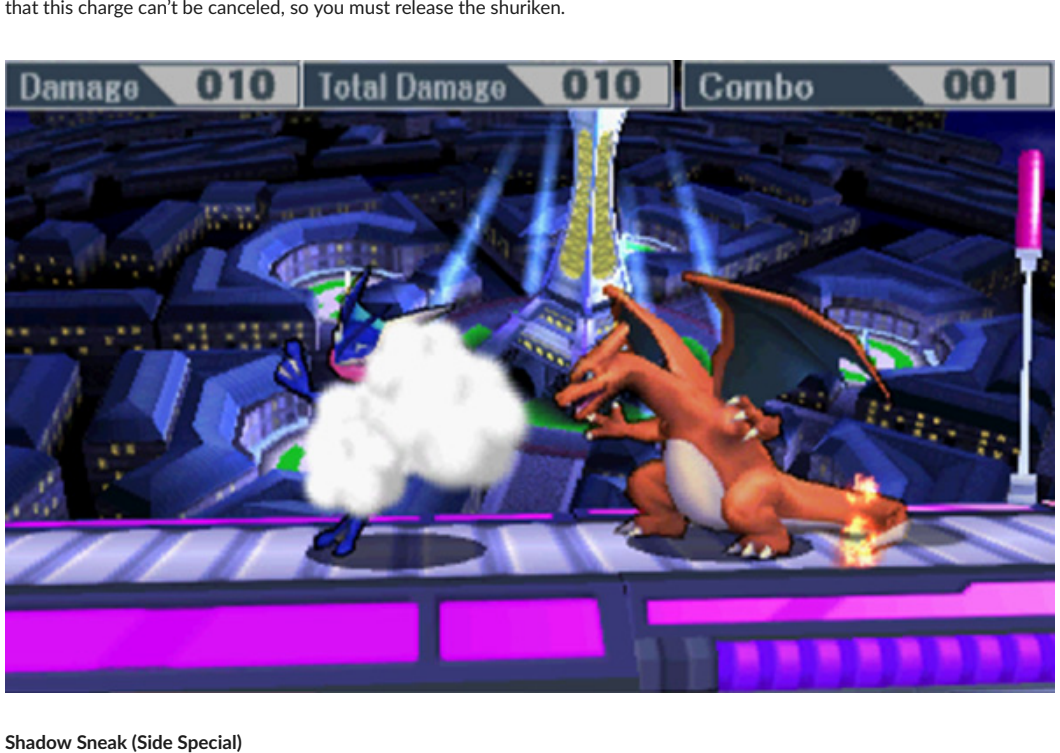
Multiple rapid kick strikes behind Greninja that knock opponents back horizontally.

Special Attacks


Damage 007
Total Damage 007
Combo 001
P1
CPU

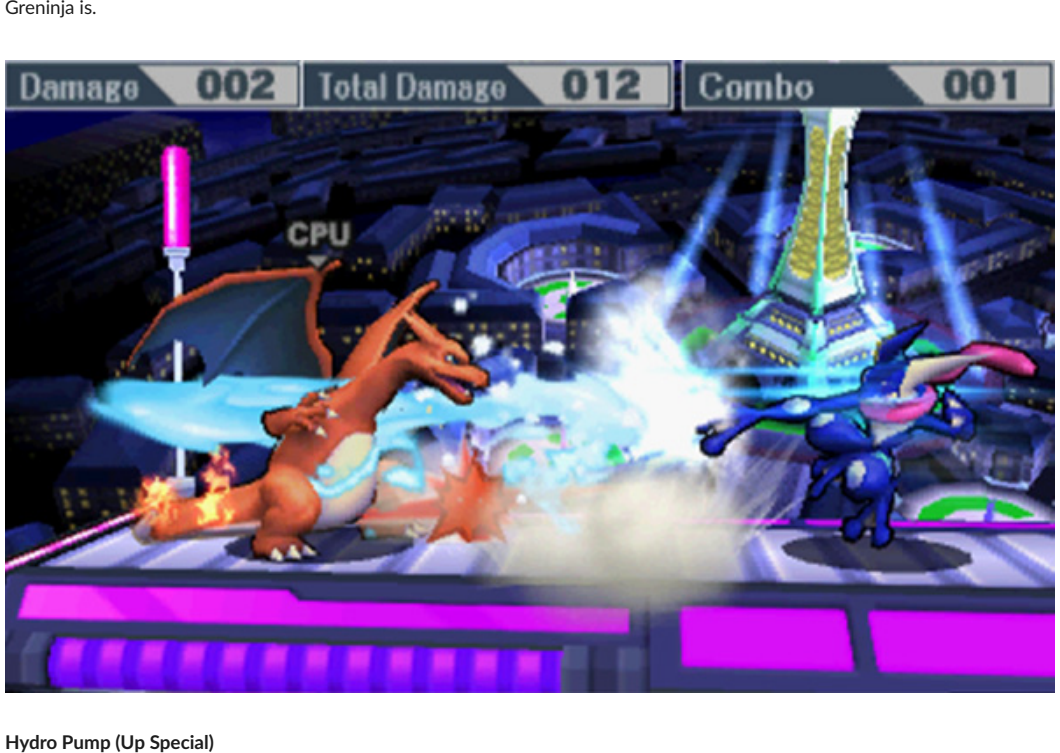
Water Shuriken (Neutral Special)

Shoot a water shuriken at your opponent. Press the button to charge and increase the damage and size of the shuriken. Note that this charge can't be canceled, so you must release the shuriken.


Damage 010
Total Damage 010
Combo 001

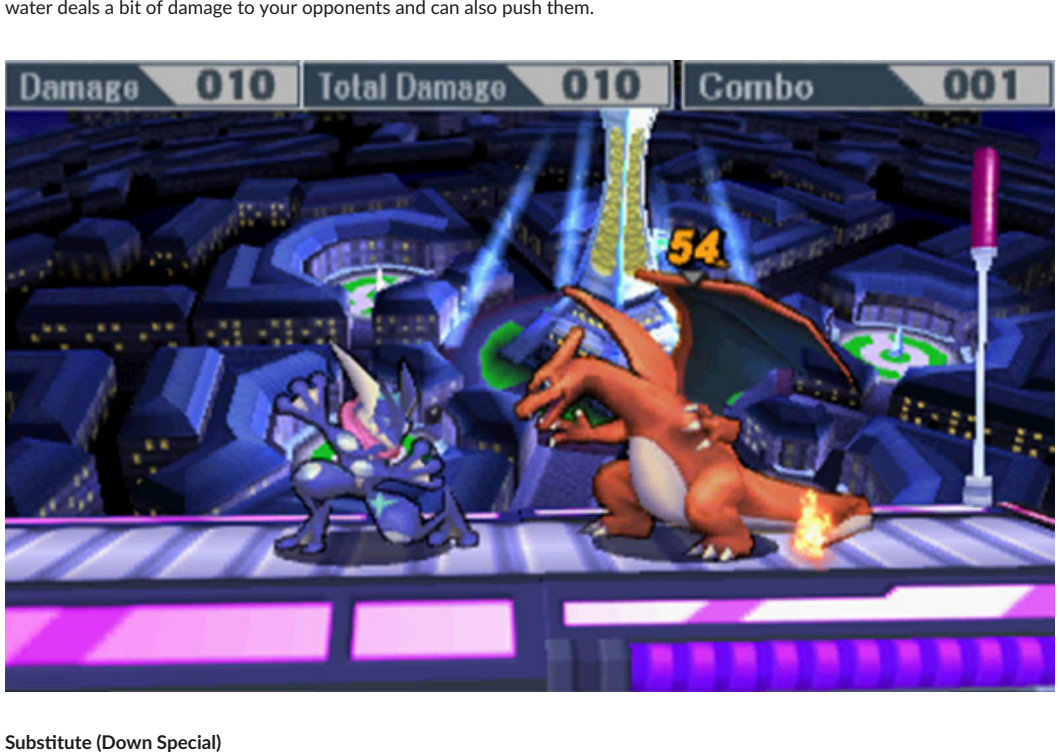
Shadow Sneak (Side Special)

Sneaky, indeed! Send your shadow along the floor by holding the button. While holding the button, you are still free to move and jump. When you release the button, Greninja teleports with a flipkick to wherever the shadow is and at whatever height Greninja is.


Damage 002
Total Damage 012
Combo 001
CPU

Hydro Pump (Up Special)

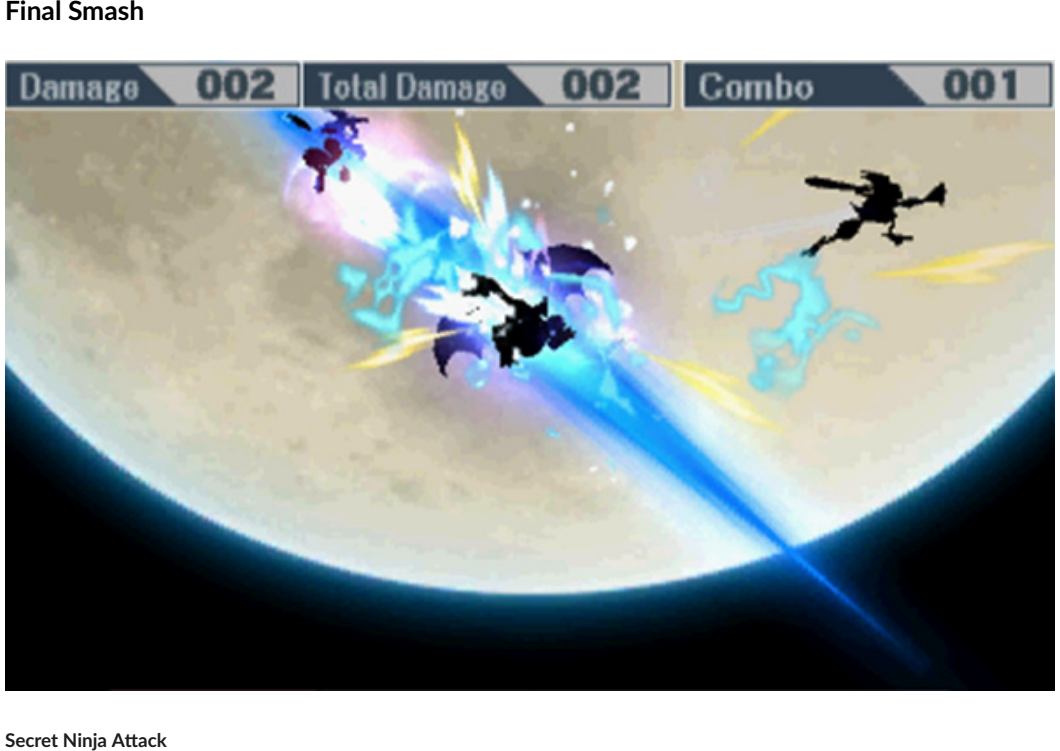
Shoots water to propel you in two directions. After inputting Up Special, immediately input two additional directions. The water deals a bit of damage to your opponents and can also push them.


Damage 010
Total Damage 010
Combo 001
54

Substitute (Down Special)

Greninja evades the opponent's attack with a substitute, then teleports and counterattacks from behind. This also counters attacks from behind Greninja.

Final Smash


Damage 002
Total Damage 002
Combo 001

Secret Ninja Attack

Greninja drops a mat in front of itself, and if the opponent is there, Greninja flips that opponent up into the night sky. Then Greninja rapidly attacks them against the silhouette of the moon before spiking them back down toward the stage. This does about 52% damage! The only downside is it has very limited range compared to most Final Smashes in the game.

Strategy

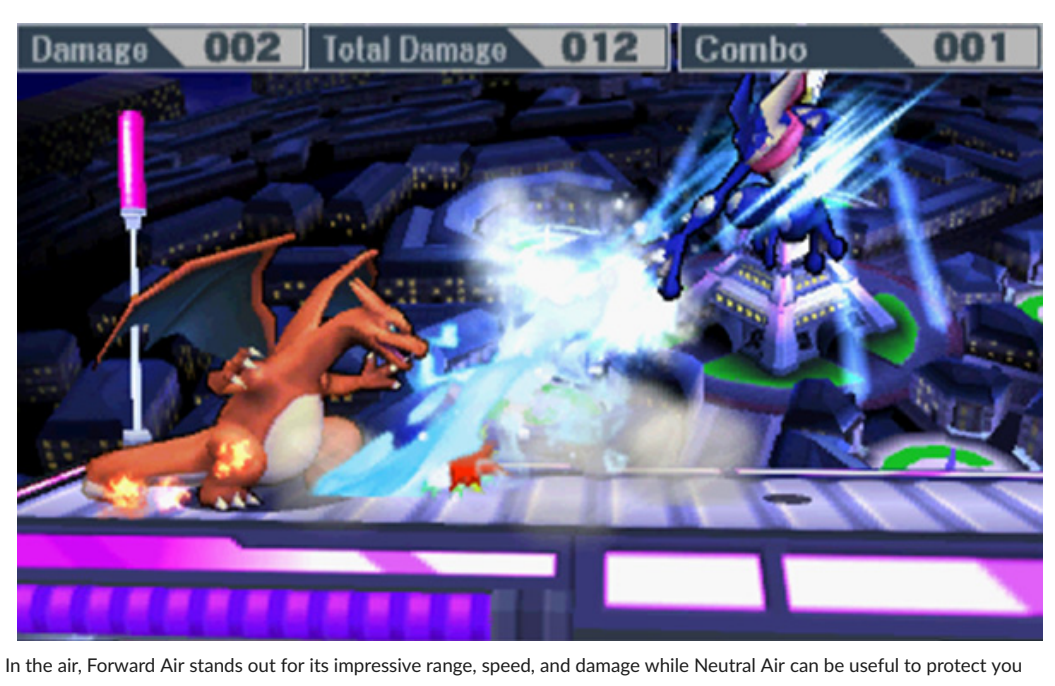
Greninja is one of the fastest characters in the game and has good jump height and recovery options. Combine this with its average weight and good range—thanks to Greninja's water blades—and you can see why Greninja can be quite capable in battle! Use your charged-up Water Shuriken to fight from a distance, and punish from a distance with your ground speed or Shadow Sneak! Don't get carried away with your speed, though, as your weight is your weakness.

Damage 000
Total Damage 003
Combo 005

Damage 008
Total Damage 008
Combo 001
P1
CPU

As a projectile, the Water Shuriken is effective at interrupting the opponent and dealing some damage. Even the smallest of shurikens causes the opponent to flinch, making this useful at any range. The largest shurikens can hit multiple times and carry opponents off the stage. Shadow Sneak is one of the most interesting special moves in the game. The teleport uses Greninja's current vertical position but has Greninja appear horizontally wherever its shadow is. When Greninja reappears, it flipkicks the opponent. When knocked vertically away from the stage, you can use this to change your horizontal position during your descent to throw off your opponent's expectations. On stages with darker ground, it's increasingly difficult to keep track of the shadow, so opponents will find it harder to keep track of you! While the shadow is moving, you can still control Greninja as well, so you can fake out opponents by jumping toward them so they expect an attack as your shadow teleports to the other side! Similar to Pikachu's Quick Attack, Hydro Pump allows Greninja to fly in two directions while simultaneously attacking the opponent. Hydro Pump, though, is more to push opponents and allow Greninja to escape than it is to damage opponents. Substitute is Greninja's counter, which can be good for edge-guarding along with Hydro Pump and Water Shuriken.

Damage 012
Total Damage 012
Combo 001
CPU

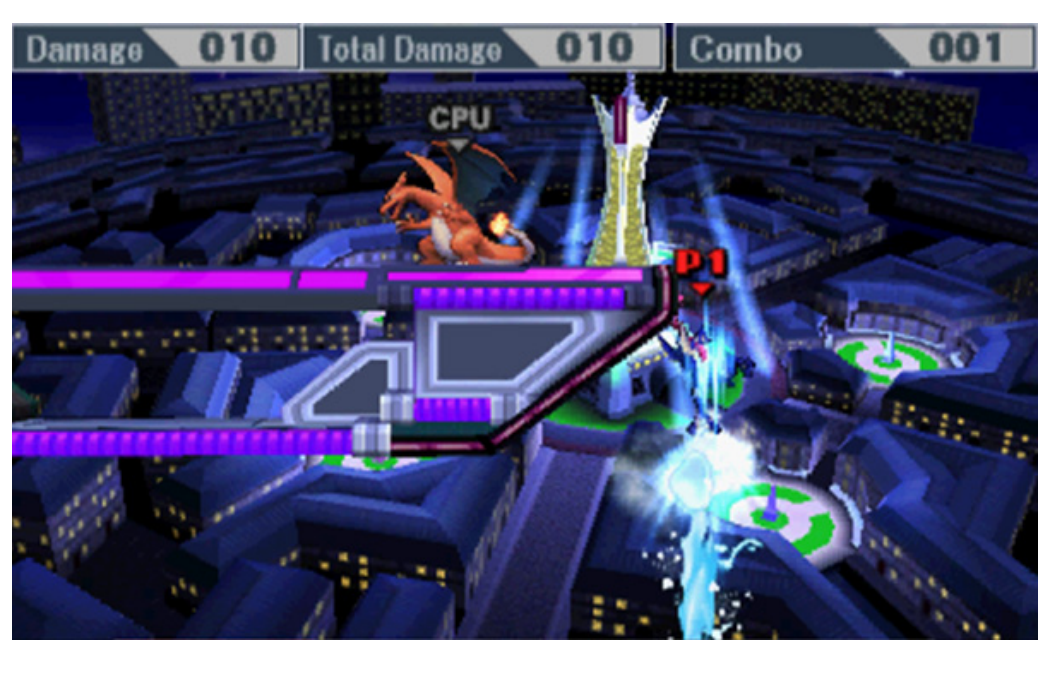

Damage 002
Total Damage 012
Combo 001

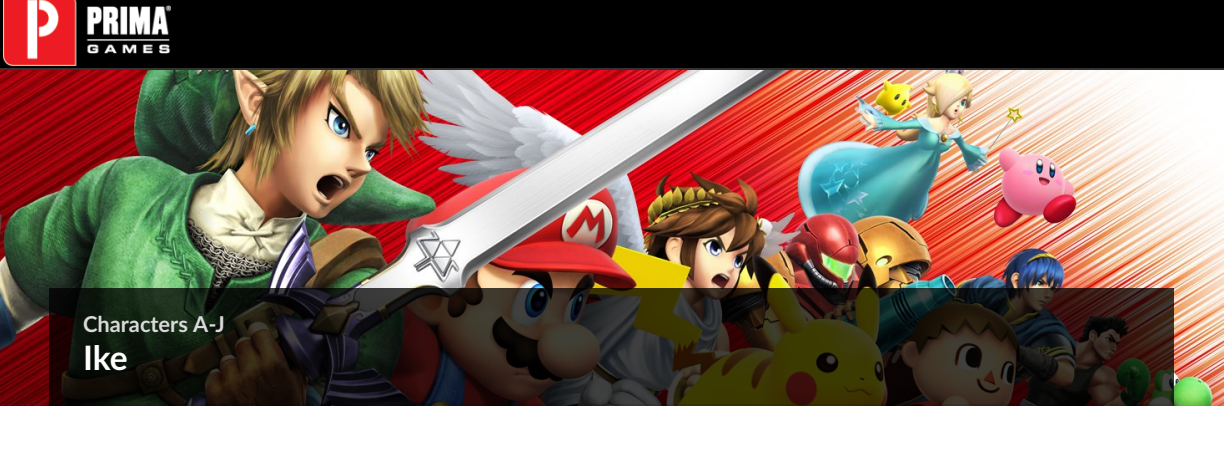
In the air, Forward Air stands out for its impressive range, speed, and damage while Neutral Air can be useful to protect you around multiple opponents. Back Air and Up Air are useful for racking up damage, and Down Air is great because of its meteor smash. For KOs, Forward Air and Up Air are your best options. For ground-based attacks, Side Smash is great, and Up Smash can hit multiple times for tons of damage but less knockback. Side Tilt, Down Tilt, and Greninja's Dash Attack have great range and speed. Remember to use Greninja's extra mobility like crawl, wall cling, and wall jump!

Recovery

Greninja has a variety of useful recovery attacks. His main tool is definitely Hydro Pump. Similar to Pikachu's Quick Attack, Hydro Pump allows Greninja to fly in two additional directions to get back to the stage. Additionally, the water it spits out can push opponents and deal damage. For horizontal recovery, Greninja can also use his Shadow Sneak. When you see the shadow get onto the stage, let it go to return to the stage with a flipkick. Because Shadow Sneak retains your current vertical height, however, you need to be above the stage to land on it. Since Shadow Sneak doesn't put you into a fall state, you can still use Hydro Pump if you don't quite make it to the stage. Use Greninja's Substitute Special to slow your fall and try to counter. To slightly stall, you can throw Water Shuriken as well, but you probably won't want to use this more than once.

Damage 010
Total Damage 010
Combo 001
CPU
P1


Damage 010
Total Damage 010
Combo 001
CPU
P1


Characters A-J

Ike

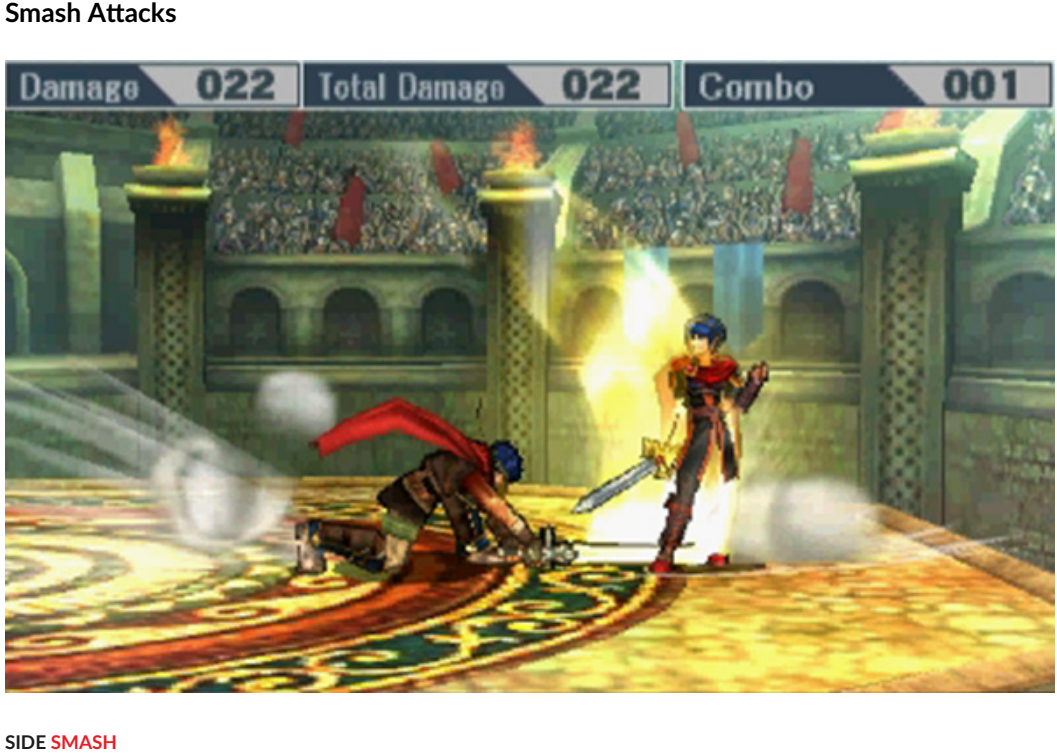
Trophy Description

One of the main character from the *Fire Emblem* series. Having fought in the Mad King's War, restored the fallen nation of Crimea, and taken on the Begnion Empire, Ike is rightly called a hero. He has the strength to back the title—one good swing of his blade can launch the heaviest of foes.

Statistics

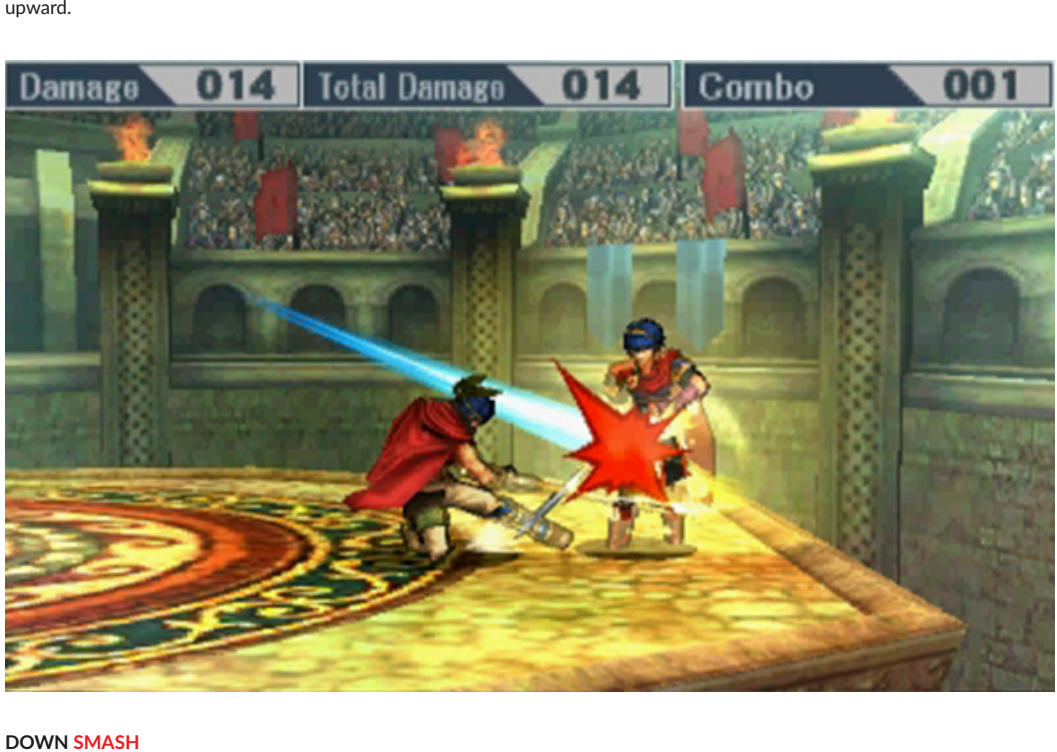
- **Maximum Number of Jumps**: 2
- **Can Wall Jump**: Yes
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 022
Total Damage 022
Combo 001

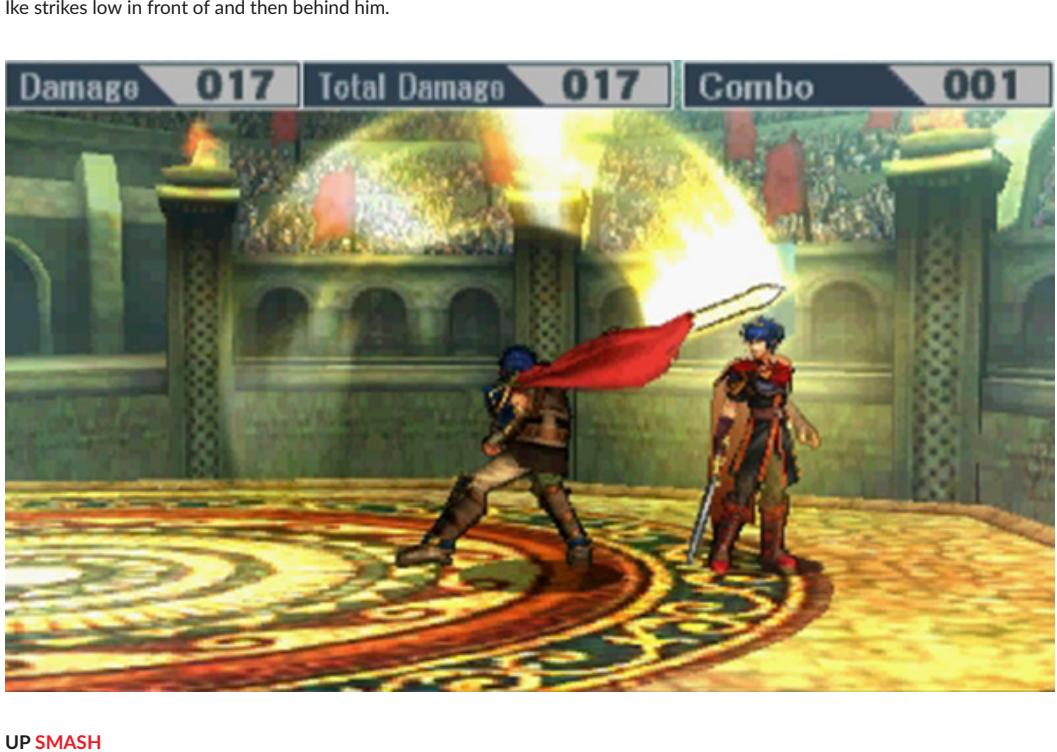
SIDE SMASH

Ike slams down his huge sword with this overhead downward strike directly in front of him. Sends opponents diagonally upward.


Damage 014
Total Damage 014
Combo 001

DOWN SMASH

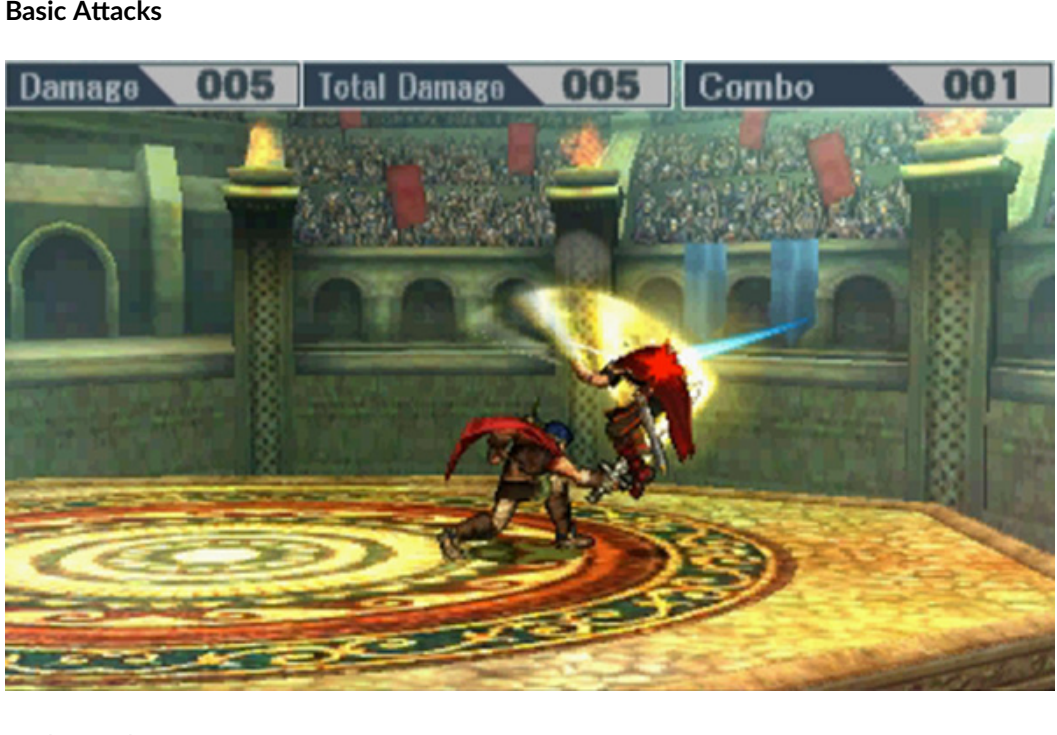
Ike strikes low in front of and then behind him.


Damage 017
Total Damage 017
Combo 001

UP SMASH

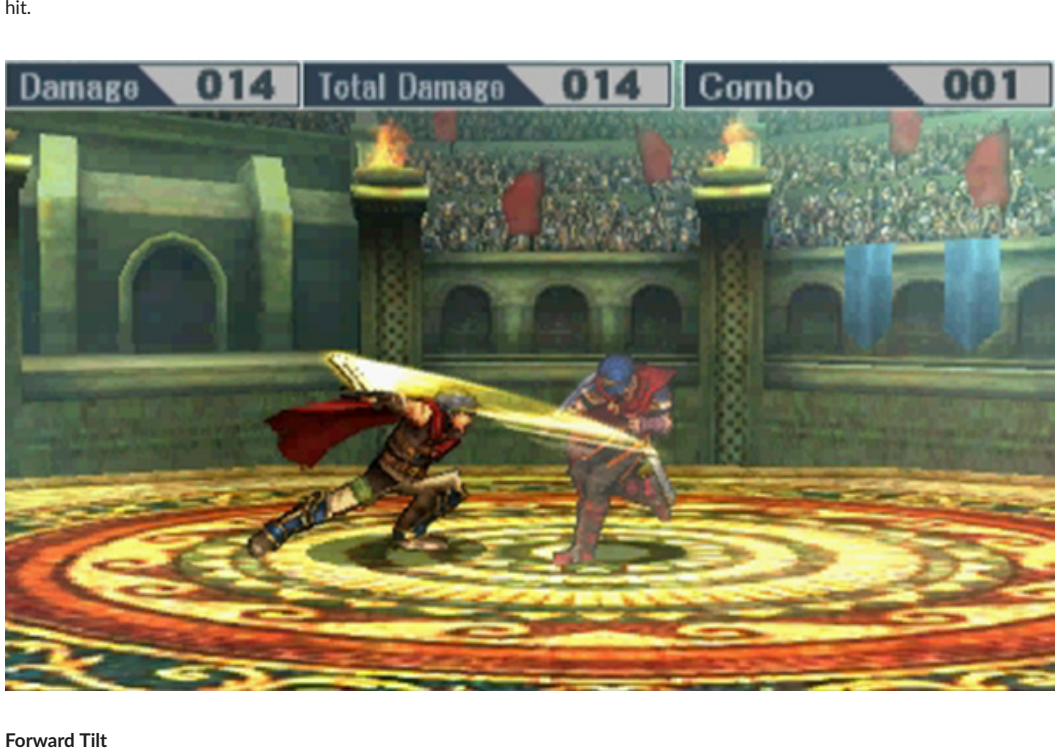
Ike swings his sword in arc over his head, starting in front of him and ending on the ground behind him.

Basic Attacks


Damage 005
Total Damage 005
Combo 001

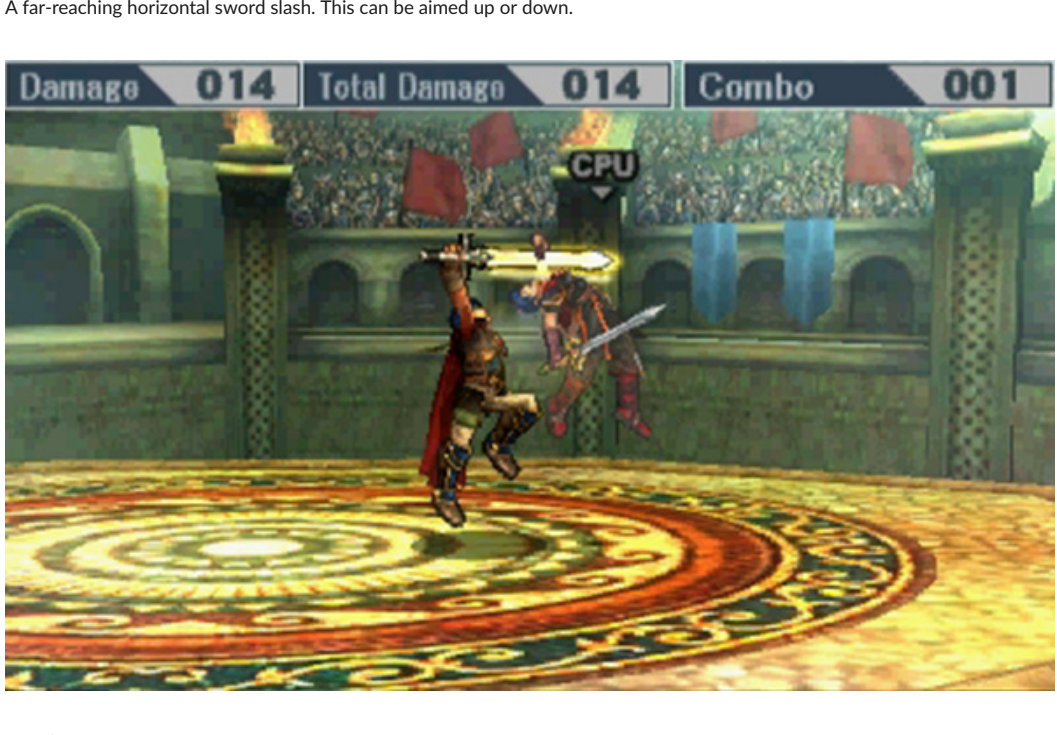
Standing Attack

This jab series starts with a punch, then an advancing kick, and concludes with a downward sword strike. You can delay each hit.


Damage 014
Total Damage 014
Combo 001

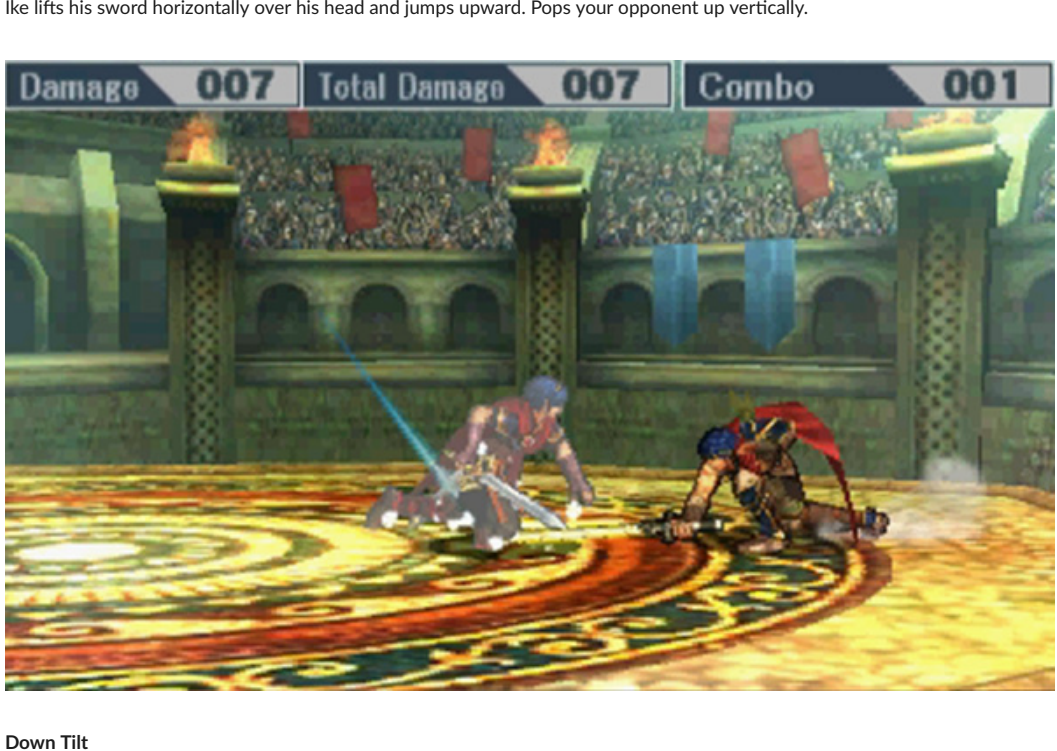
Forward Tilt

A far-reaching horizontal sword slash. This can be aimed up or down.


Damage 014
Total Damage 014
Combo 001
CPU

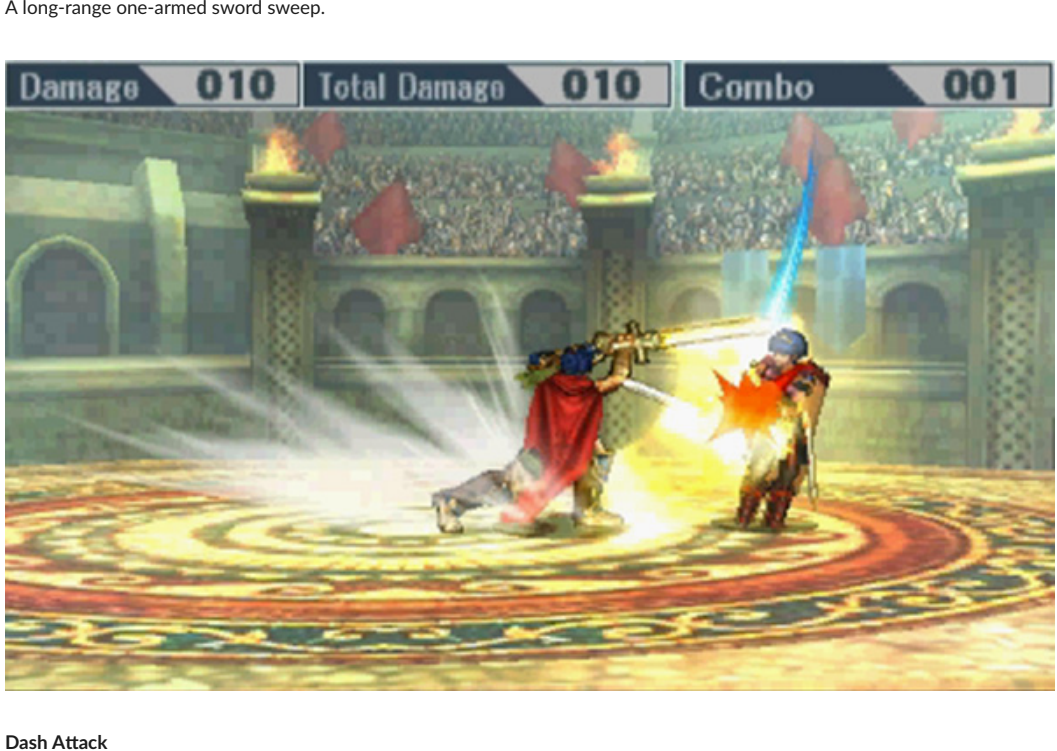
Up Tilt

Ike lifts his sword horizontally over his head and jumps upward. Pops your opponent up vertically.


Damage 007
Total Damage 007
Combo 001

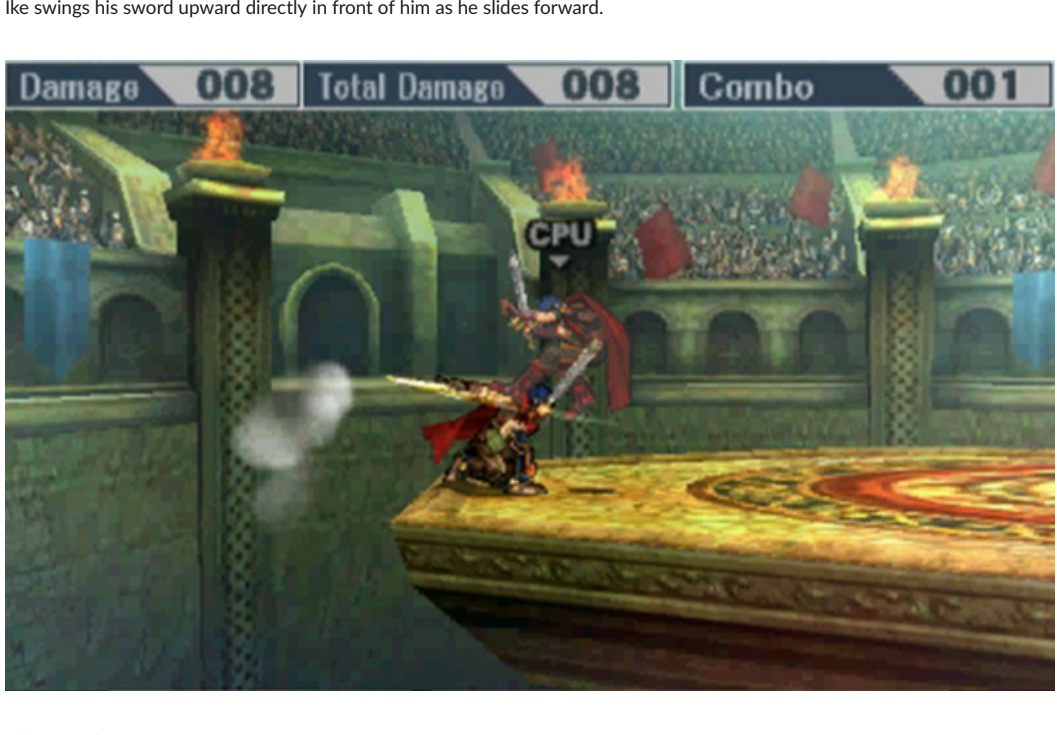
Down Tilt

A long-range one-armed sword sweep.


Damage 010
Total Damage 010
Combo 001

Dash Attack

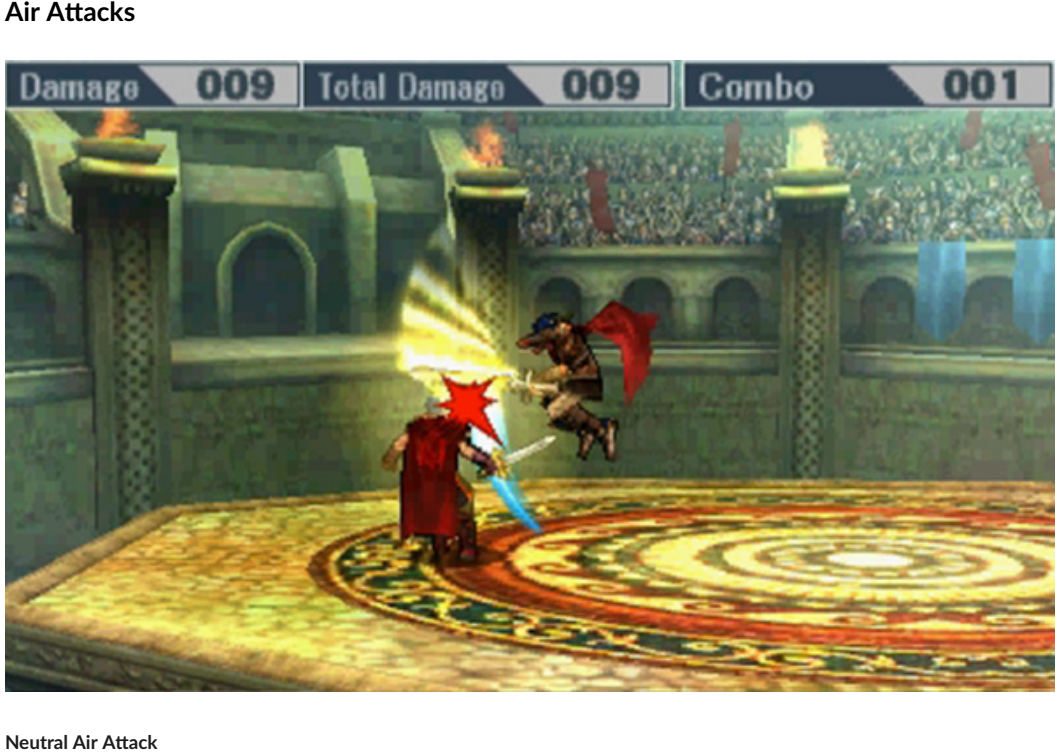
Ike swings his sword upward directly in front of him as he slides forward.


Damage 008
Total Damage 008
Combo 001
CPU

Edge Attack

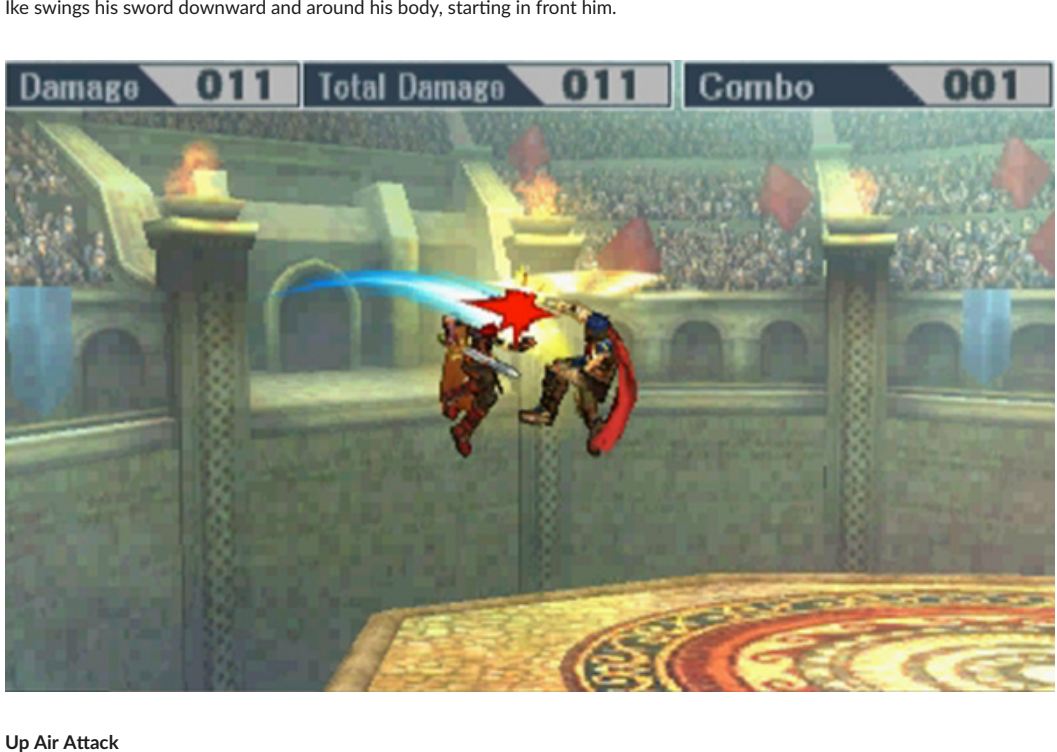
Ike pulls himself back up to the stage and swings his sword horizontally with one arm.

Air Attacks


Damage 009
Total Damage 009
Combo 001

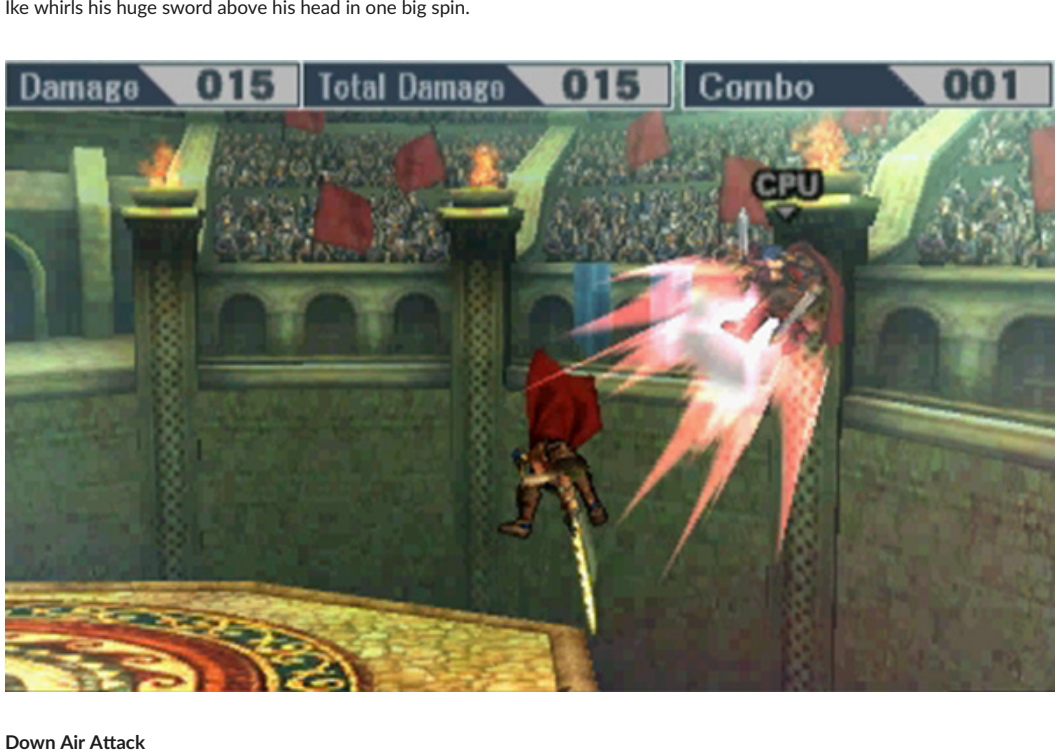
Neutral Air Attack

Ike swings his sword downward and around his body, starting in front him.


Damage 011
Total Damage 011
Combo 001

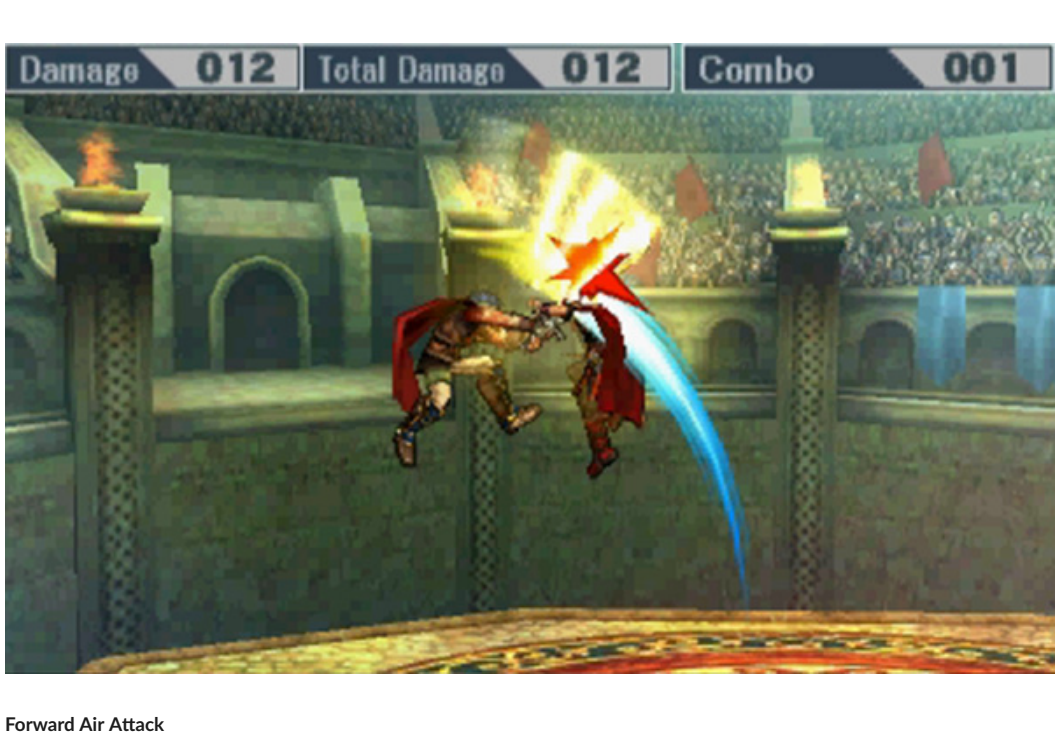
Up Air Attack

Ike whirls his huge sword above his head in one big spin.


Damage 015
Total Damage 015
Combo 001
CPU

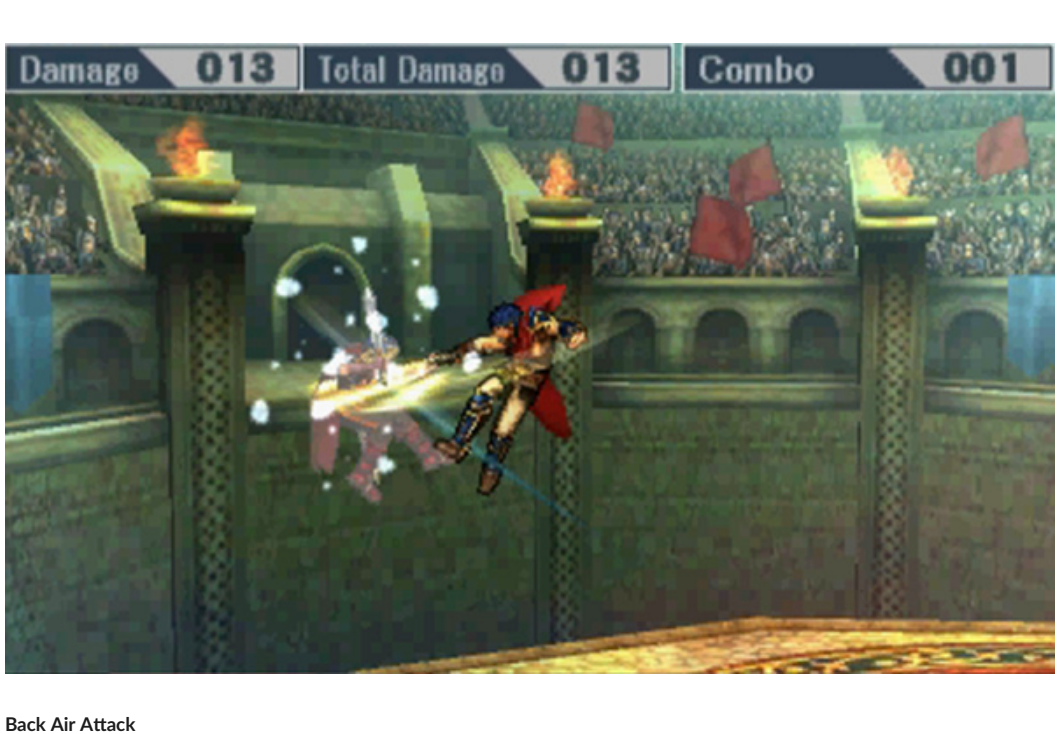
Down Air Attack

Ike flings his sword downward between his legs. This attack can meteor smash.


Damage 012
Total Damage 012
Combo 001

Forward Air Attack

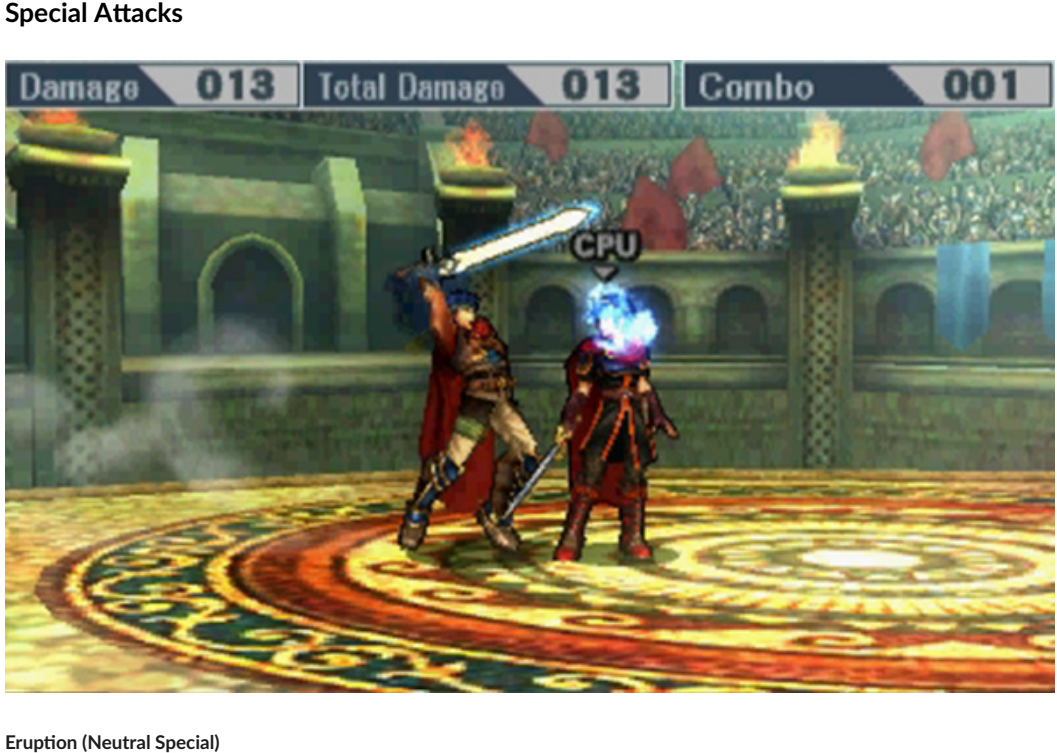
This overhead downward strike is similar to Marth's except it's larger, slower, and heavier.


Damage 013
Total Damage 013
Combo 001

Back Air Attack

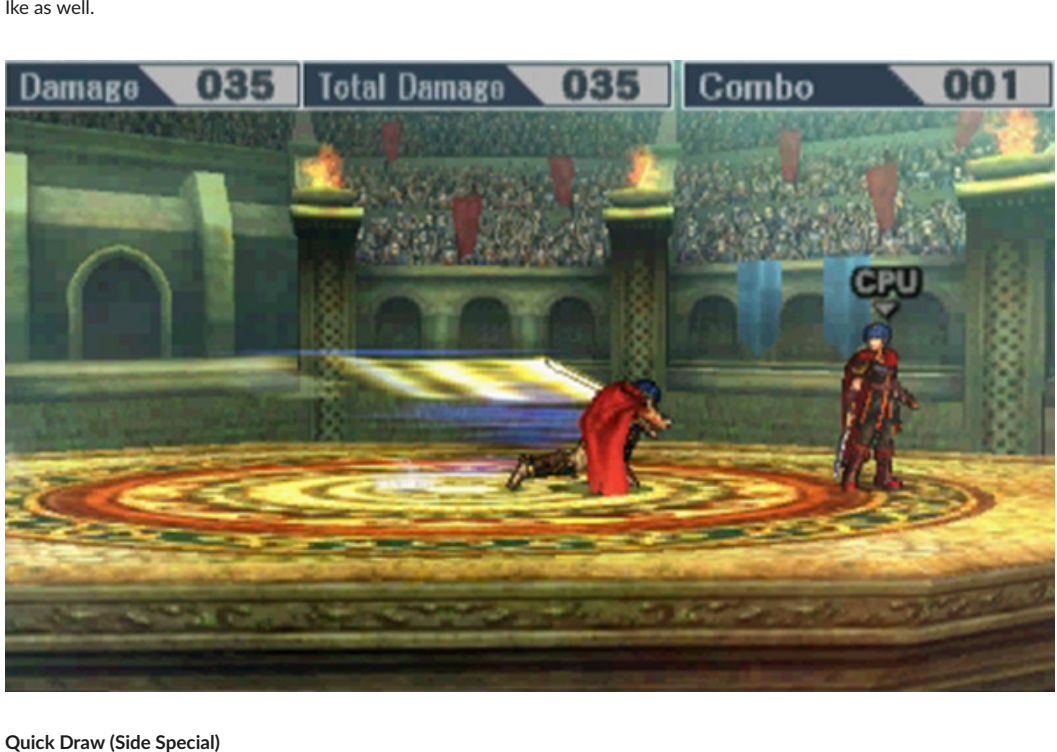
Ike whips his sword behind him while turning to face that direction.

Special Attacks


Damage 013
Total Damage 013
Combo 001
CPU

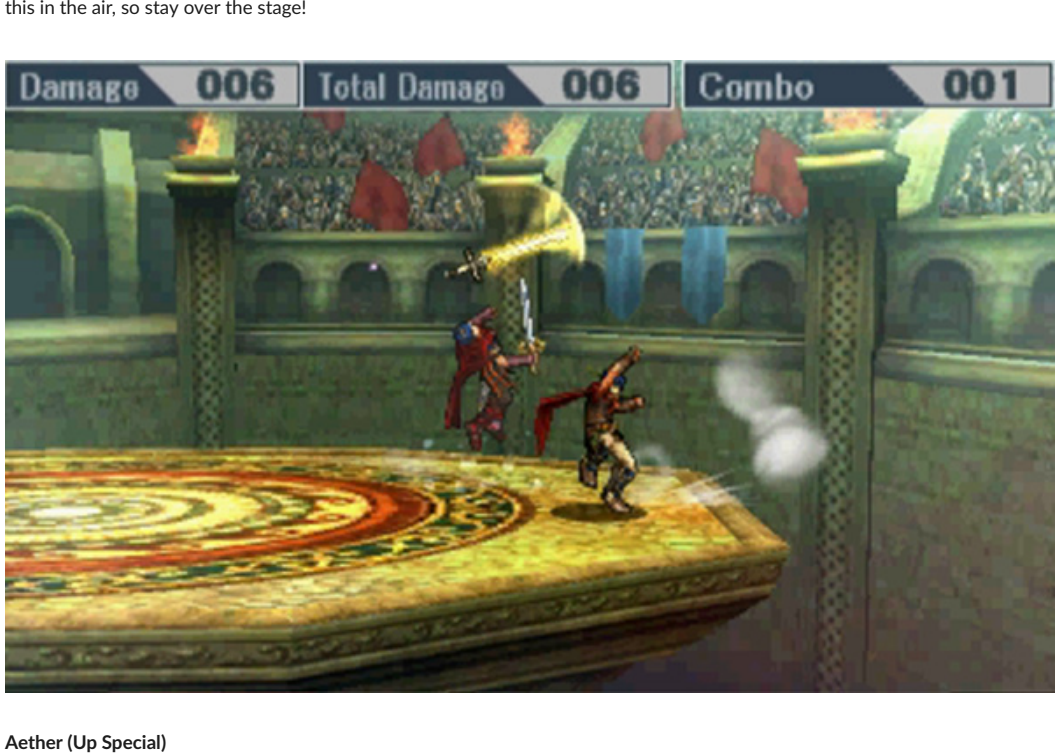
Eruption (Neutral Special)

A fiery strike with Ike's sword into the ground. This can be charged to deal more damage, but at full charge, the blast will hurt Ike as well.


Damage 035
Total Damage 035
Combo 001
CPU

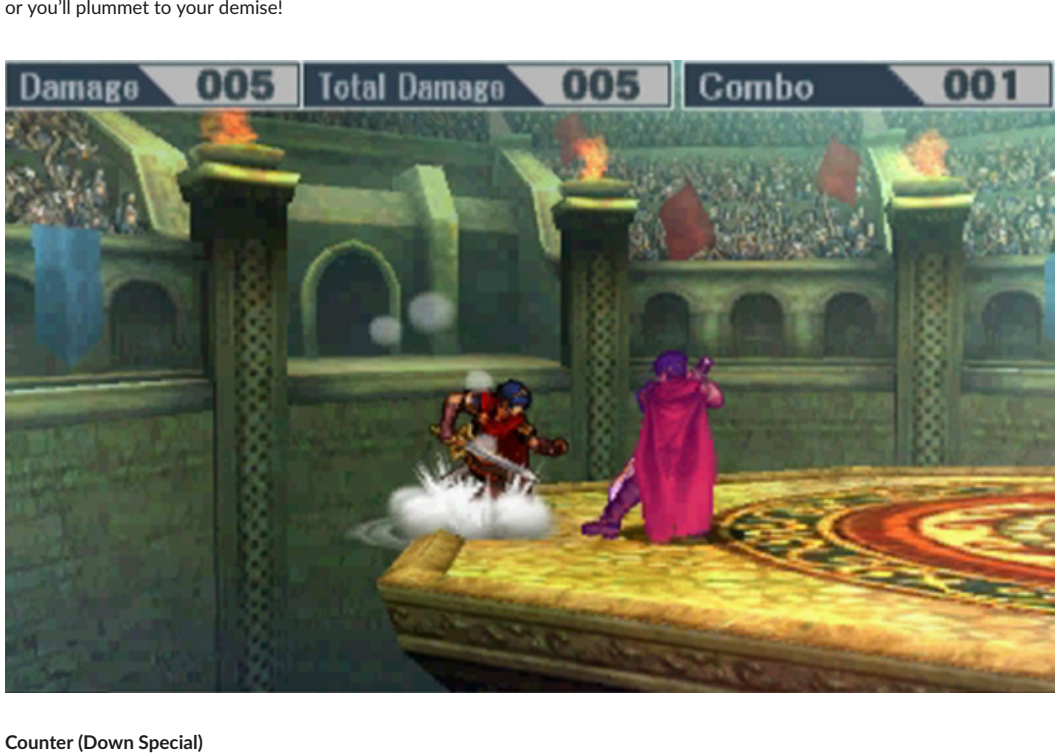
Quick Draw (Side Special)

Ike lunges at his opponent with a sword slash. Charge this up for increased range and damage. You enter a fall state after using this in the air, so stay over the stage!


Damage 006
Total Damage 006
Combo 001

Aether (Up Special)

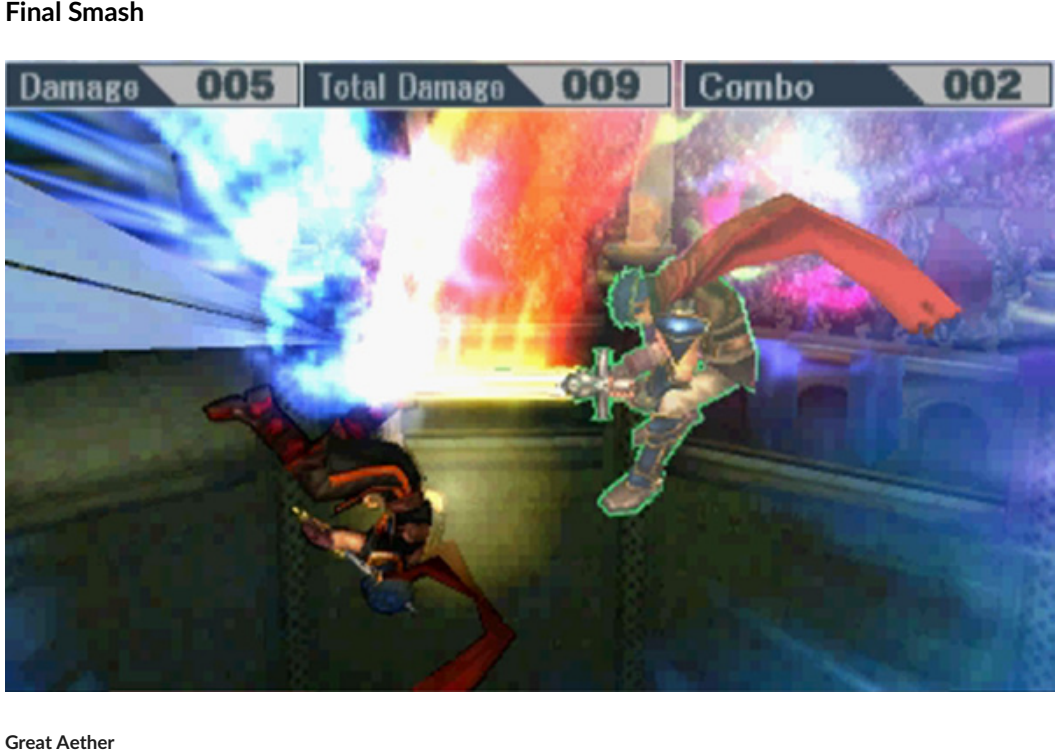
Ike throws his sword up, leaps to grab it, and swings it on his way back down. Ike will not flinch from damage while the sword is going up. Hitting opponents on the way down causes a meteor attack. Make sure you're over solid ground before using this or you'll plummet to your demise!


Damage 005
Total Damage 005
Combo 001

Counter (Down Special)

Ike counters incoming attacks with his sword before retaliating with a counterstrike. The counterstrike's damage depends on the opponent's attack strength.

Final Smash


Damage 005
Total Damage 009
Combo 002

Great Aether

Similar to his Aether attack, Ike uses Great Aether to swing his sword upward, catching all nearby opponents. Whoever is caught is sent up into the air, where Ike joins them with his sword and boots before bringing them all back down with a powerful sword slam. Any opponents below can be hit by this last downward attack as well. The Great Aether does about 50% damage on all opponents caught in it and has average KO potential.

Strategy

Ike wields a huge two-handed sword, and he's known to swing it with one arm! He's incredibly powerful with lots of range, but his weakness is his mobility and attack speed. His above-average weight helps balance his slow attack speed by keeping him in the fight, but he still has trouble against faster or projectile-heavy opponents. Ike's jab series can be useful for keeping up with faster opponents, though, so use it when fighting up close. When opponents start getting to high percentages, Ike becomes notably deadly, as many of his attacks can KO them. His Side Tilt and Up Tilt do as much damage as a lot of other characters' Smash attacks! For Smash attacks, Side Smash and Up Smash are your best bets. And even though Down Smash covers both sides, Up Smash does the same thing with higher damage, making it the better option against players who like to roll.

Damage 012
Total Damage 012
Combo 001
P1
CPU
Damage 010
Total Damage 010
Combo 001

There are three phases to Ike's Eruption attack. Ike's body begins to flash rapidly in the second phase, indicating the move has increased range and damage. In the third phase, damage and range are the same as in the second phase, but the tip of Ike's sword will glow, and the attack will damage Ike. Additionally, Ike has some super armor during Eruption. To close distances quickly, Quick Draw is one of Ike's best tools, though it has a lot of recovery, and it doesn't do much damage uncharged. Still, if the opportunity presents itself, Quick Draw is worth going for. Aether is Ike's most fun tool to use in groups of opponents and also his main recovery tool. It has super armor, so even though you take damage, the move continues through the attacks. You can be KO'd if in the air, so this isn't foolproof. When it does work, you deal a lot of damage on everyone around Ike. Counter can be used even when you aren't facing the opponent and can be useful when edge-guarding or being pressured. Ike's Counter starts up a little slowly but has a big counter window and a high minimum amount of damage.

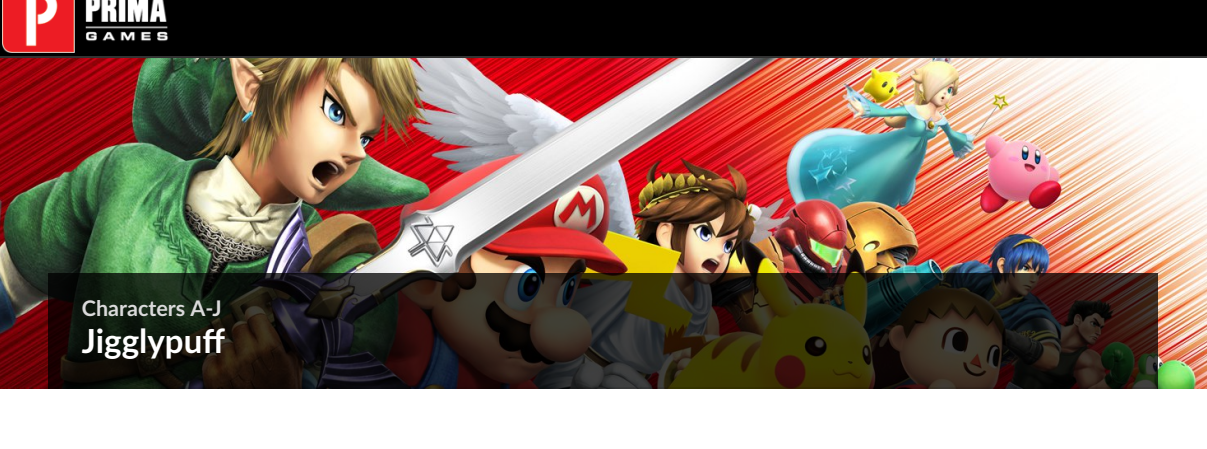
Damage 035
Total Damage 035
Combo 001
Damage 010
Total Damage 010
Combo 001
P1
CPU

Though Ike's aerials are slower than other characters', the range of his sword makes them incredibly deadly. For KOs, Forward Air and Back Air are your best options, while Down Air is best used for its meteor smashes. Overall, pick and choose your spots to attack with Ike carefully. Going in recklessly can certainly deal a lot of damage, but this is very risky because of the long recovery Ike has after attacking with his sword. You can mitigate this by fighting up close using his jab string, Side Tilt, and throws.

Recovery

For recovery, Ike has two main options. First, he has Quick Draw for his horizontal recovery, but this leaves him in a fall state. For vertical recovery, Ike has Aether, but you have to land on the stage or edge with this or you will self-destruct. You can control this a bit to the left or right on the way up. Be sure you're facing the right way! Another interesting thing to note about Aether is you can do it from far under a stage like Final Destination, but it still sends Ike to the edge to grab on! If you're high up on your way back to the stage, you can Counter to slow your fall a little before using Aether to get back to the edge.

Damage 009
Total Damage 009
Combo 001
CPU
P1
Damage 001
Total Damage 008
Combo 004
P1
CPU



Characters A-J

Jigglypuff

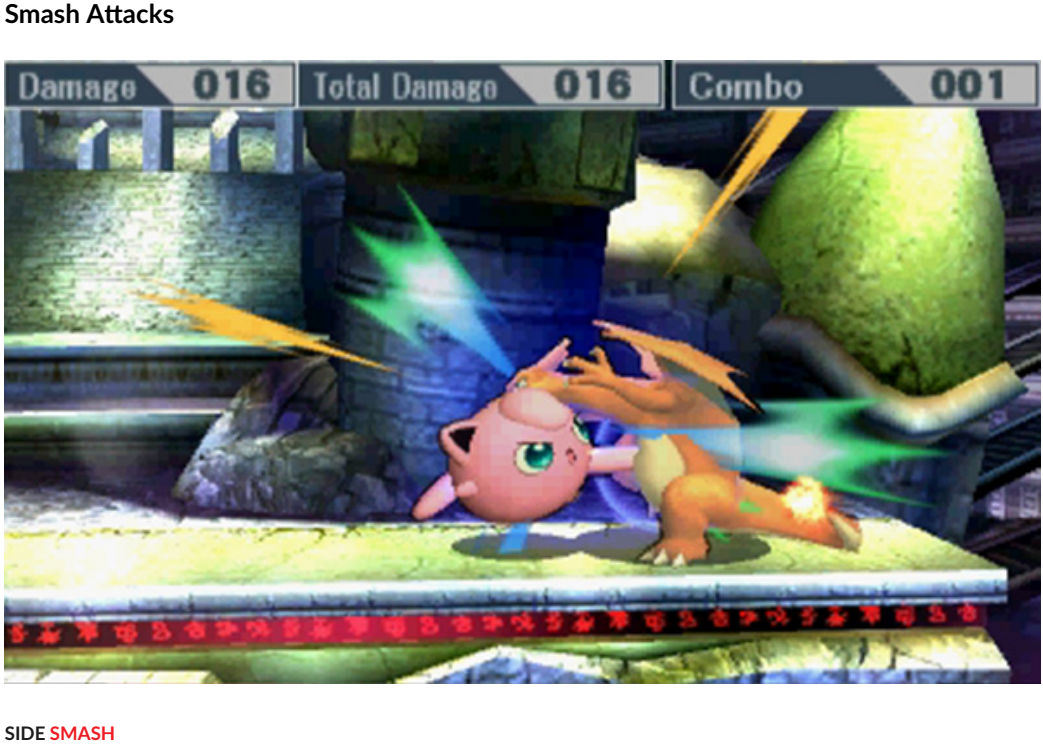
Trophy Description

This Normal/Fairy-type Pokémon is best known for its soothing singing, which can put foes to sleep. In *Smash Bros.*, it fights best in the air and can even jump six times in a row. The downside, though, is that Jigglypuff's so light, most opponents could launch it in their sleep!

Statistics

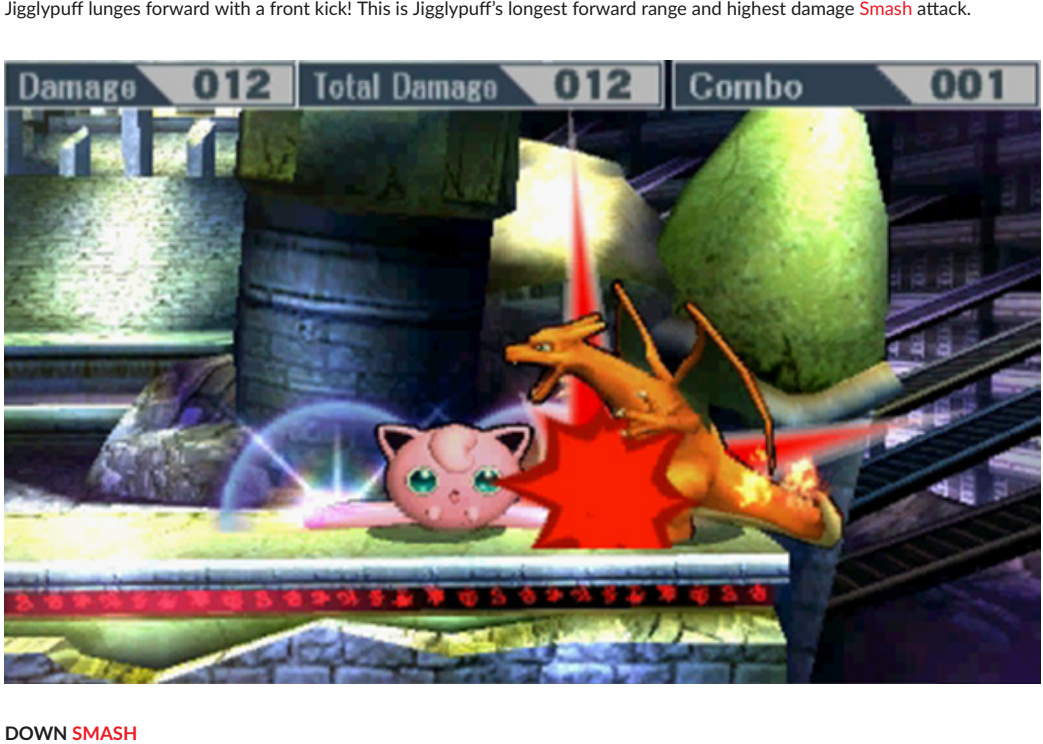
- **Maximum Number of Jumps**: 6
- **Can Wall Jump**: No
- **Can Wall Cling**: No
- **Can Crawl**: No

Smash Attacks


Damage 016
Total Damage 016
Combo 001

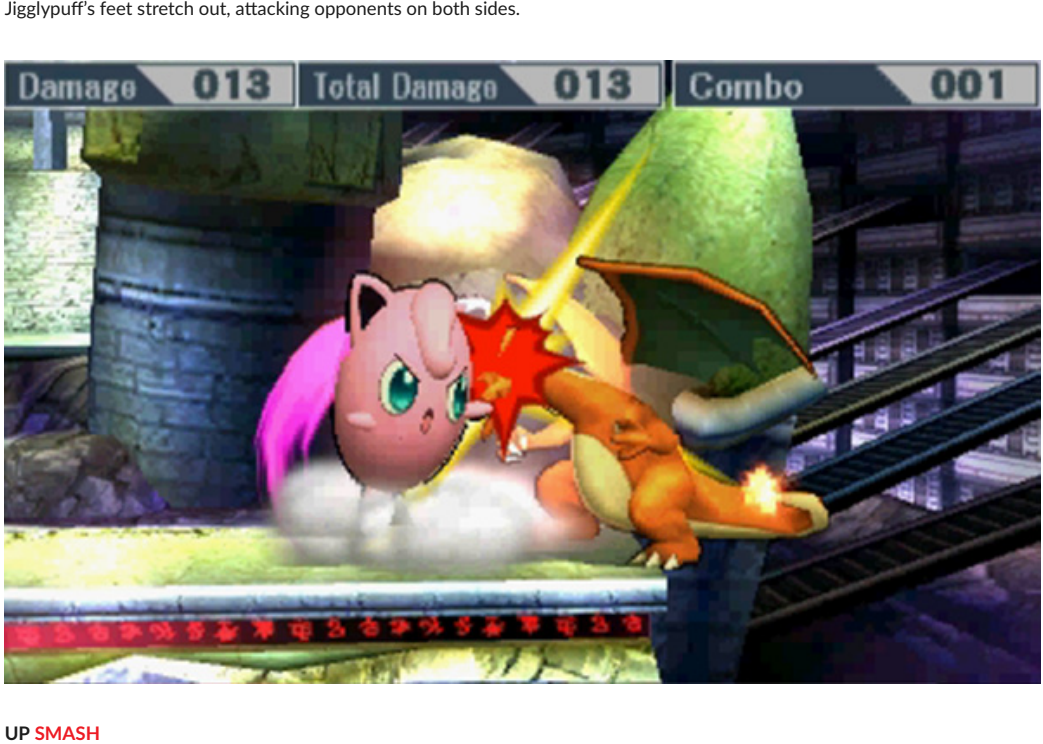
SIDE SMASH

Jigglypuff lunges forward with a front kick! This is Jigglypuff's longest forward range and highest damage Smash attack.


Damage 012
Total Damage 012
Combo 001

DOWN SMASH

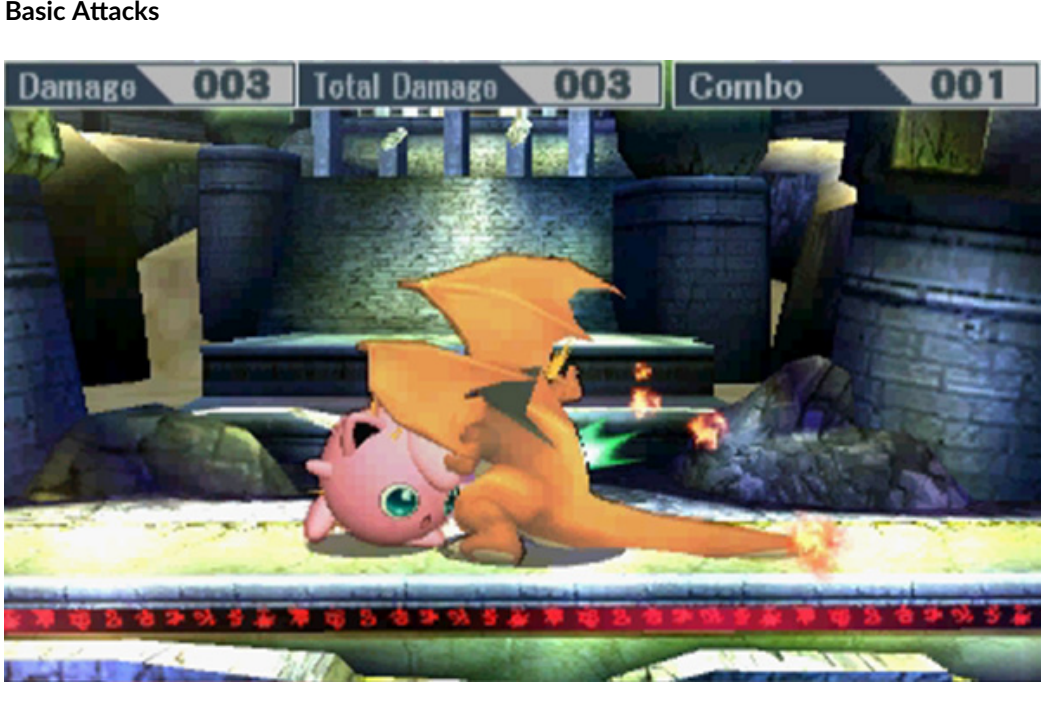
Jigglypuff's feet stretch out, attacking opponents on both sides.


Damage 013
Total Damage 013
Combo 001

UP SMASH

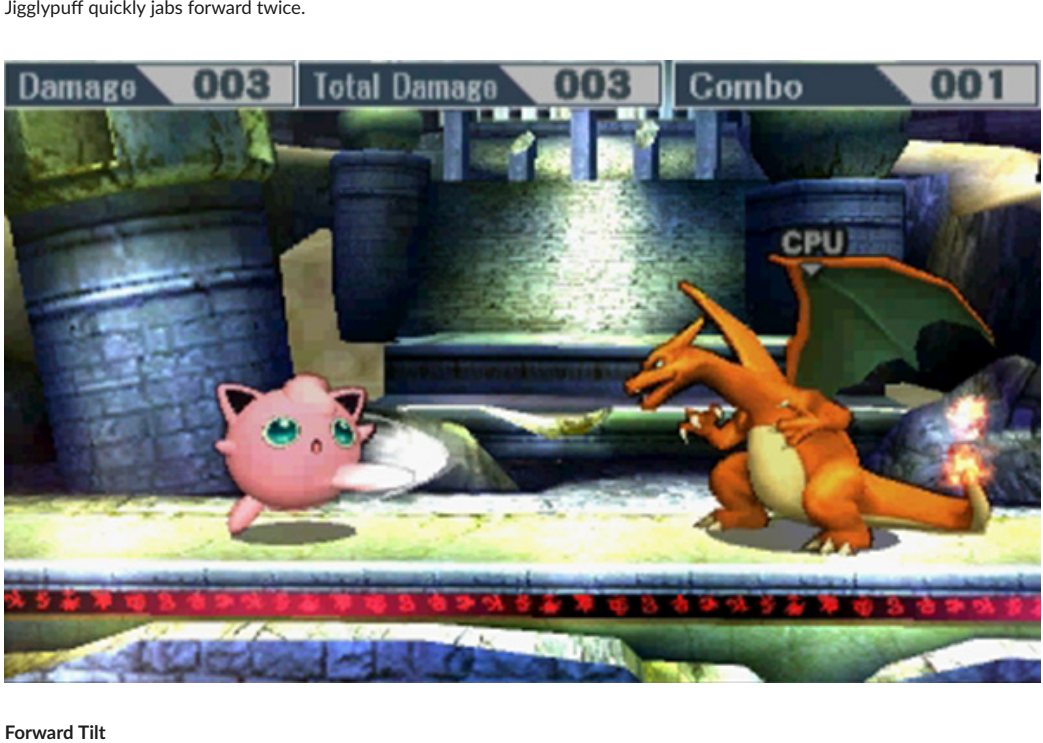
Jigglypuff headbutts forward!

Basic Attacks


Damage 003
Total Damage 003
Combo 001

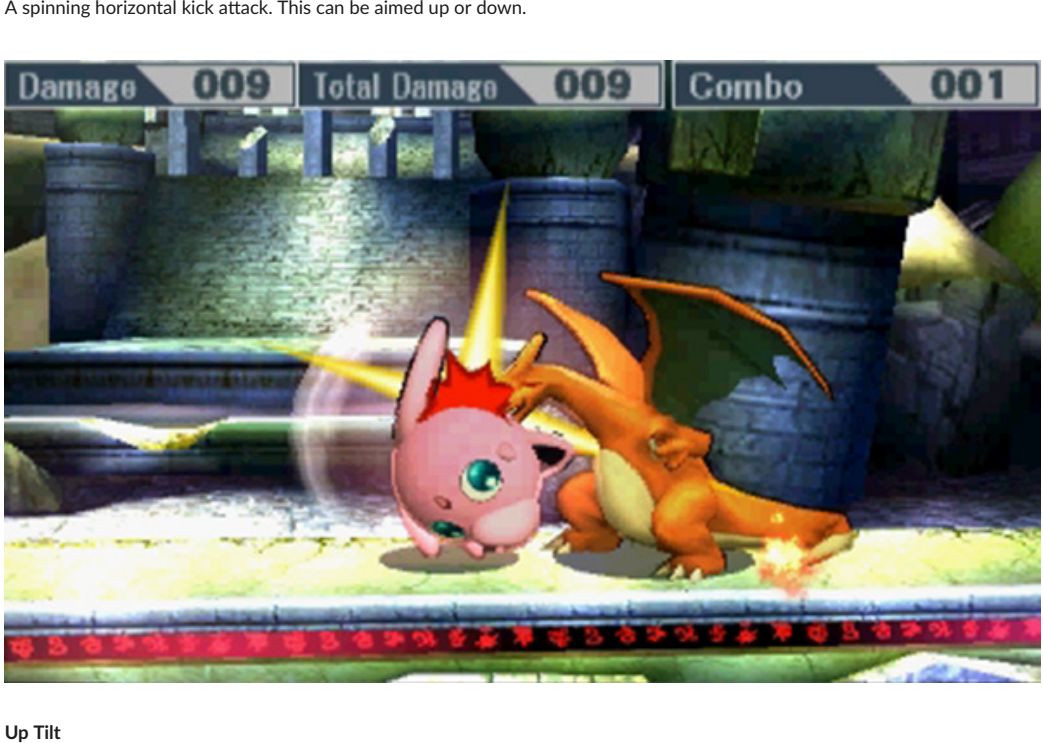
Standing Attack

Jigglypuff quickly jabs forward twice.


Damage 003
Total Damage 003
Combo 001
CPU

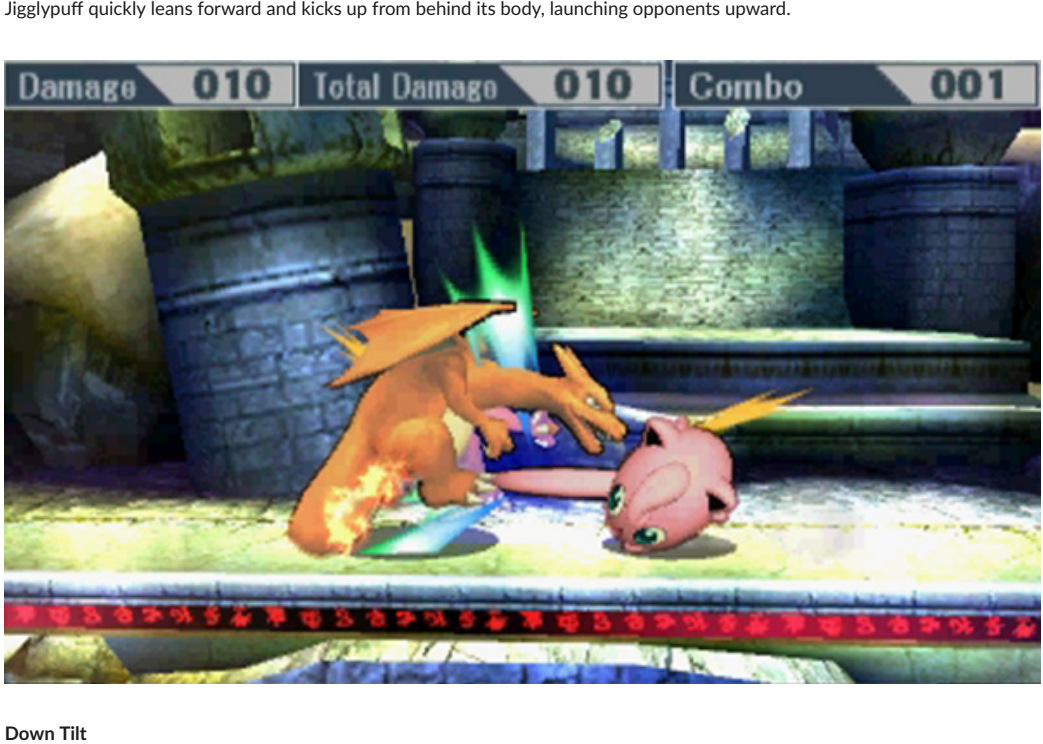
Forward Tilt

A spinning horizontal kick attack. This can be aimed up or down.


Damage 009
Total Damage 009
Combo 001

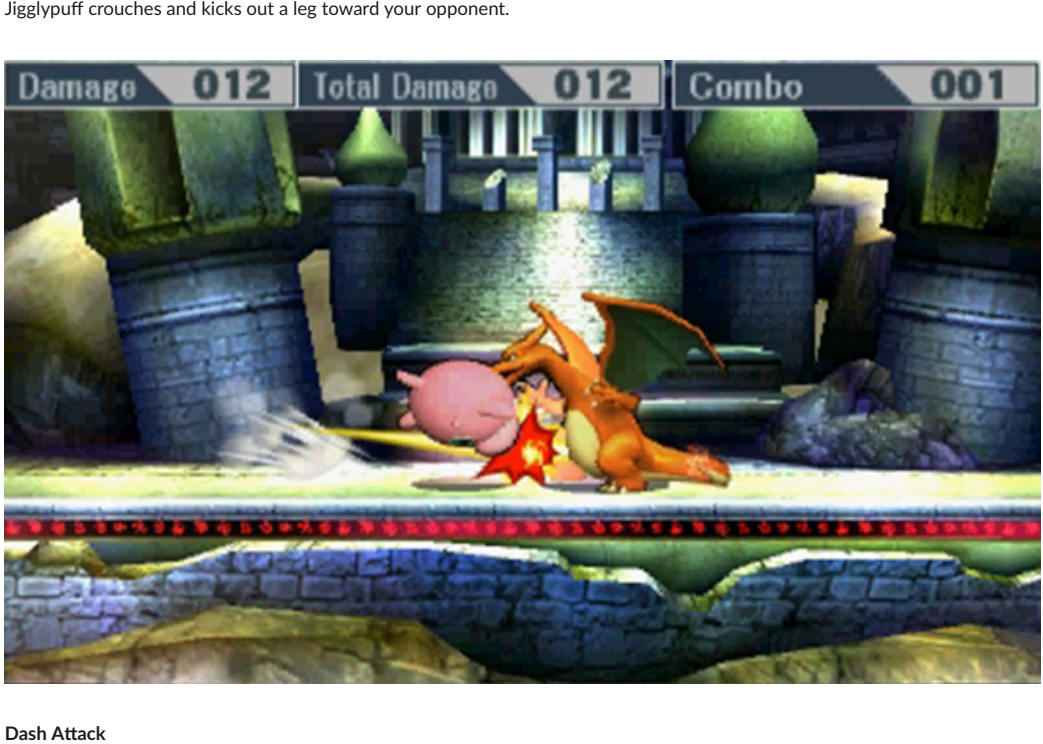
Up Tilt

Jigglypuff quickly leans forward and kicks up from behind its body, launching opponents upward.


Damage 010
Total Damage 010
Combo 001

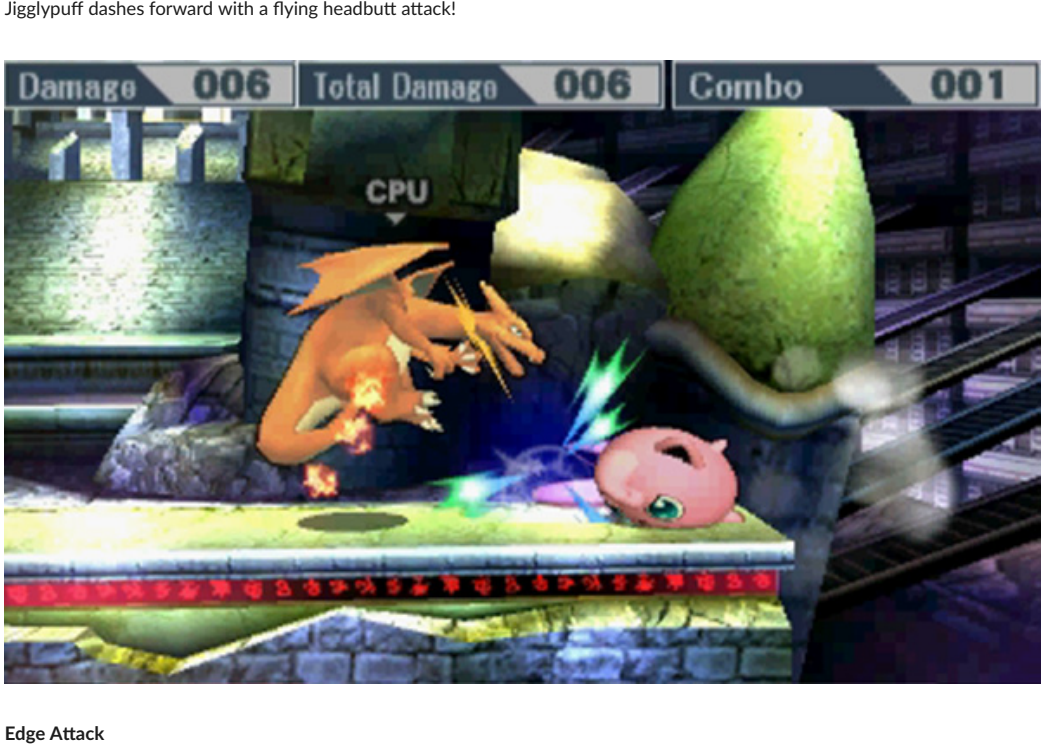
Down Tilt

Jigglypuff crouches and kicks out a leg toward your opponent.


Damage 012
Total Damage 012
Combo 001

Dash Attack

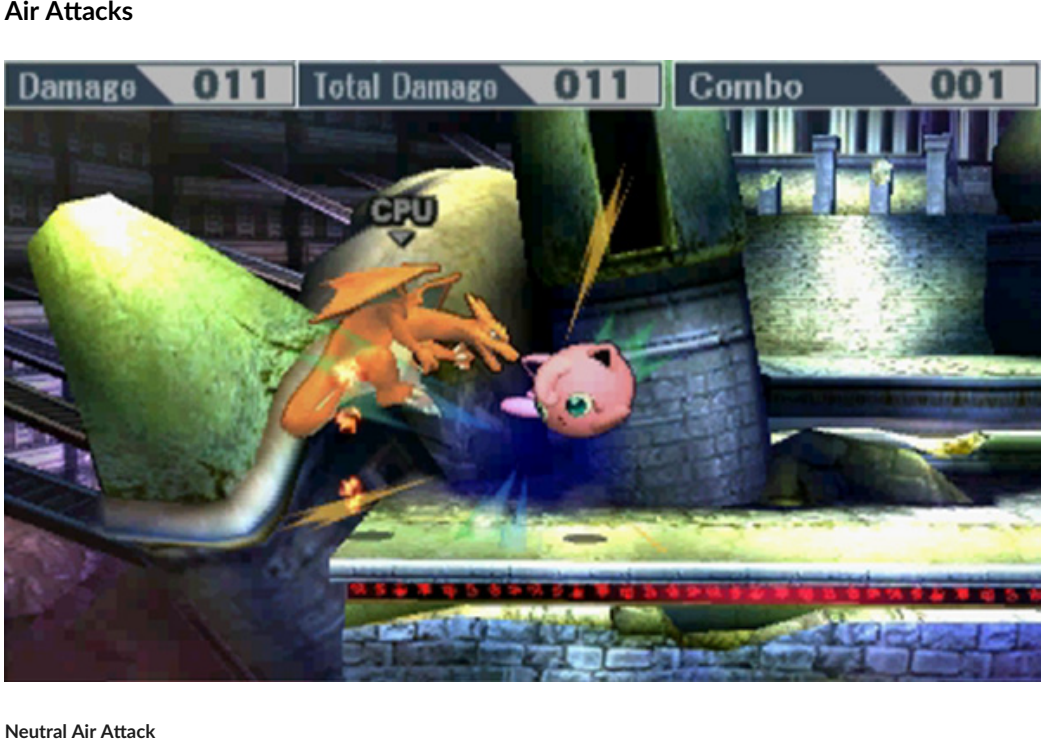
Jigglypuff dashes forward with a flying headbutt attack!


Damage 006
Total Damage 006
Combo 001
CPU

Edge Attack

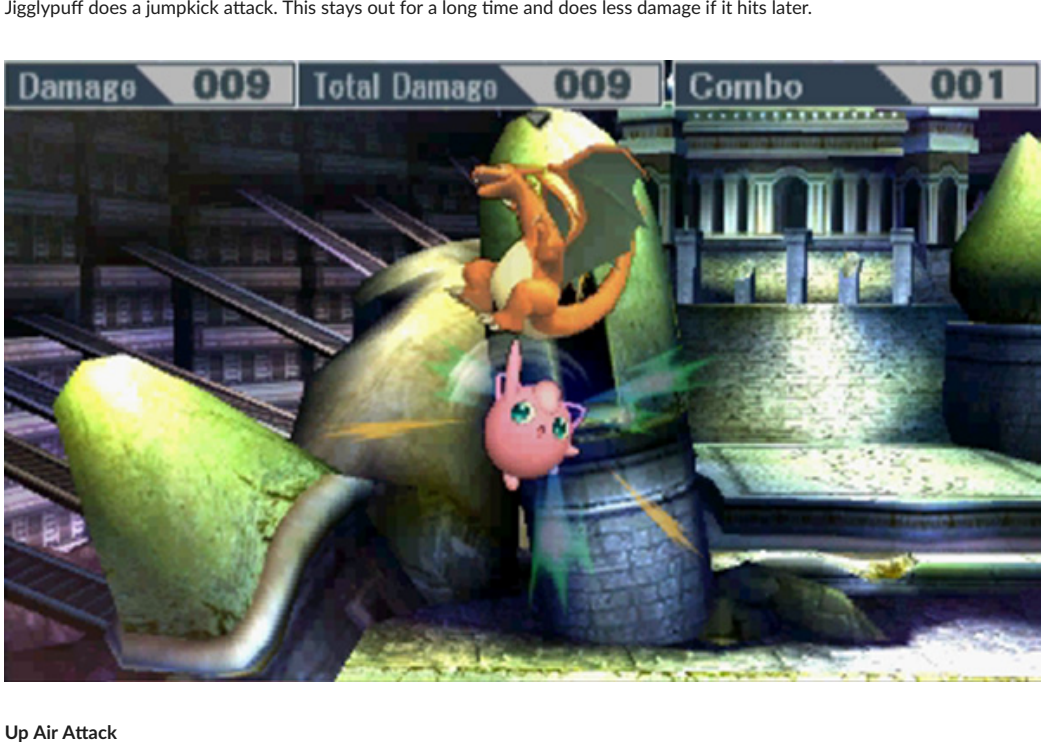
Jigglypuff returns to the stage with a surprisingly long-range kick attack.

Air Attacks


Damage 011
Total Damage 011
Combo 001
CPU

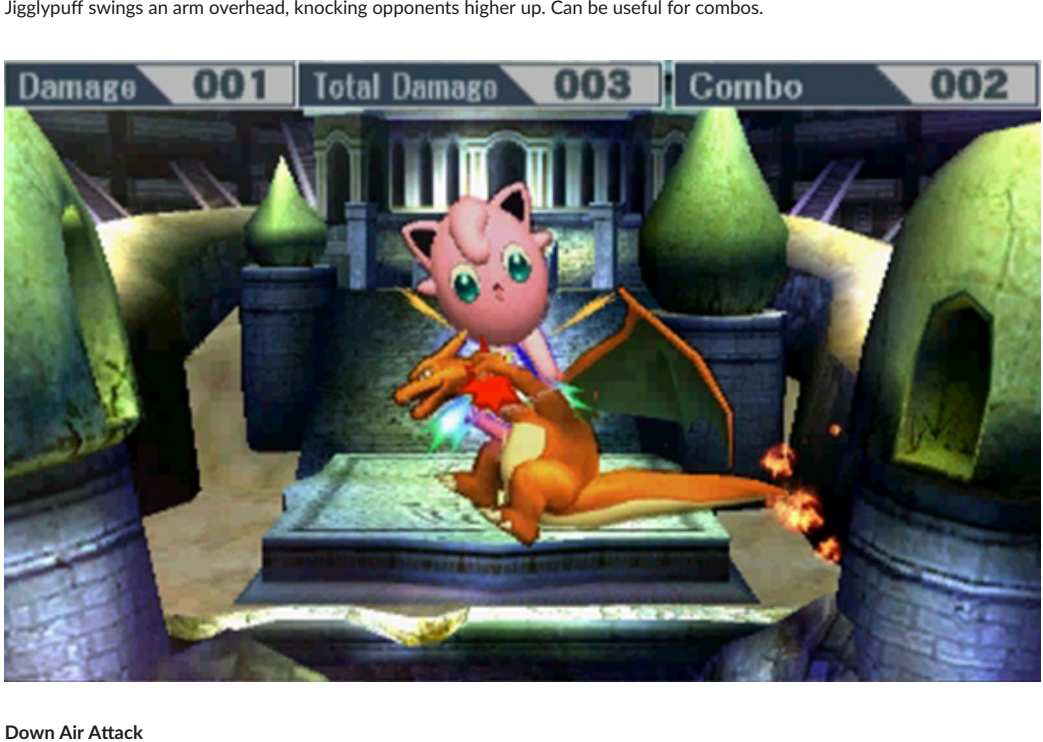
Neutral Air Attack

Jigglypuff does a jumpkick attack. This stays out for a long time and does less damage if it hits later.


Damage 009
Total Damage 009
Combo 001

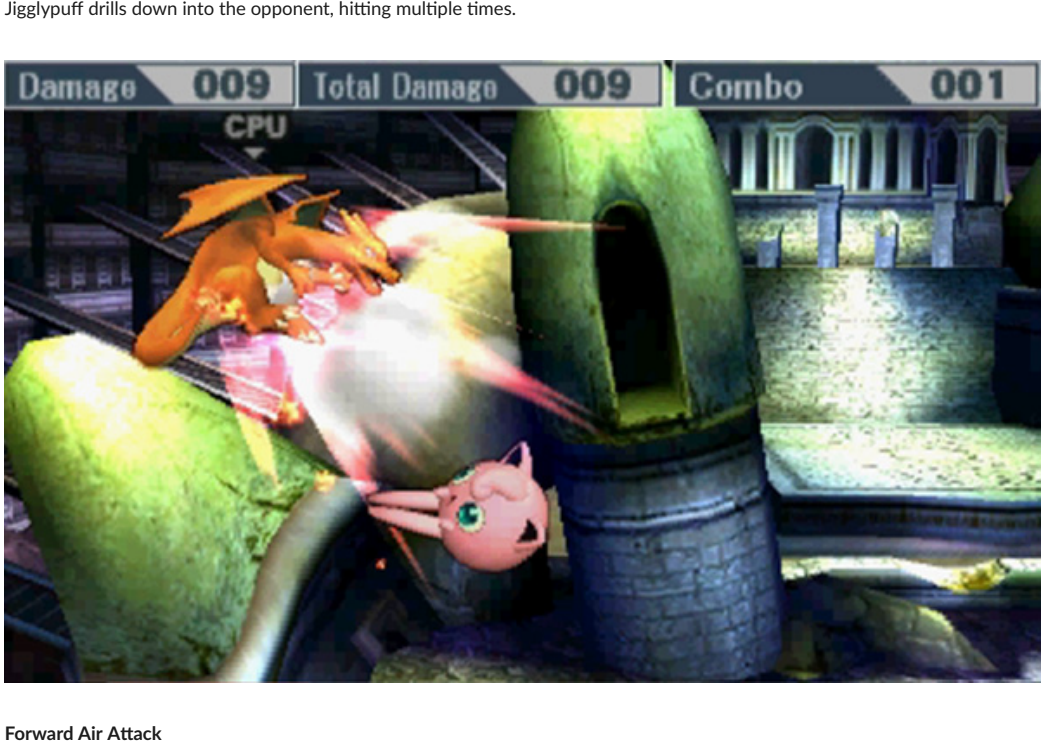
Up Air Attack

Jigglypuff swings an arm overhead, knocking opponents higher up. Can be useful for combos.


Damage 001
Total Damage 003
Combo 002

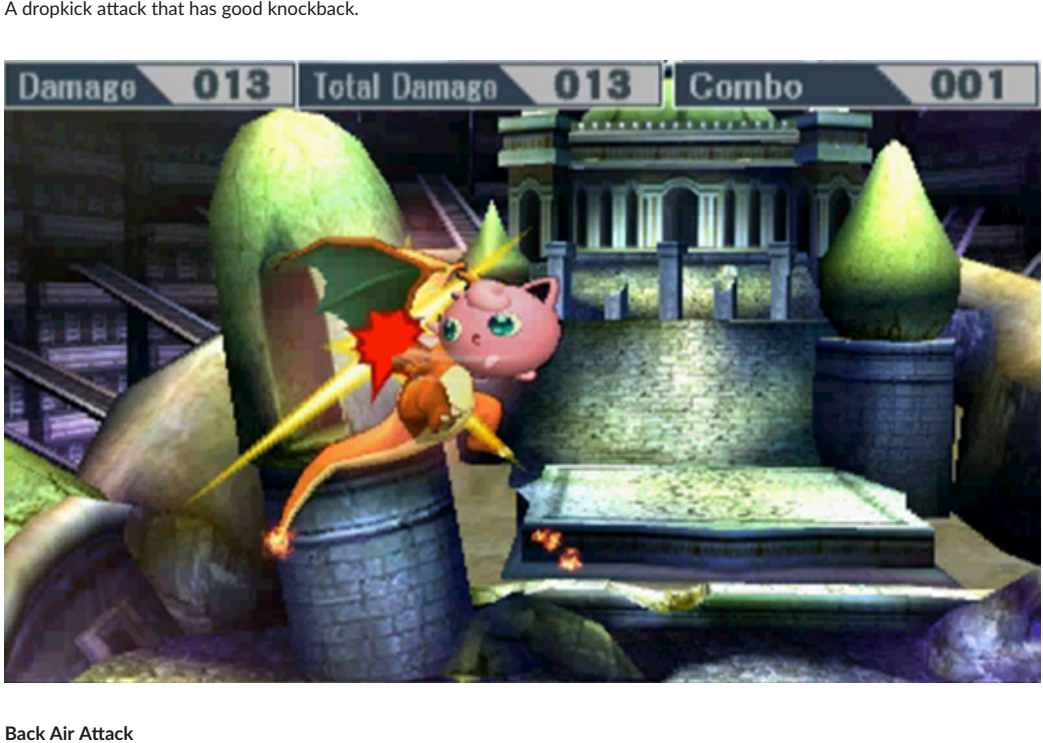
Down Air Attack

Jigglypuff drills down into the opponent, hitting multiple times.


Damage 009
Total Damage 009
Combo 001
CPU

Forward Air Attack

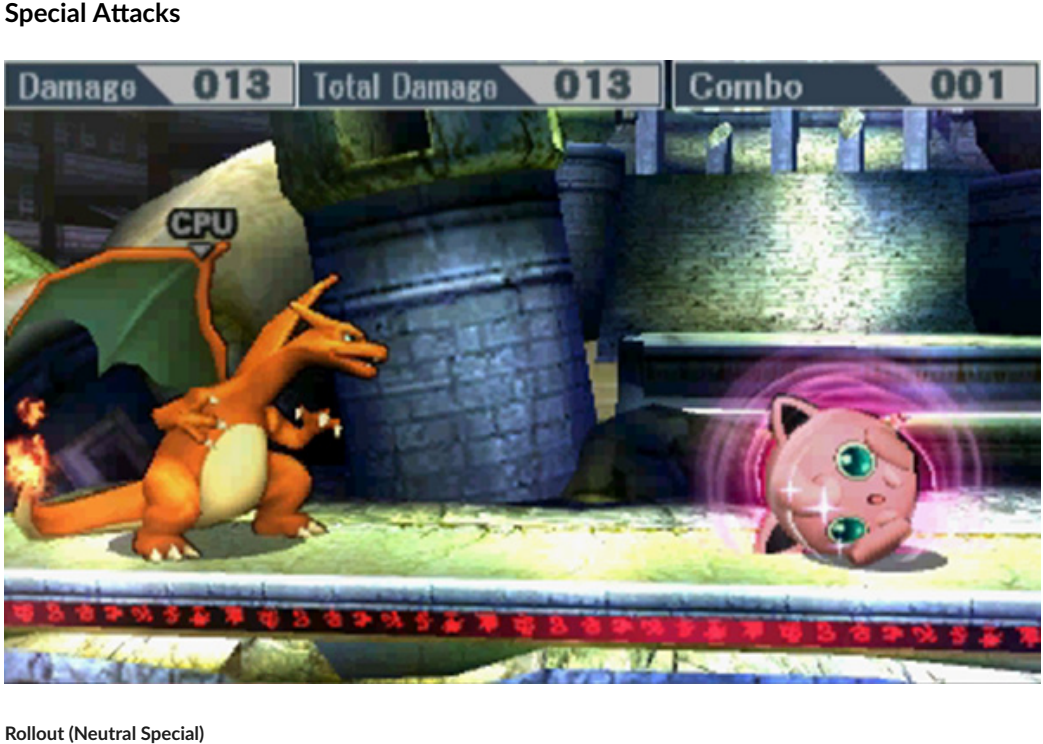
A dropkick attack that has good knockback.


Damage 013
Total Damage 013
Combo 001

Back Air Attack

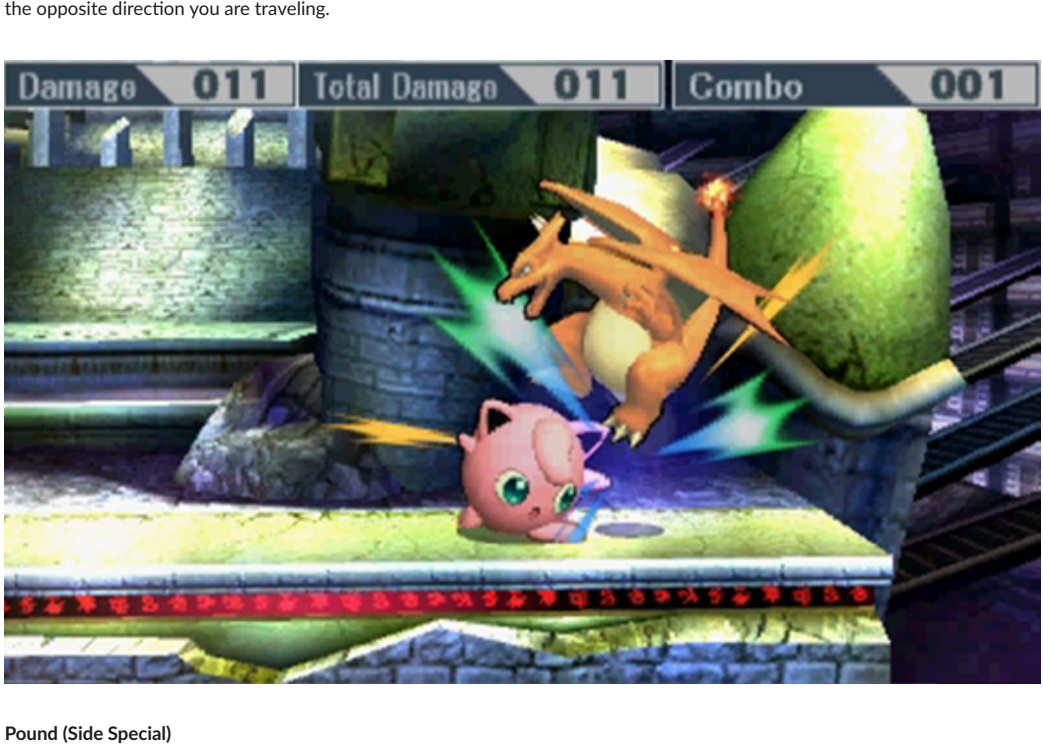
Jigglypuff kicks backward while spinning to face that direction.

Special Attacks


Damage 013
Total Damage 013
Combo 001
CPU

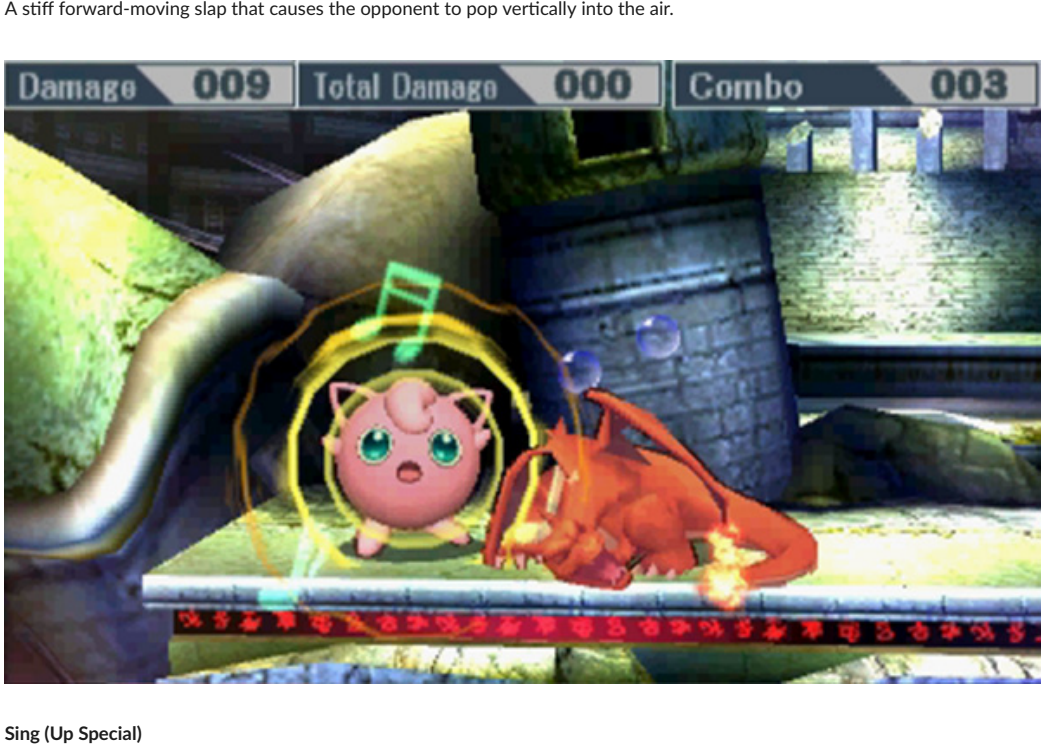
Rollout (Neutral Special)

This rolling attack can be charged for greater speed and damage. You can control the direction and cause a spinout by hitting the opposite direction you are traveling.


Damage 011
Total Damage 011
Combo 001

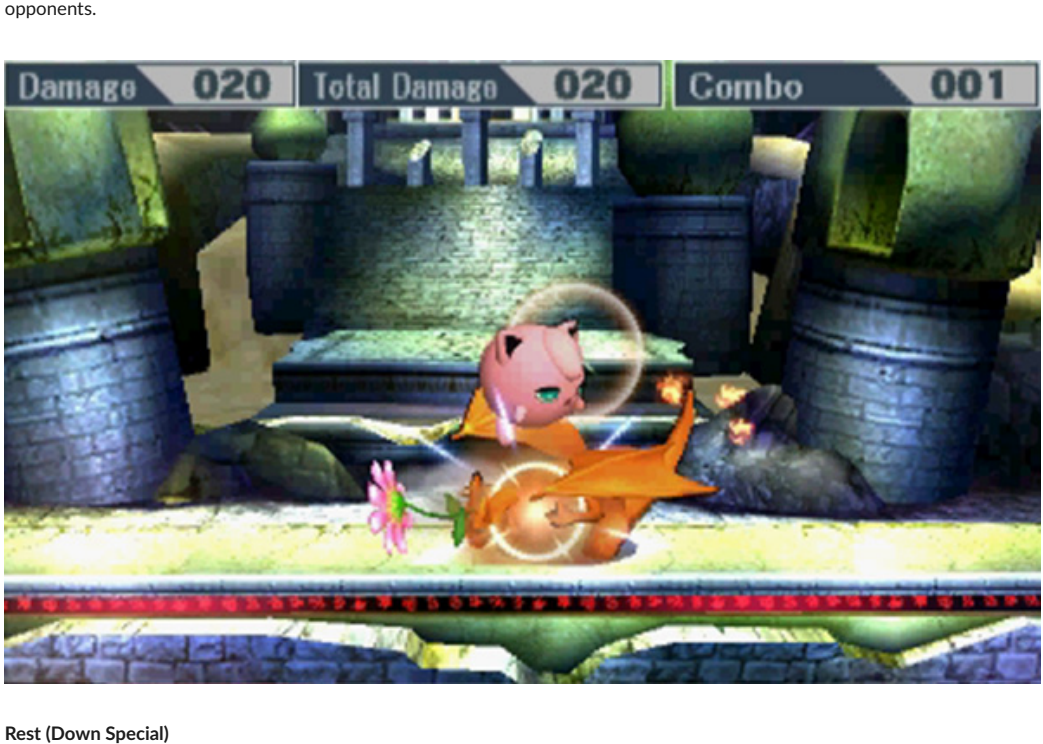
Pound (Side Special)

A stiff forward-moving slap that causes the opponent to pop vertically into the air.


Damage 009
Total Damage 000
Combo 003

Sing (Up Special)

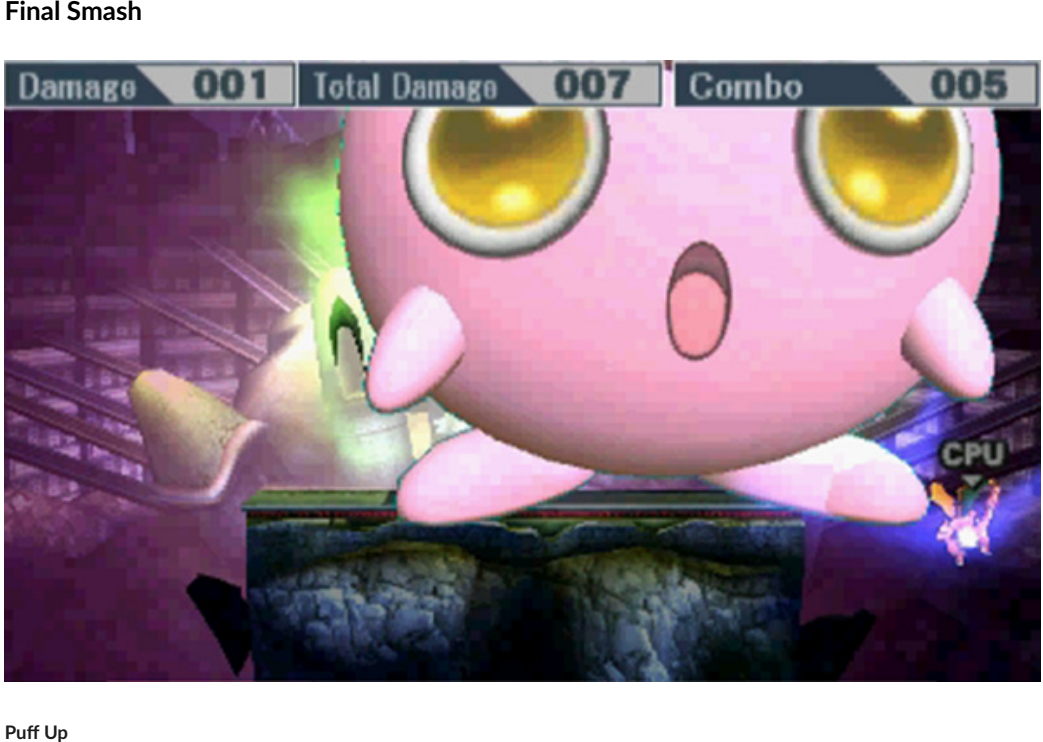
Jigglypuff sings nearby opponents into a drowsy state, leaving them vulnerable for free followups. This only hits on grounded opponents.


Damage 020
Total Damage 020
Combo 001

Rest (Down Special)

Jigglypuff takes a nap, and anyone who is making contact at that moment is in for a rude awakening. If any opponents survive the hit, they have a flower on their head that does damage over time. This move has a very small hitbox and should only be used when you are close enough to move an opponent or if opponents are attacking you and about to make contact.

Final Smash

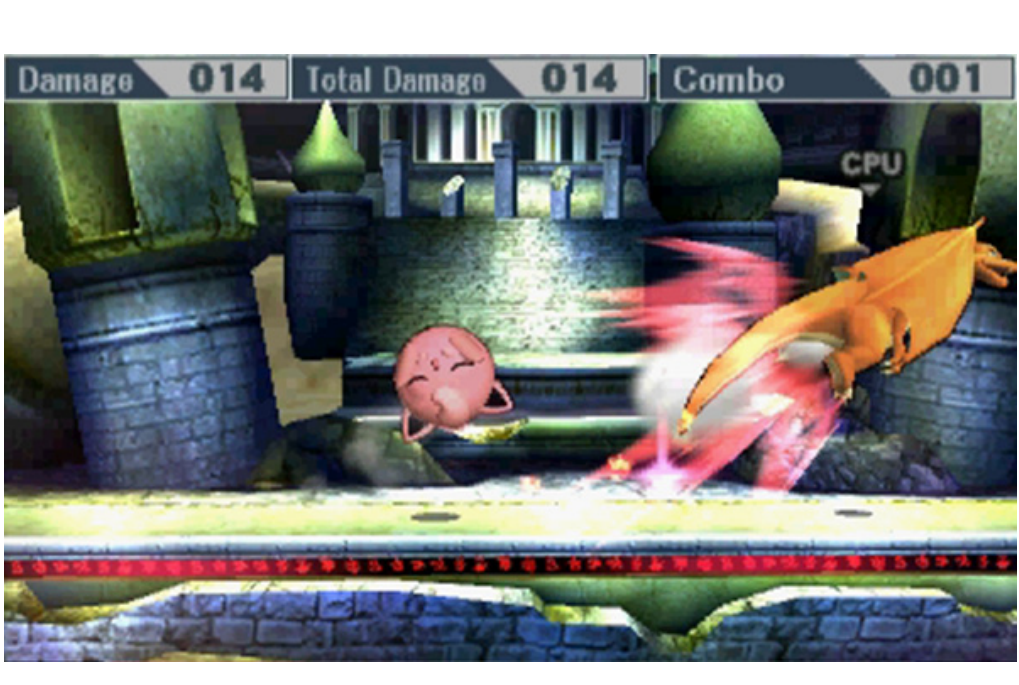

Damage 001
Total Damage 007
Combo 005
CPU

Puff Up

Jigglypuff wills its body to get larger and larger, eventually pushing opponents off-screen. When it's at its peak size, anyone touching Jigglypuff is blasted off farther. Jigglypuff can't be harmed during this attack. This is much more effective if you can catch opponents close to the stage edges or on smaller stages.

Strategy

Jigglypuff is the lightest character in the game, known for its multiple jumps and superior air mobility. Jigglypuff is so light that if its shield is popped, it results in a KO, regardless of Jigglypuff's damage percentage. Additionally, Jigglypuff is extremely small, so the reach of its attacks is limited. If you keep the battle in the air, though, Jigglypuff can still decimate opponents by chasing them off-stage with its multiple jumps. Half of Jigglypuff's Special attacks can help it approach opponents, but the other half have you gambling with your life!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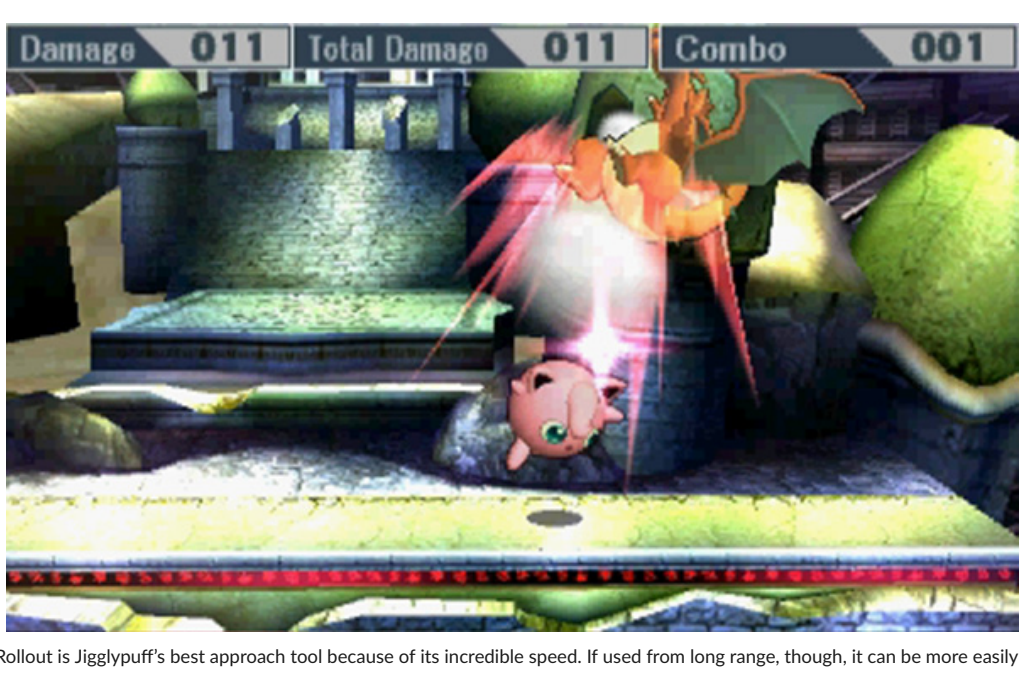
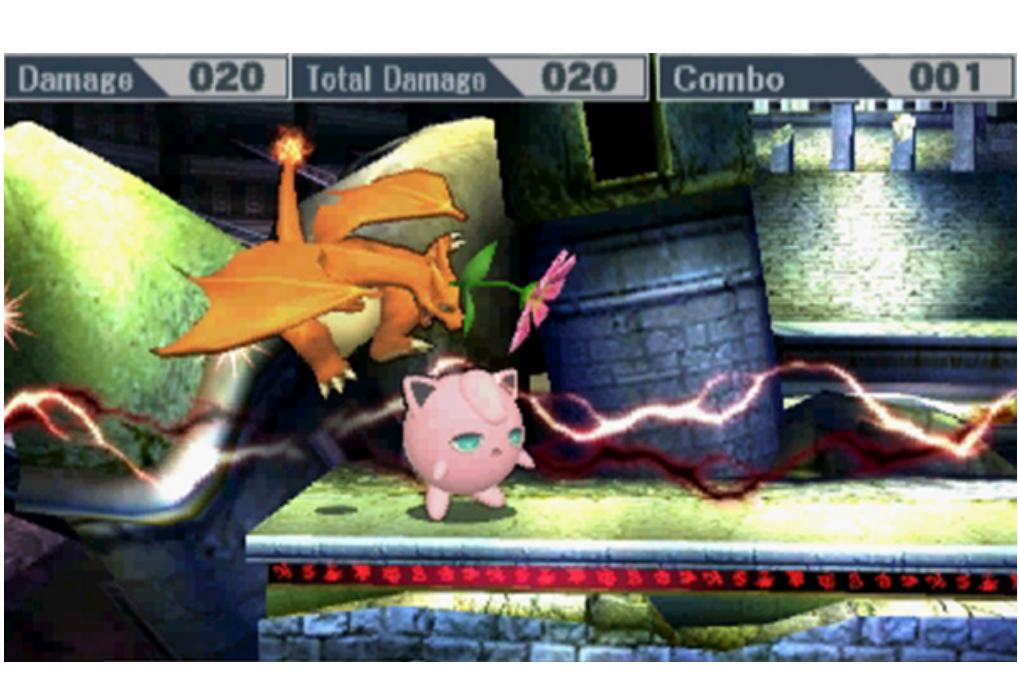
Total Damage 014
Combo 001
CPU


Damage 011
Total Damage 011
Combo 001

Rollout is Jigglypuff's best approach tool because of its incredible speed. If used from long range, though, it can be more easily avoided. Try not to fly off-stage with it, or you may have a hard time getting back if your speed was too high! Pound is an amazing Special for two reasons. First, it's active for a long time and advances Jigglypuff forward. More important, though, when used in the air, it won't drop Jigglypuff vertically. This lets you combine Pound with your multiple jumps to stay in the air even longer! Sing and Rest are where you begin to risk your lightweight life. Sing causes Jigglypuff to sing a song that puts opponents to sleep. The song has three parts, and the third part has the most range, but this attack only works on ground opponents. The closer someone is to Jigglypuff when falling asleep, the longer that opponent will be asleep, so charge up your Smash attack to punish accordingly! Of course, if you miss, it's fairly obvious what you were trying to do, and you immediately become a huge target for anyone wanting to get a KO. Rest is a single hit that deals a solid 20 damage and knocks the opponent vertically. If that opponent isn't KO'd, the opponent has a giant flower on its head that does a ton of damage over time. Rest has a bit of invincibility at startup, so you can use it like a counter. The hitbox is very small, and you practically have to be inside another character for it to hit, which is why it's best used as a counter. Of course, if you miss it, Jigglypuff is asleep and vulnerable for about three seconds, giving opponents plenty of time to charge up their heaviest attack to knock you out! Even on a successful hit with Rest, Jigglypuff is vulnerable for so long that you should really only try to hit Rest if it is going to result in a KO. A good way to land Rest is to use Pound to pop the enemy up, then use short hop into Rest!


Damage 020
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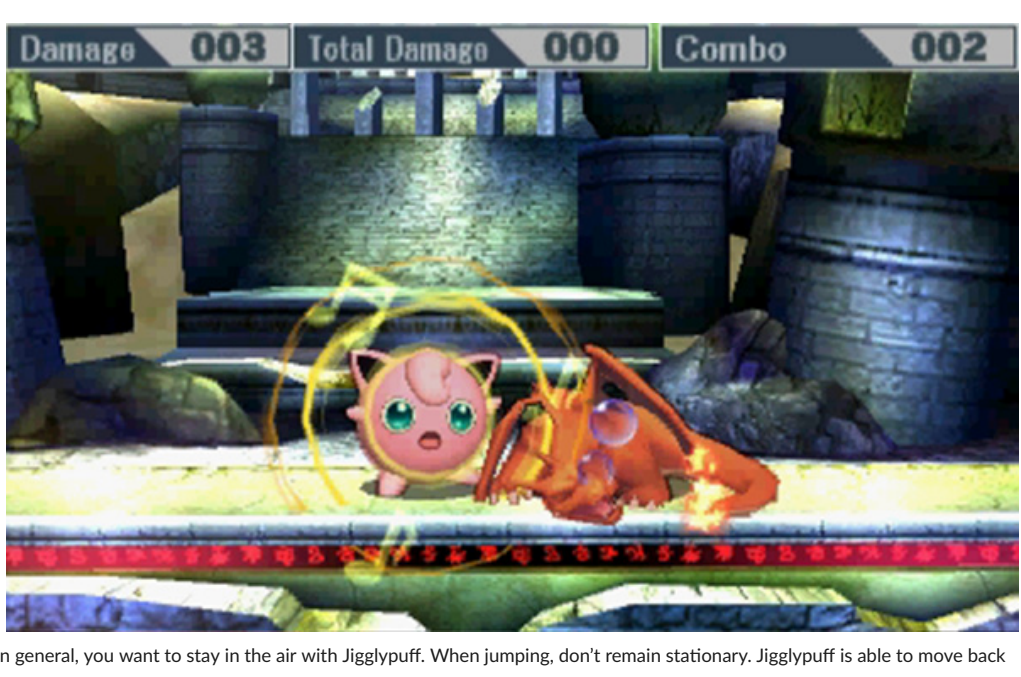
Combo 001

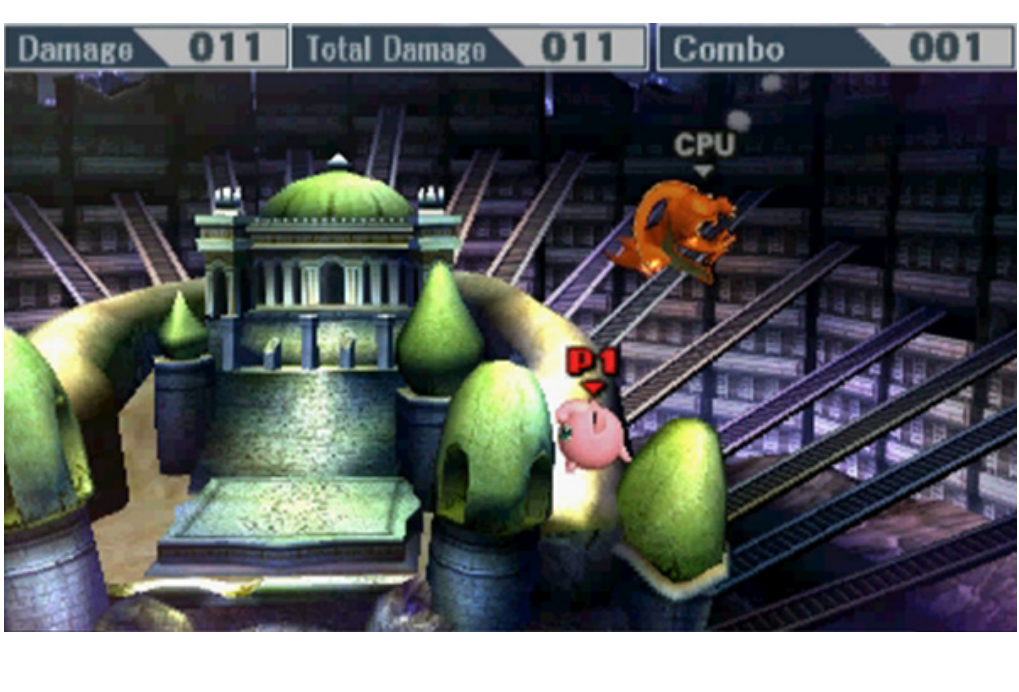

Damage 003
Total Damage 000
Combo 002

In general, you want to stay in the air with Jigglypuff. When jumping, don't remain stationary. Jigglypuff is able to move back and forth a lot in the air. Use this to your advantage, and be unpredictable in your movements! You can use Rollout occasionally to try to get damage, but most of the time you will be out-ranged and less mobile while you are on the ground. When fighting on the stage, a combination of short hops with Forward Air can be quite strong. Use it to knock enemies off the stage, then follow them down for a quick KO. If you land a Sing, then definitely charge up a Smash attack to go for a KO! Alternatively, you can go for a throw to get your opponent into the air and start pressuring that way, too. Once enemies are off-stage, Jigglypuff really shines. Chase after them, and use your Forward Air and Back Air to push opponents farther off-stage. After each hit to push them away, use your extra jumps and air mobility to avoid any retaliation attempts. Similarly, you can push opponents higher and higher off-stage while using Jigglypuff's Up Air attack. If opponents are trying to return to the stage, Down Air is particularly useful for edge-guarding.

Recovery

The first thing to learn about Jigglypuff is to never use Up Special! While this works for most other characters, with Jigglypuff you plummet to your doom! Jigglypuff's main tool for recovery is going to be its six jumps. With Jigglypuff being floaty, you can use these jumps to travel great distances horizontally as well as vertically. You can also use Pound to move horizontally. This Special attack moves Jigglypuff forward considerably while stopping your vertical momentum temporarily. Use this multiple times in combination with your jumps, and you can recover ridiculous amounts of distance. Remember not to be predictable in your return pattern with your jumps. Because you have so many jumps, you don't need to come directly back to the stage. Take your time, and move left and right with each jump to throw off your opponents. You can also use Rollout to cover horizontal distance—just be sure you're facing the right way! If an opponent is standing at the edge and you hit that opponent with Rollout, Jigglypuff will actually be left in a special fall state, as it is stuck in the Rollout spin. So when using Rollout, be sure you either connect with the edge itself or go over your opponent to land on the stage.

Damage 011
Total Damage 011
Combo 001
CPU
P1


Damage 011
Total Damage 011
Combo 001
CPU
P1